

SEARCH
LOCATE
TRACK
IDENTIFY
MONITOR
COUNT
ALERT
PROTECT

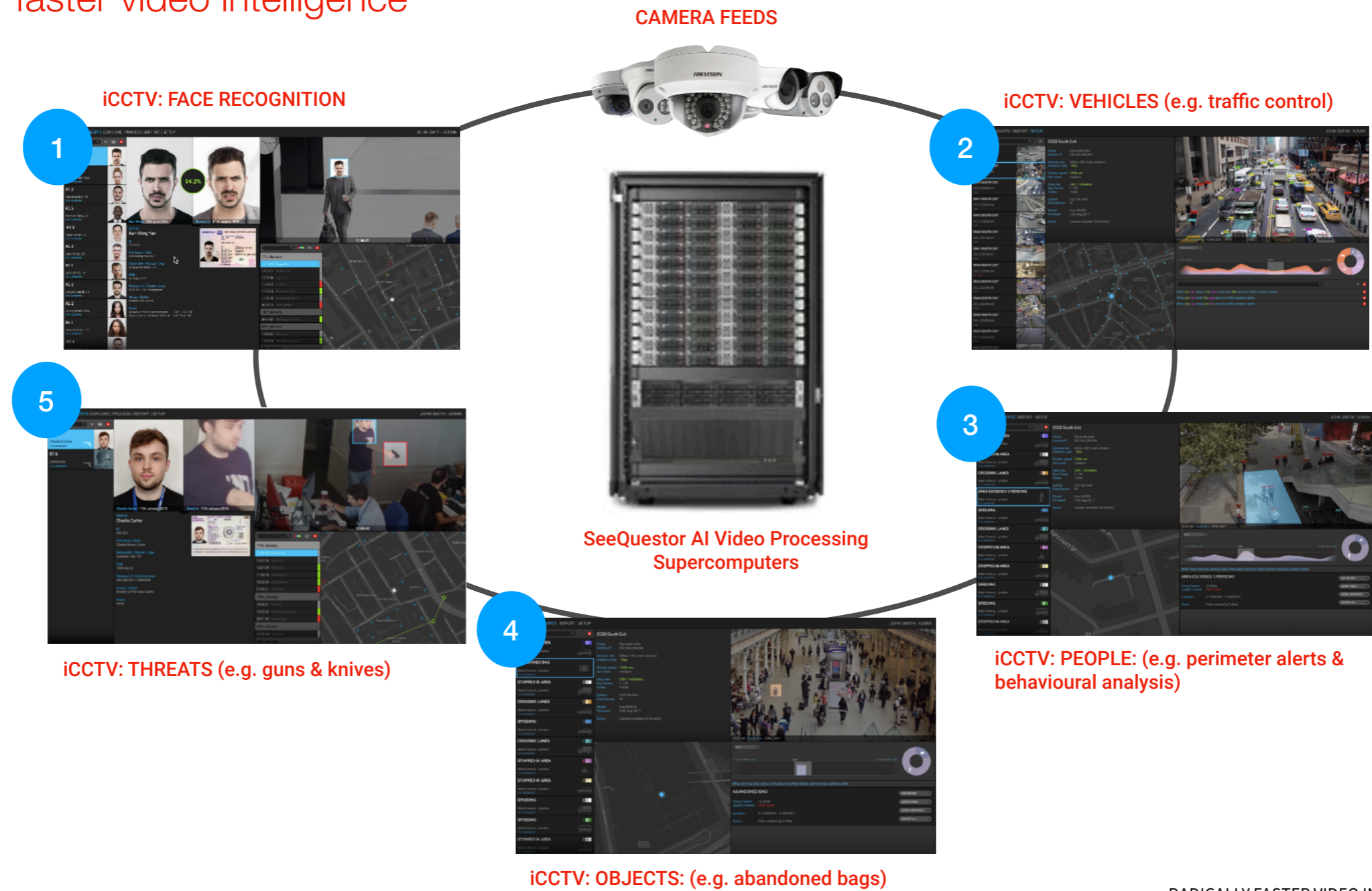


RADICALLY FASTER
VIDEO INTELLIGENCE



Comprehensive, single platform,
video analytics suite for radically
faster video intelligence

Intelligent CCTV (iCCTV):

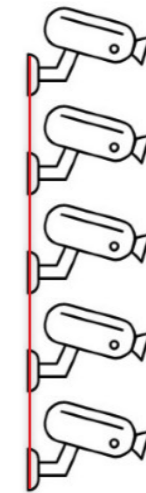




No longer watch cameras! **SeeQuestor iCCTV** connects to live camera feeds to give immediate, actionable, video intelligence for vastly improved outcomes.

