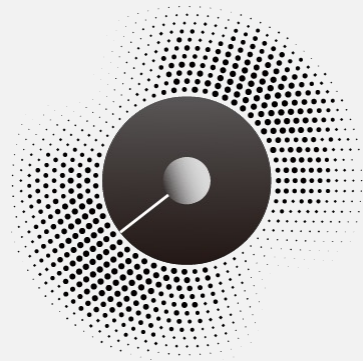


# Company Introduction Presentation Tengun-label Ltd.



Tengun - label



# Company Introduction Presentation

Company Name: Tengun-label Ltd.

Head Office:

5-15-14 Shinjuku, Shinjuku-ku,  
Tokyo 160-0022, Japan INBOUND LEAGUE,  
Room 603

Branch Office:

3-1 Setodachi, Hakusan, Ishikawa 920-2331,  
Japan Kanazawa Institute  
Technology Hakusan Campus  
Regional Revitalization Research Institute

CEO: Hideki Iwasawa

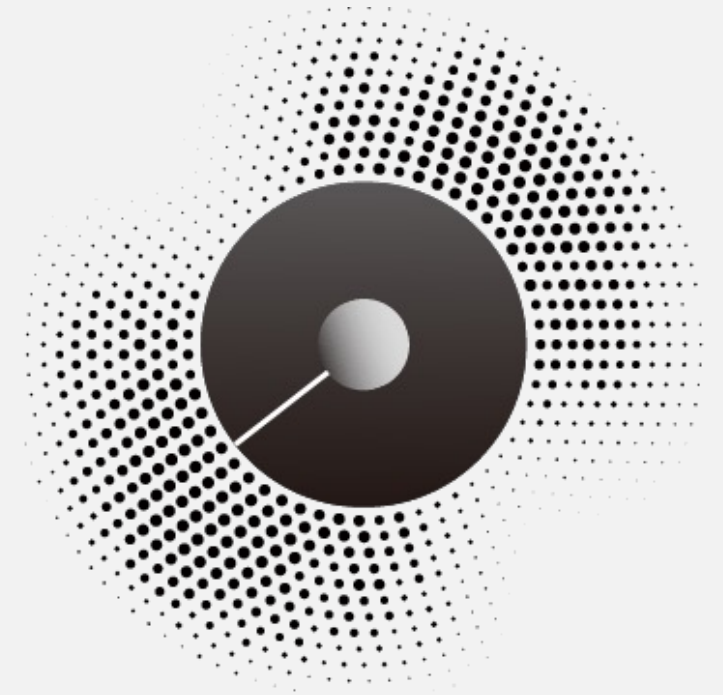
Established: July 15, 2020

Number of Employees: 4



# Tengun-label

## Implementation of Spatial Recognition Technology in Society



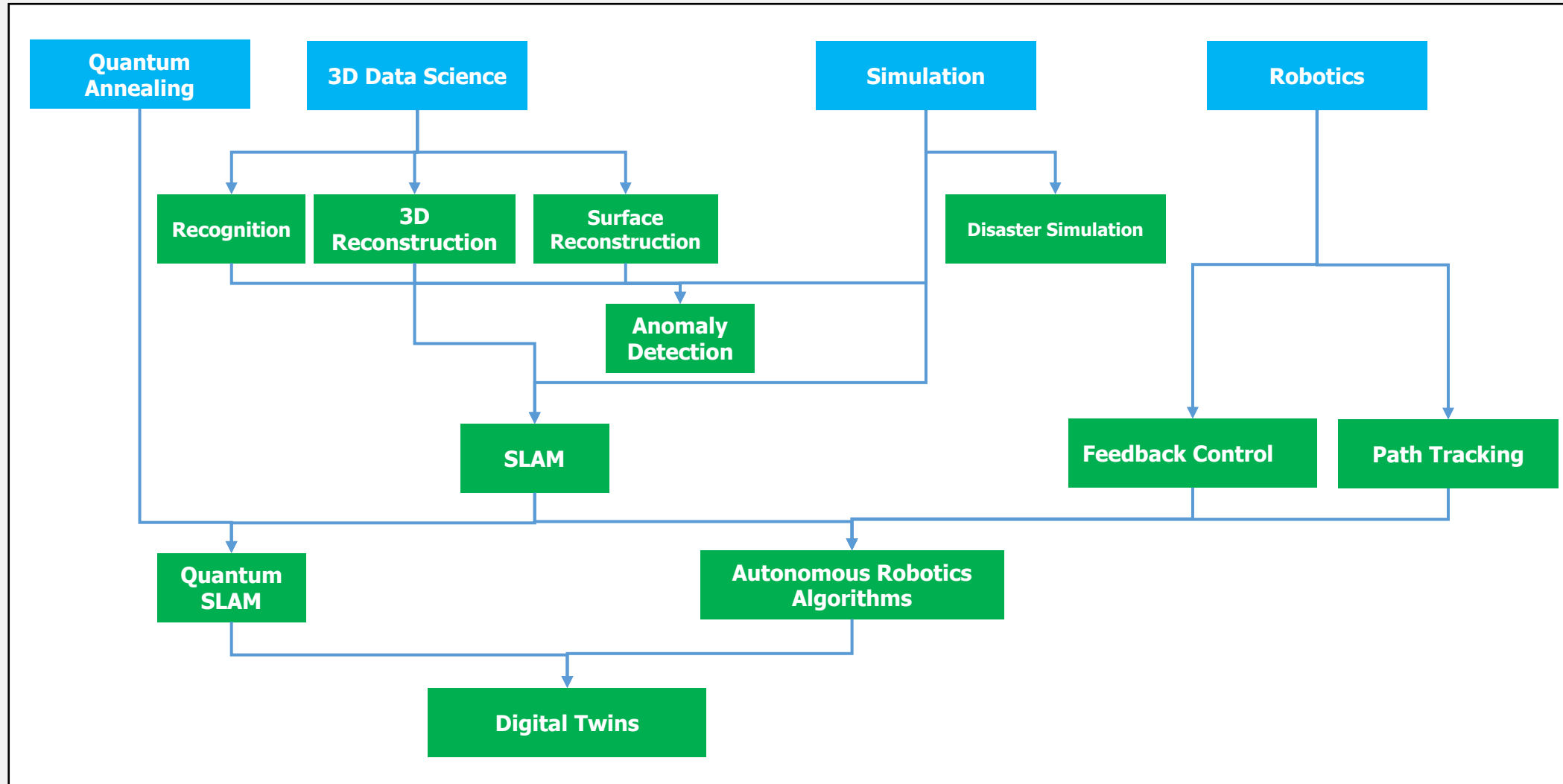
# Tengun-label



## Tengun-label

Data Science Division  
for Computer Vision

Engineering Division  
for Computer Graphics





## Business Scope

### **Research and Development Support**

**Example: Ongoing research on AI algorithms using 3D data in the research department of a major camera manufacturer.**

### **Advisory and Technical Consulting**

**Example: Providing technical insights to address issues that hindered development for client companies.**  
**Example: Assisting in the establishment of a new business unit at a client company, including technical support and team management.**

### **Development**

**Example: Developing various technologies, such as automated pallet detection and measurement of pallet position angles and translations in a forklift automation system, LiDAR SLAM, and non-contact arm and leg perimeter estimation algorithms, among others, for factory operations.**

