

## Democratizing Photorealistic 3D Modeling Using the Power of Al and Your Smartphone

Nikolaos Kyriazis<sup>1#</sup>, Paschalis Panteleris<sup>1</sup> and Antonis Argyros<sup>1</sup>

<sup>1</sup> SceneOpsis

# Presenting author: email:kyriazis@sceneopsis.com.

## **ABSTRACT**

At SceneOpsis, we are focused on making Photorealistic 3D Modeling accessible to everyone, using the device that's already in your pocket—your smartphone. By tapping into advanced AI and computer vision technologies, we enable users to effortlessly scan and document spaces through a simple app, transforming everyday environments into detailed digital records.

These records can give rise to a variety of outputs, such as true-to-life 3D virtual tours, accurate measurements, spatial characterizations, and video-to-text listings. Our technology also has applications in gaming, film, and content creation, offering flexible tools for those needing realistic, high-quality spatial representations.

We invite you to visit our demo and explore how SceneOpsis makes Photorealistic 3D Modeling intuitive, portable, and adaptable across diverse research and industry applications. Experience how the smartphone we all carry becomes a powerful tool for unlocking the potential of spaces.