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# Reality Capture & Digital Twins

(1 day program)

**Chairs:** [Alex Hill-Stosky](#)

**Description:** The 2024 Reality Capture Program invites contributions from professionals, researchers, and enthusiasts involved in advancing reality capture technologies. We seek insights on projects and solutions in Quasi-Terrestrial Lidar, including terrestrial, kinematic, human-carried, and robotic scanners, as well as mobile mappers. Additionally, we welcome discussions on photogrammetry, encompassing UAV, mobile, and innovative applications beyond traditional uses. This program aims to share knowledge, showcase innovative projects, and foster industry advancements.

**Program components:** 1 keynote, 1 panel, 6 talks

## Day 2 - Theatre 4 Info: 1 keynote, 3 talks

Time	Speaker/Talk	Length	Activity
Tuesday October 29 01:15 PM - 01:45 PM	Pete Kelsey - Reality Capture for Entertainment	30 min	Keynote
Tuesday October 29 02:00 PM - 02:30 PM	Karina Delcourt - The Gaps in between BIM, VDC and Digital Twins	30 min	Talk
Tuesday October 29 02:45 PM - 03:15 PM		30 min	Break
Tuesday October 29 03:15 PM - 03:45 PM	Kelsey Green - The Impact of Reality Capture on Infrastructure Asset Management.	30 min	Talk
Tuesday October 29 04:00 PM - 04:30 PM	Pete Kelsey - Capturing Alcatraz: A Once in a Career Gathering of Talent and Tech	30 min	Talk
Tuesday October 29 04:00 PM - 06:00 PM	Meetup	120 min	Social

## Day 3 - Theatre 2 Info: 1 panel, 3 talks

Time	Speaker/Talk	Length	Activity
Wednesday October 30 09:00 AM - 09:30 AM	Mark Kowalski - Results of Accuracy Testing for Laser Scanners in Concrete Verificaion	30 min	Talk
Wednesday October 30 09:45 AM - 10:15 AM	Kyle Pickering - Virtual Assembly for Heavy Industrial Projects	30 min	Talk
Wednesday October 30 11:00 AM - 11:50 AM	Panel: Reality Capture - Current & Future Applications by 2030	50 min	Panel
Wednesday October 30 11:45 AM - 12:15 PM	Alex Hill-Stosky & Carina Butterworth - CanSLAM 2024 Results	30 min	Talk