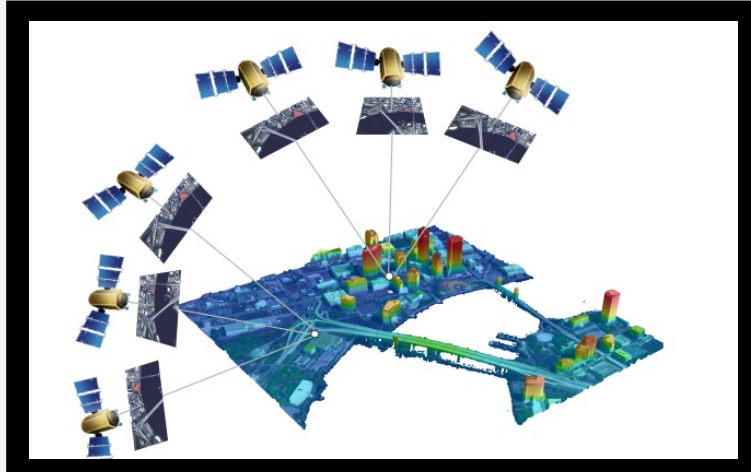
### **Education**

**Example: Conducting courses to help inexperienced individuals acquire technical skills for client companies.**

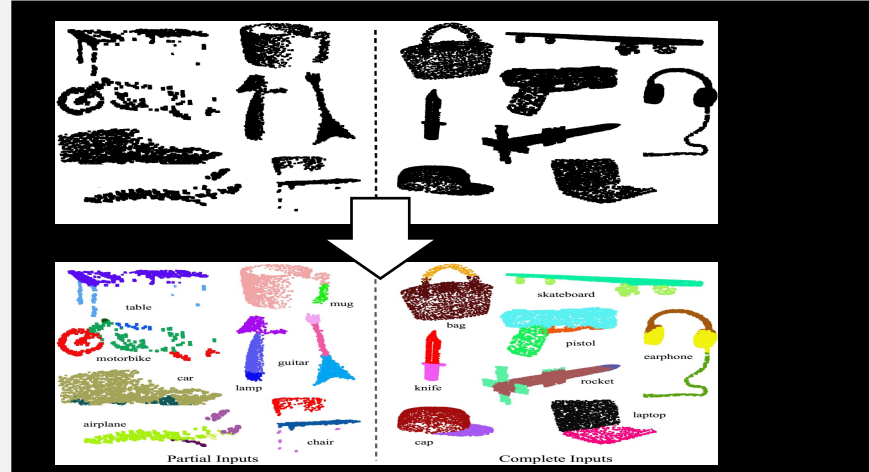
### **Installation Art**

**Example: Exhibiting artwork in Hakusan, Ishikawa Prefecture, that connects space and people through sound using AI and image processing.**

