

ITEAL



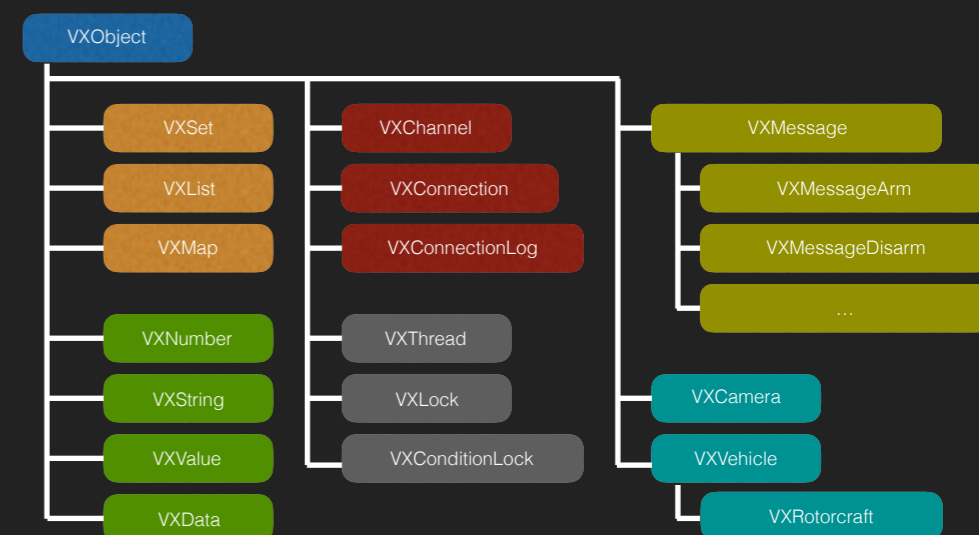
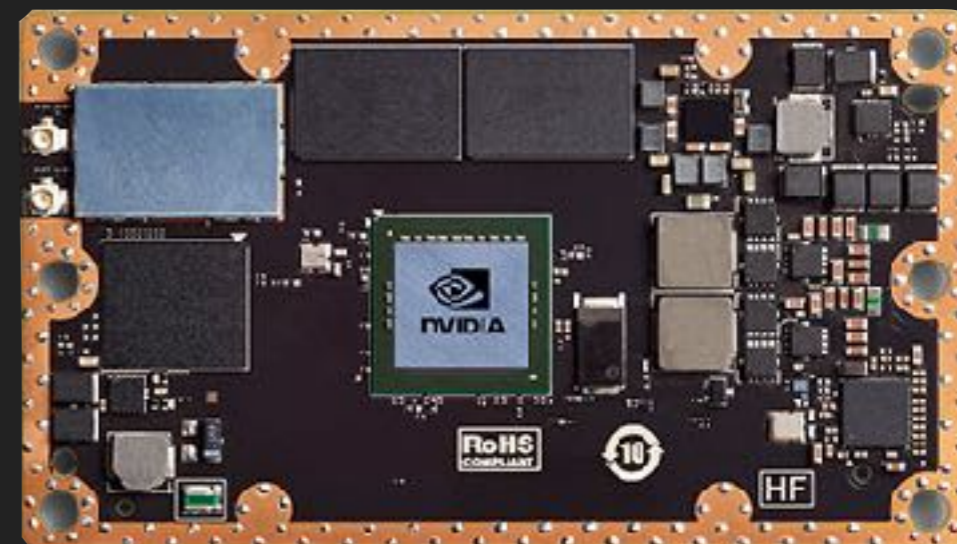
## QUADCOPTER HARDWARE

- ▶ 65+ MPH (105+ km/h) Top Speed
- ▶ Industry Top Quality Components
- ▶ Strong Lightweight Airframe
- ▶ Modular Hardware / USB Interface
- ▶ 4K with ESC and dynamic cropping
- ▶ Portrait Orientation 80° FOV



# QUADCOPTER SOFTWARE

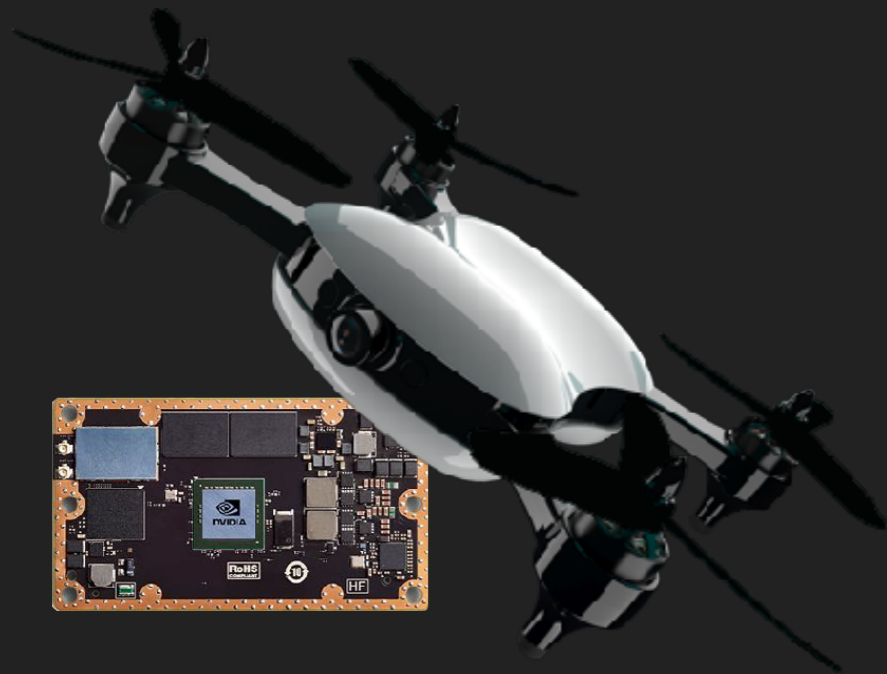
- ▶ Nvidia TX1 (4x ARM+Maxwell GPU)
- ▶ First-class SDK written in C11 with bindings for a variety of languages
- ▶ Native execution on iOS, Android, macOS, Linux on x86/64 and ARM
- ▶ Telemetry & Control, Modular Sensors and Actuators, Machine Learning, Augmented Reality



# 3RD PARTY PROGRAMMABLE & EXPANDABLE



# SDK EXECUTES ON BOTH QUADCOPTER AND CONTROLLER



SDK

SDK

## GSTREAMER AS PRINCIPAL MEDIA PROCESSING PIPELINE

- ▶ Best method for introducing gstreamer to 3rd party devs?
- ▶ How to deploy gstreamer toolkit for ARM, iOS, Android?
- ▶ Suggested pipeline for integration of 3rd party filters?
- ▶ Plugin base class for AR filters? ML filters? Just appsink?
- ▶ Consistent operation across quadcopter and controllers?

