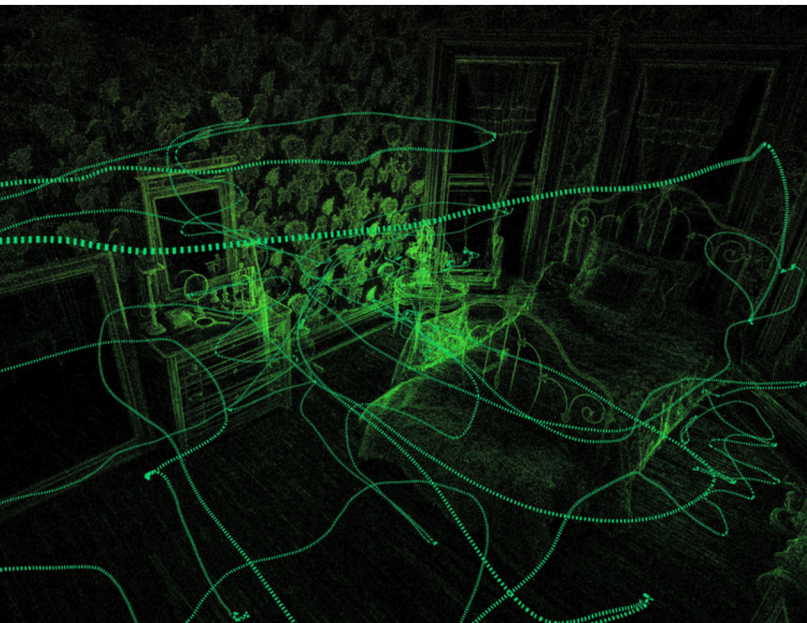


GO SCOUT

A VR extension of Global Objects existing Float platform

Built for virtual location scouting, camera planning, and cinematic visualization inside real-world 3D scans



Point Cloud



Gaussian Splat



Scout with real-world scale, and simulate creative choices like camera position, lens selection and movement

GO SCOUT enables production teams to step into splat-based digital twins

LET'S CHAT!



GO SCOUT



Point Cloud

Gaussian Splat



With **GO FLOAT** already deployed for web-based tech viz, **GO SCOUT** brings this power into immersive VR environments, allowing directors, DPs, and production designers to collaborate from anywhere in the world