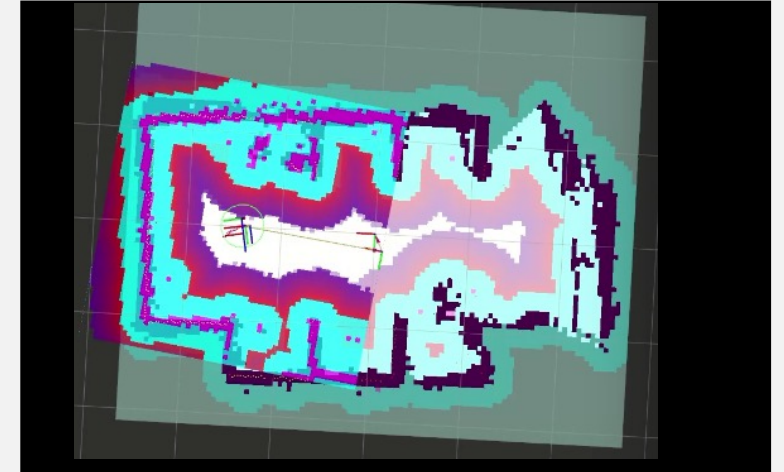
## 3D Reconstruction



## 3D Point Cloud Segmentation



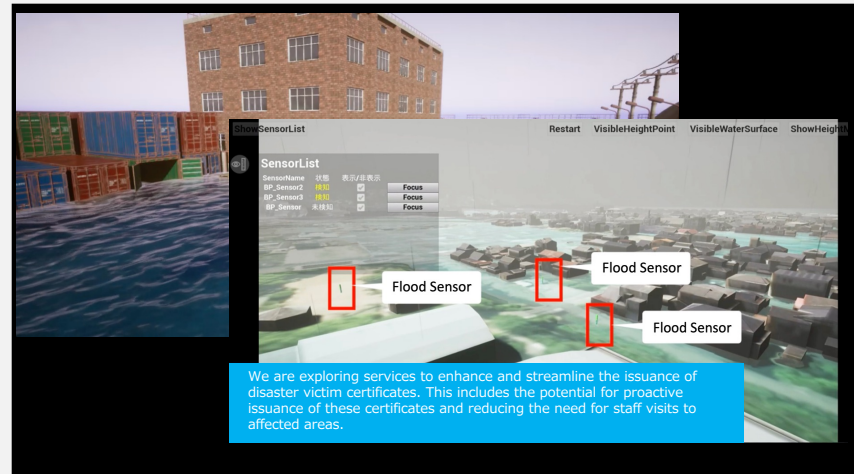
## SLAM



## Artificial Satellite Attitude Control Algorithms



## Disaster Simulation



## Development of Automated Excavation Algorithms for Heavy Machinery

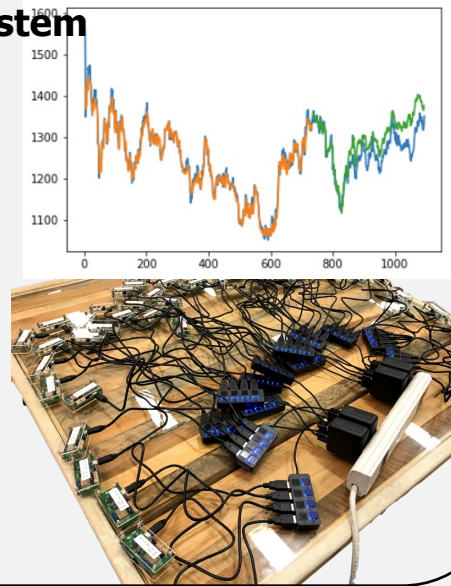




### Free-Viewpoint Video System



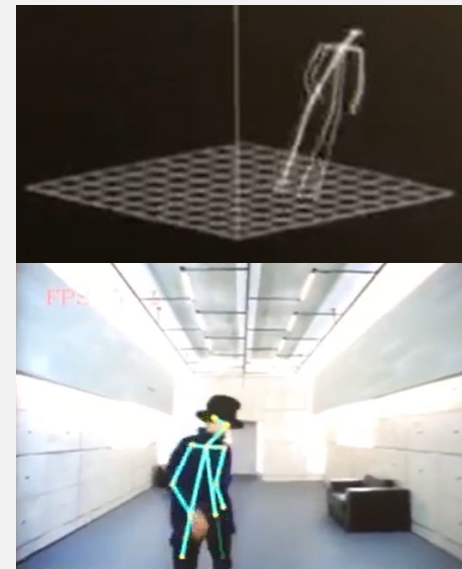
### Process Assessment System



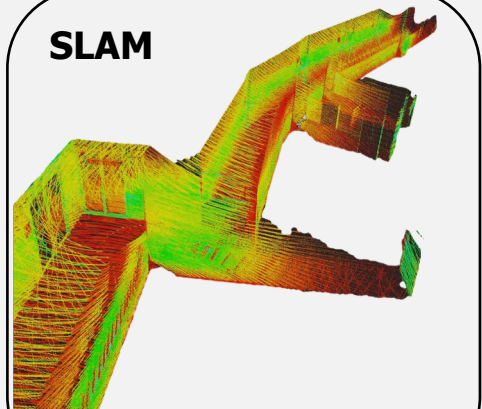
### Robotics



### 2D to 3D Pose Recognition



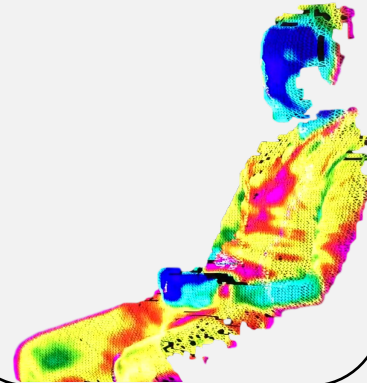
### SLAM



### Hand Tracking



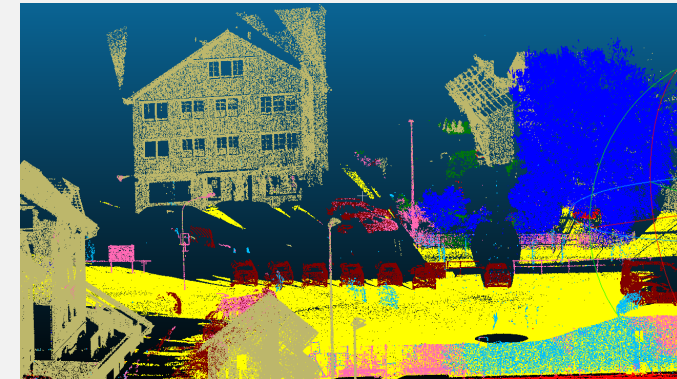
### 3D Thermography



### ART



### 3D Spatial Information Recognition



At Tengun-label, we engage in research and development of core 3D data analysis algorithms in collaboration with clients from various industries such as "camera manufacturing," "insurance," "robotics," "construction," "space exploration," and more.