- Search for missing people or vehicles
- Receive alerts if watchlists are triggered
- Receive alerts if persons enter forbidden zones, or pass perimeters
- Be alerted to threats such as people carrying weapons
- Be alerted to abandoned bags & suspicious behaviour
- Manage traffic, people flow and much more

All in a single, modular software platform.



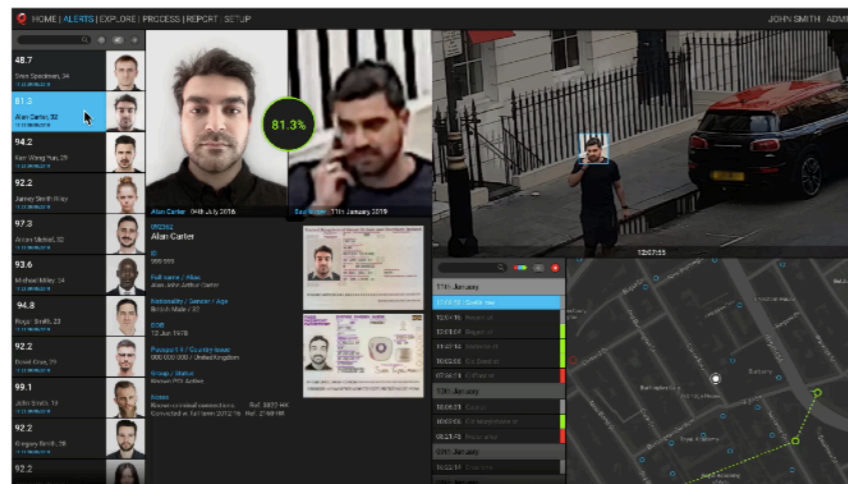
SQ Model 20 PLUS
Up to 1000 cameras



- Truly scalable video solution
- Plug & play metadata engine
- Unlimited cameras
- Unlimited users
- Unlimited watchlist / database sizes
- Compatible with existing camera infrastructures
- Compatible with live & archived video
- Available as a whole or as standalone modules
- Customise functionality to suit requirements

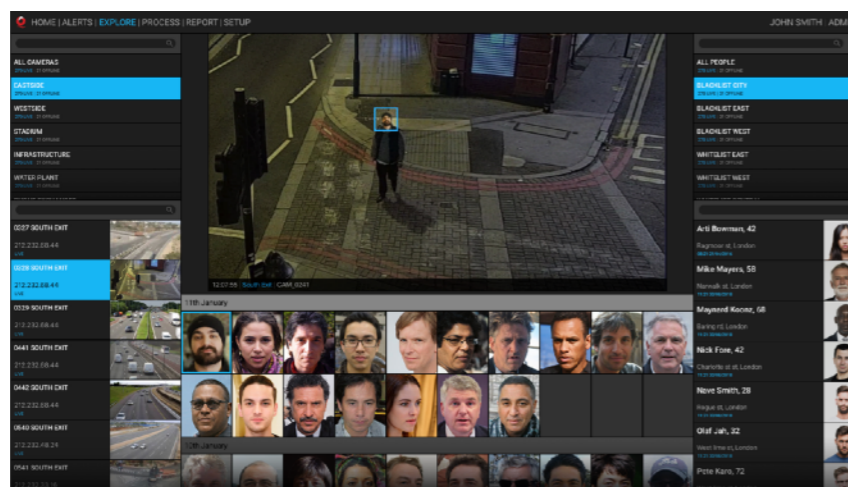


1 FACE RECOGNITION



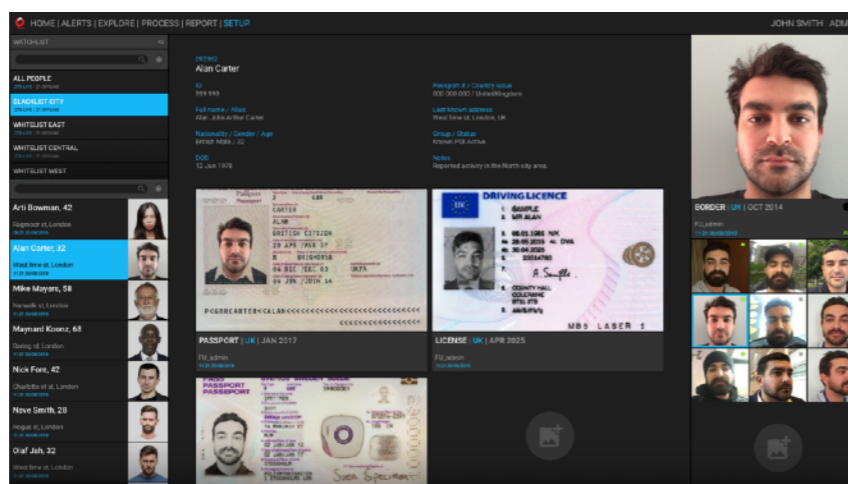
LOCATE; IDENTIFY; TRACK

- Use existing cameras to receive automated watch list alerts, including from large, federated, databases
- Locate, track & identify persons of interest through camera networks
- *Find missing children*
- *Locate & track suspects*



