

■ Key Features of the New “Camera Mode”

● Visualization of Viewing Angles from the Camera Location

By placing a camera object at any position within the 3D space, the viewing angle from that location is displayed, allowing users to intuitively understand what is visible from that point.

● Reduced Reliance on Mouse Operations for More Accurate Viewpoint Validation

In Camera Mode, mouse operations are partially constrained, while camera movement and viewing angle adjustments can be performed via buttons in the property panel and through keyboard controls. Compared to mouse-based controls, this helps suppress unintended viewpoint shifts and enables more precise and stable viewpoint validation with improved usability.



User Interface of “Camera Mode”

● Support for Movement and Pan/Tilt Control

The camera can be moved forward, backward, left, right, up, and down, while the viewing direction can be adjusted using pan and tilt (horizontal and vertical angles). This allows users to quickly configure the exact viewpoints they wish to examine.

■ Expected Use Cases

This feature is particularly useful in urban and infrastructure fields, as well as in design and verification workflows, where understanding “what can be seen from a specific location” is critical. Example use cases include:

✓ Validation of installation viewpoints

Desk-based verification of blind spots and visibility from candidate locations for installing equipment or facilities.

✓ More efficient planning and explanation

Smoothly sharing concrete viewpoints with stakeholders, such as views from the 10th floor of a building or visibility from specific indoor locations.

✓ Support for site investigations

Assisting studies that require high reproducibility of viewpoints in cases where revisiting the site is difficult.

In addition to the above, the latest feature update delivers the following improvements:

- ✓ Addition of the new “Camera Mode” in 3D Tiles view
- ✓ Expanded 3D object operations (scaling / movement / locking)
- ✓ Addition of save functionality for 3D Tiles views

Dynamic Map Platform will continue to advance flexible product enhancements as it works toward realizing its vision, “Modeling the Earth,” and to promote the development of digital infrastructure.

<About Dynamic Map Platform Co., Ltd. >

Dynamic Map Platform was established with the backing of the Japanese government and investment from 10 Japanese automobile manufacturers and other enterprises. Headquartered in Japan, and we also have bases in North America, Europe, the Middle East, and South Korea, currently operating in 26 countries. We provide High-Precision 3D Data for a wide range of applications, including autonomous driving (AD), Advanced Driver Assistance Systems (ADAS), simulator environment construction, infrastructure management, and snow removal support.

With our vision of “Modeling the Earth”—digitizing the planet—we co-create innovation across diverse industries as a platform provider for High-Precision 3D Data.

Established: June 2016

Headquarters: Shibuya-ku, Tokyo

Representative: YOSHIMURA Shuichi

Business: Providing high-precision 3D data for a variety of industries, including automated driving and ADAS.

URL: <https://www.dynamic-maps.co.jp/en/>