A 3D point cloud map of a hallway, rendered with a color gradient from red (near) to blue (far). The text "REALTIME 3D MAPPING" is overlaid in the center. Three vertical blue lines are positioned on the left, right, and bottom center of the hallway.

REALTIME 3D MAPPING

Technical Introduction Video

[https://youtu.be/\\_QPFp8JqOA?si=nBNbBqW2nz9yqXe-](https://youtu.be/_QPFp8JqOA?si=nBNbBqW2nz9yqXe-)



# Introducing Tengun-label's In-House Developed Product: 4D-Sim

# 4D-Sim

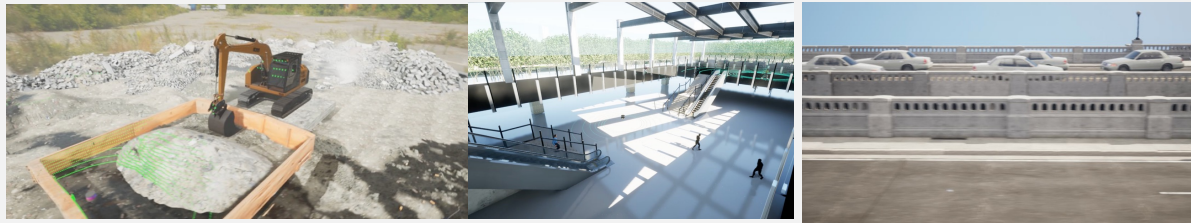
A physics simulation package equipped with simulation functions for various sensor modules required for autonomous driving and self-driving robot development, as well as an automatic Label data generation function necessary for Deep Learning algorithm validation.