PASSER-BY MODE

- Enrol unknown persons of interest 'on the go' or add information to profiles of known persons of interest
- **Compatible with partial face occlusions, facial hair, headdresses, glasses, lighting variations, camera positioning, a wide range of facial poses**



DATABASE LOOK-UP

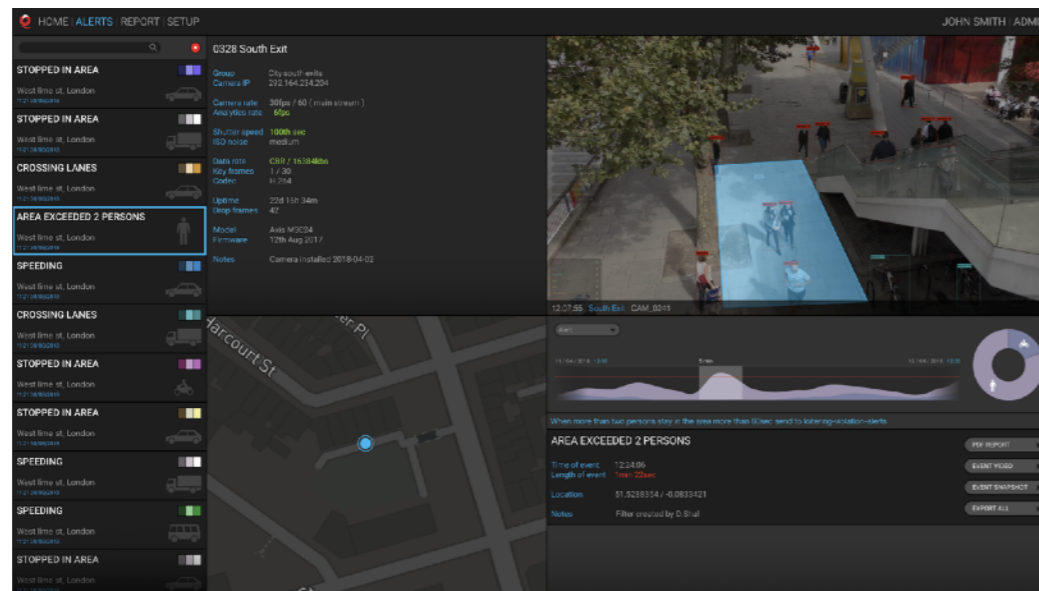
- Bring up database records of enrolled persons of interest
- Access historical sightings, for intelligence gathering and 'context'
- *Receive instant 'persons of interest' alerts*
- *Highly limited false positives*
- *Low latency*



2

VEHICLES

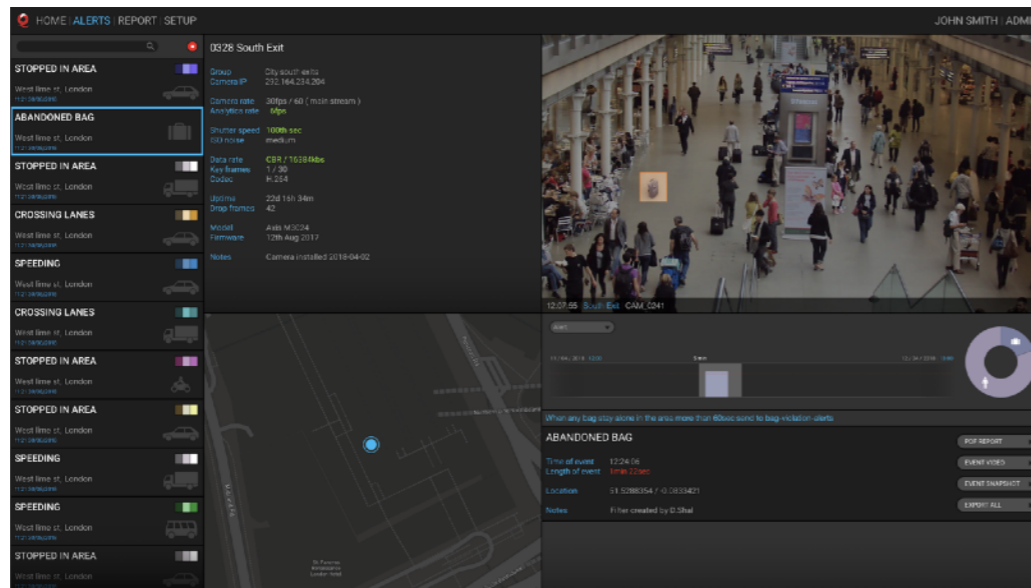
- Count vehicles by type, direction, time of day
- Spot vehicles exceeding speed limits
- Identify vehicles stopping in forbidden areas
- Identify vehicles making dangerous lane changes
- Build congestion / traffic maps



