

Your incident has a Z-axis.

The drone you already fly becomes a live sand table of your incident. Every drone you already fly is a depth sensor. We turned it on. The scene arrives as a live sand table: pilots and observers read it in depth while the aircraft is still on station. No second camera. No LiDAR. No integration project.

Patent pending

Flight-proven · FAA Part 107

SBA-certified SDVOSB & VOSB

Made in New Hampshire

WHAT IT DOES

Lynceus3D Pilot converts video from the single-camera drone you already fly into live depth: the incident in depth for the pilot and observer, as it happens, with the source video untouched for evidence. Depth is computed from the aircraft's own motion as it flies: no base station, no cloud dependency, and aircraft with or without ephemeris data process the same. First depth reaches the crew seconds after capture starts, not after the aircraft lands.

Eyes on. Eyes in. Thirteen seconds.*

WHO IT SERVES

FIRE

POLICE

SEARCH & RESCUE

EMERGENCY MGMT

Built for public-safety drone programs: overwatch and perimeters, structure assessment, landing-zone checks, wide-area search, and post-event damage assessment, on the aircraft and Part-107 pilots you already have.

TWO PRODUCTS, ONE MISSION

- ▶ **L3DP Pilot** · the operator seat: capture, process, and view, live and post-flight. One seat licenses both products.
- ▶ **L3DV Viewer** · view-only client for command staff and off-site personnel; plays missions produced by any Pilot seat.
- ▶ **No glasses at hand?** The Surface Elevation (SEV) product line renders the same flight as color-coded relief on any screen they already have: a laptop, an MDT, or a phone.

DISPLAYS IT DRIVES

XR glasses

SBS 3D

Top-Bottom

PluraView

3D TV & projectors

With or without ephemeris

SYSTEM REQUIREMENTS

L3DP Pilot · operator laptop

- ▶ Windows 11 (Pro tested), 64-bit
- ▶ NVIDIA RTX GPU with NVENC: flight-proven on RTX 5090 Laptop (24 GB) and RTX 4080 SUPER (16 GB)
- ▶ Multi-core CPU (tested: 24-core and 16-core) · 64 GB RAM (tested: 64 & 128 GB) · NVMe SSD
- ▶ USB-C with DisplayPort Alt Mode to drive the XR glasses

Live-capture rig (flight-proven)

- ▶ Controller HDMI out → **Elgato Game Capture 4K S** → USB 3.0 to the laptop (HDMI cable to match the controller port)

XR glasses (flight-tested)

- ▶ **Viture Luma Pro** · preferred · accepts prescription inserts
- ▶ **XREAL One Pro** · accepts prescription inserts

L3DV Viewer · command / off-site

- ▶ Windows 11 · NVIDIA GPU recommended · XR glasses via USB-C, 3D TV/projector via HDMI, or PluraView · SEV relief plays on any screen

INTRODUCTORY PRICING

Evaluation · 60 days, full capability	\$0
Pilot Seat · annual	\$4,995 / yr
Department · 3 seats + unlimited Viewers	\$9,995 / yr
Regional / County · 10 seats	\$24,995 / yr

Pricing shown is introductory: the first five agencies signing at the Department or Regional level keep their rate for their first three renewals. 3-year prepaid – 10%. Offline activation, no cloud account required. Grant-friendly: budget-justification and sole-source documentation available on request.

Request a trial version · demo@lynceus3d.com

60-day evaluation · your aircraft, your footage, your incident in 3D

01 · FLY

The aircraft you already have

Your single-camera drone, flown by the Part-107 pilots already on your roster. Nothing new in the air.

02 · CLICK

Start Capture

One control. Depth is computed from the aircraft's own motion as it flies: no second sensor, no cloud dependency.

03 · WEAR

Sunglasses, not a headset

Lightweight viewing glasses. You look *into* the incident, like a sand table.

04 · SHARE

Put command inside it

Missions play on any L3DV Viewer seat: command post, EOC, or off-site. SEV relief plays on any screen.

* Thirteen seconds: measured first-depth latency on the reference configuration: RTX 5090 laptop GPU (24 GB) · 24-core CPU · 128 GB RAM · 1080p live-capture source.