

# Scalable Atlas

*Automatic camera-based projection mapping for complex 3D objects*



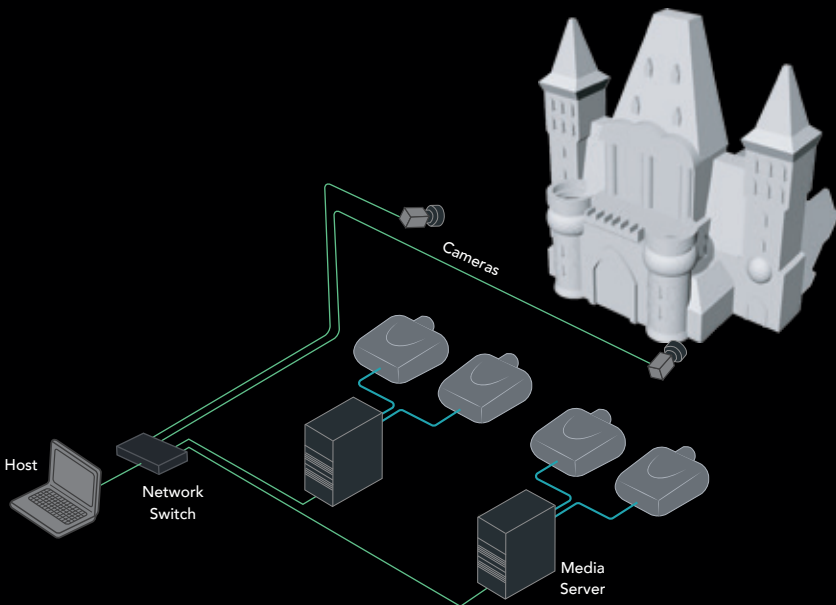
- Automatic camera-based mapping onto any 3D shape or surface
- No markers required. No physical markers on the model
- Camera flexibility. Single or multi-cam, proven at over 1000' away.
- One-click recalibration. Protect the show, skip the overnight alignment



Scalable Atlas is projection mapping software with one job: automatically aligning multiple projectors onto complex three-dimensional objects and surfaces. Atlas takes a 3D model of the target, a statue, a castle, a building facade, an animatronic figure, and uses Scalable's camera-based calibration to compute the exact position of each projector and a corresponding warp map and blend computation to achieve a seamless image on any geometry. Manual alignment can take days or weeks and it is hard to find skilled people. Atlas reduces a complex specialized task into a button press, providing results that are measured, repeatable and consistent.

Atlas is built for the scale of real productions. It has been deployed on outdoor architectural facades with calibration cameras positioned as far as 1,000 feet from the surface, and on intricate close-range targets where per-pixel placement is visible to every guest. In themed entertainment, Atlas maps projection onto animatronic figures and dimensional set pieces, the technique behind bringing static figures to life with projected faces, costumes, and effects, where alignment tolerance is measured against a moving audience standing feet away.

The operational argument is simple: projection-mapped shows drift. Rigging settles, temperatures swing, projectors get bumped. On a manually aligned show, that means a technician re-touching points after hours. With Atlas, recalibration is one click — or a schedule — and the show opens pixel-perfect without anyone spending the night on a lift. Don't ruin the show, and don't spend the dark hours saving it either.



## Integration Ecosystem

Atlas is value added software for your media server, bringing automatic calibration to any pipeline.

Mapping data integrates with the industries leading media servers, including 7thSense, PIXERA, Touch-Designer, Watchout and others.

Scalable co-authored MPCDI, so any playback or show control pipeline that is compatible with MPCDI can benefit from Scalable's auto-alignment. The SDK is free to integrate and add to your pipeline and content workflow today.

## Capabilities

- **Any object, any shape, any number of projectors.** From table-scale models to room-scale environments to full building exteriors.
- **No markers required.** No physical and distracting markers required on the object or structure, all the magic happens in software, just plug in some cameras, load a model, and go.
- **Automatic camera-based mapping and blending.** The camera measures the real object against its 3D model; Atlas computes geometry and blend automatically.
- **Camera flexibility.** Single or multi-camera. Field-proven with calibration cameras up to 1,000 feet from the projection surface, the distances outdoor facade work actually requires.
- **Animatronic and set-piece mapping.** High-precision alignment onto dimensional figures and scenic elements for dark rides and themed attractions.
- **One-click and scheduled recalibration.** Restore a drifted show to opening night alignment, ensure the guest experience. No manual adjustment, no downtime, no interruptions.
- **Interactive real-time preview.** See alignment live against the physical object while configuring the system.
- **Intuitive GUI.** Model import, camera setup, and calibration run through a guided interface — no scripting required for standard workflows.

## Use Cases

- Theme parks and dark rides — including animatronic and set-piece projection
- Outdoor architectural and facade mapping
- Live events and show production
- Museums and attractions
- Art installations
- Advanced digital signage and customer engagement environments

