



## **BLACKSHARK.AI DEMONSTRATES ENHANCEMENTS TO VIRTUAL ENVIRONMENTS AT SCALE ON NVIDIA DRIVE SIM PLATFORM**

### **Technology Showcased During NVIDIA GTC Keynote**

**October 5, 2020** -- Blackshark.ai announced today that it is working with NVIDIA to enhance simulation environments used for testing autonomous vehicles.

Blackshark.ai has developed a digital twin platform that uses AI and cloud computing to automatically transform input such as satellite data, aerial images or map and sensor data into building and landscape assets that contribute to a photorealistic 3D environment.

The technology was showcased on [NVIDIA DRIVE Sim](#) in the [keynote address delivered by Jensen Huang, founder and CEO of NVIDIA](#), during the company's GPU Technology Conference (GTC). The GTC demonstration showed the city of San Jose, Calif., in DRIVE Sim, with buildings and trees reconstructed using Blackshark.ai technology.

DRIVE Sim uses high-fidelity simulation to create a safe, scalable, and cost-effective way to bring self-driving vehicles to our roads. It taps into the computing horsepower of NVIDIA RTX™ GPUs to deliver a powerful, scalable, cloud-based computing platform, capable of generating billions of qualified miles for autonomous vehicle testing. DRIVE Sim can be connected to the AV stack under test in Software-in-the-Loop or Hardware-in-the-Loop configurations.

Michael Putz, CEO and co-founder of Blackshark.ai, explains, "What really differentiates us from solutions based on photogrammetry is that our partners and clients can interact with our environments on all levels. Using a powerful AI to extract semantic information from 2D aerials, GIS vector data or 3D point clouds is the first step in allowing us to deeply understand each object and attribute before we automatically reconstruct it in 3D."

Rambod Jacoby, principal autonomous driving product manager at NVIDIA, added: "Authentic surroundings are an important factor for an immersive virtual environment. Using Blackshark.ai, DRIVE Sim was able to add this level of authenticity while avoiding the major bottleneck typically associated with hand-modelling 3D geometry."

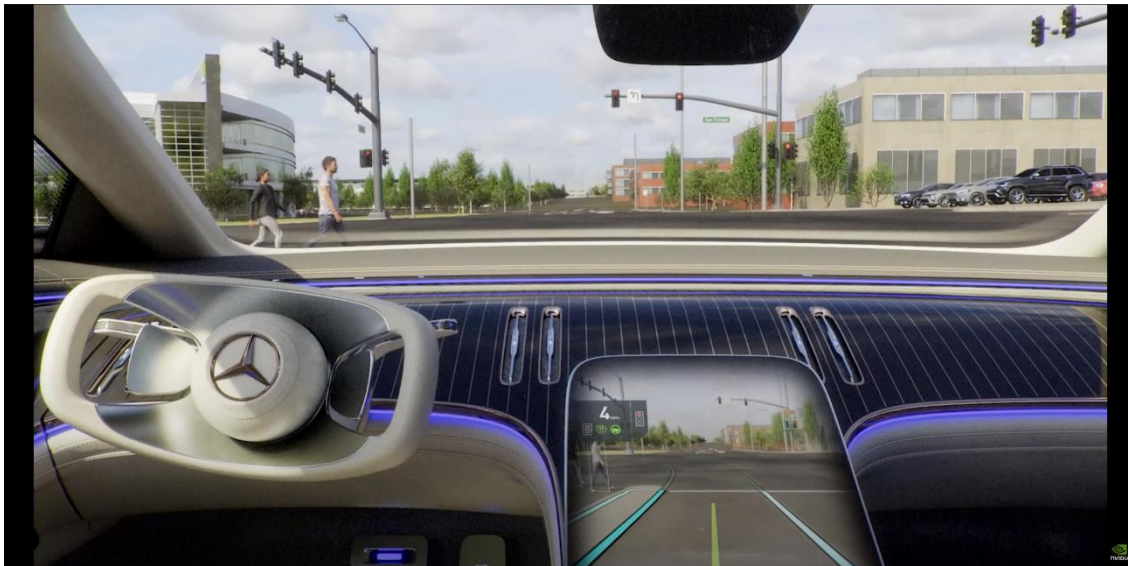
### **About Blackshark.ai**

Blackshark.ai is a team of 50+ A.I. specialists, geospatial engineers, data scientists and real-time rendering programmers working on a digital twin of our planet. The company is using AI

to fill in the gaps from limited input data to automatically reconstruct a semantic representation of our world. The Blackshark.ai platform is already used in various industries ranging from autonomous driving, government, mapping/navigation, location intelligence, earth observation, geospatial, gaming and insurance. Blackshark.ai technology was used in the new Microsoft Flight Simulator to reconstruct the entire planet in 3D.

[www.blackshark.ai](http://www.blackshark.ai)

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**NVIDIA DRIVE Sim featuring Blackshark.ai's immersive virtual environment (San Jose, California, United States)**