3

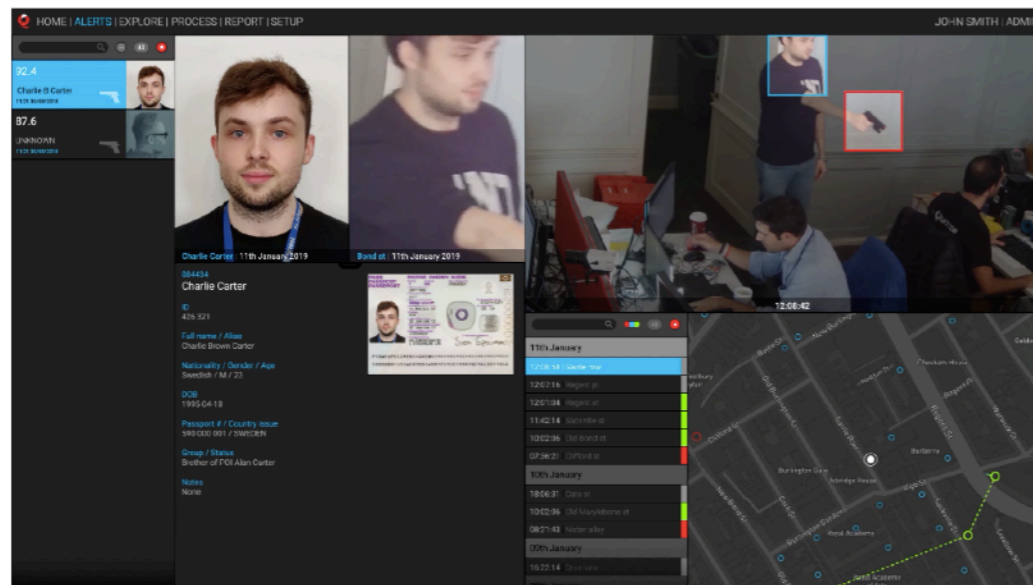
PEOPLE

- Set up & receive perimeter alerts (e.g. crossing a barrier or line or entering forbidden zones)
- Alerts when people are running or loitering
- Alerts when scenes are crowded or people are travelling in the wrong direction for real time situational awareness
- Count people by direction / time of day
- Monitor queues
- Build heat maps



4 OBJECTS

- Receive alerts for potentially dangerous objects such as abandoned bags
- Track back in time to identify the person depositing the abandoned bag & search for them across the camera network



5 THREATS

- Receive alerts for persons with weapons such as guns or knives
- Use face recognition to identify weapons carriers from watch lists or similar databases



HARDWARE (standard models)



Model 10 PLUS

Up to 500 cameras

- Graphical processing: 20 x Nvidia RTX500
- Graphical processing memory: 320 GB
- Graphical Processing Servers: 5
- Total amount of CPU's: 10
- Total amount of GPU's: 20
- Total amount of RAM: 1.5 TB
- Total processing power: 1.75 PFLOPS
- Networking: 10 GB backbone
- Power Connector: 2 x IEC 309
- Power consumption: \approx 9,000 watts
- Dimensions (WxDxH): 61 cm x 101.4 cm x 110 cm
- Total U Size 18 U
- Weight: 300kg



Model 20 PLUS

Up to 1000 cameras

- Graphical processing: 40 x Nvidia RTX5000
- Graphical processing memory: 640 GB
- Graphical Processing Servers: 10
- Total amount of CPU's: 20
- Total amount of GPU's: 40
- Total amount of RAM: 3 TB
- Total processing power: 3.5 PFLOPS
- Networking: 10 GB backbone
- Power Connector: 2 x IEC 309
- Power consumption: \approx 18,000 watts
- Dimensions (WxDxH): 61 cm x 101.4 cm x 175 cm
- Total U Size 32 U
- Weight: 500kg

Hardware platform is based on powerful 1U video servers each supporting 100 cameras and is inherently scalable - systems can be built with different capacities; e.g. a 6 server system would support 600 cameras

