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Scoring and Shape Reconstruction of Antlers from Two-Dimensional Images

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Summary: A method to reconstruct three-dimensional shapes of antlers from two-dimensional images

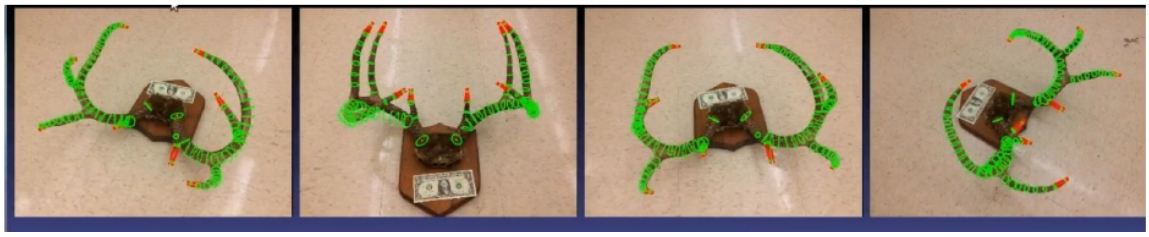
Description: A method to reconstruct three dimensional (3D) shapes of objects from two dimensional (2D) images, for the purpose of estimating 3D measurements has been developed. The specific objects of interest are antlers and horns of animals, such as deer, elk, and moose. The method also estimates a score for the antlers based on the 3D shape measurements. Currently, the process of measuring and scoring sporting trophies by hand is very labor intensive and requires someone trained in the process. The proposed method differs from other methods in that it reconstructs a true 3D model from images that hunters take of their trophy with any standard digital camera, such as the camera on a cell phone. The resulting 3D model can also be exported to a format (e.g., STL) and can be printed on a 3D printer.

Main Advantages of this Invention

- Cost savings
- Ease of Use
- Quick

Potential Areas of Application

- Sporting Trophies
- Wildlife Services



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Intellectual Property Status: US Utility patent pending (application 62/145,738)

Opportunity: We are seeking an exclusive or non-exclusive licensee for marketing and sale of this technology.

For more information contact:
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