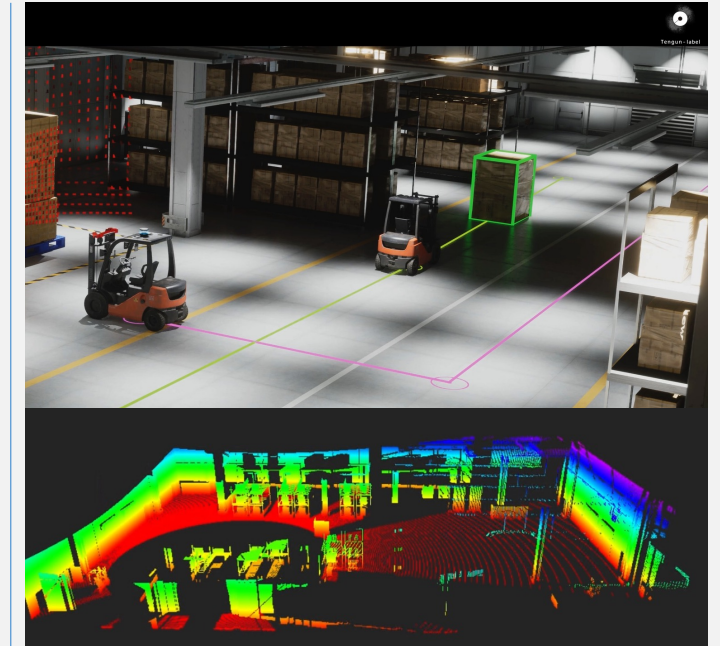
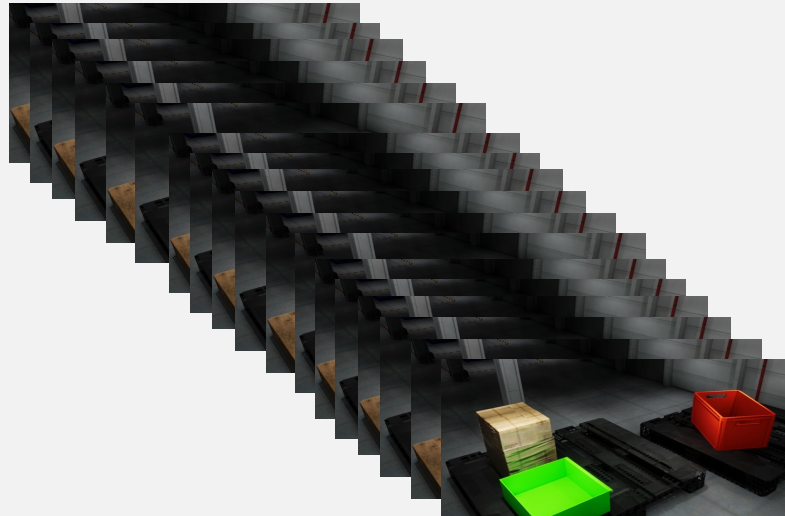
## 1. Optimal Sensor Selection



## 2. Test Cases in Various Environments



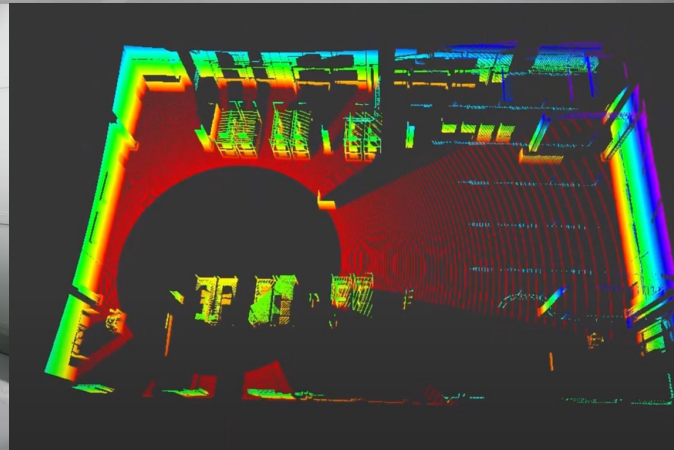
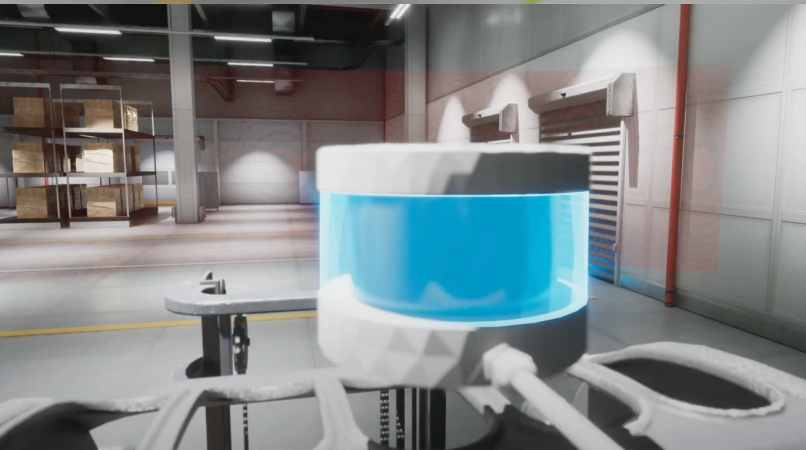
## 3. Label Data Generation for Machine Learning Algorithm Verification





Technical Introduction Video

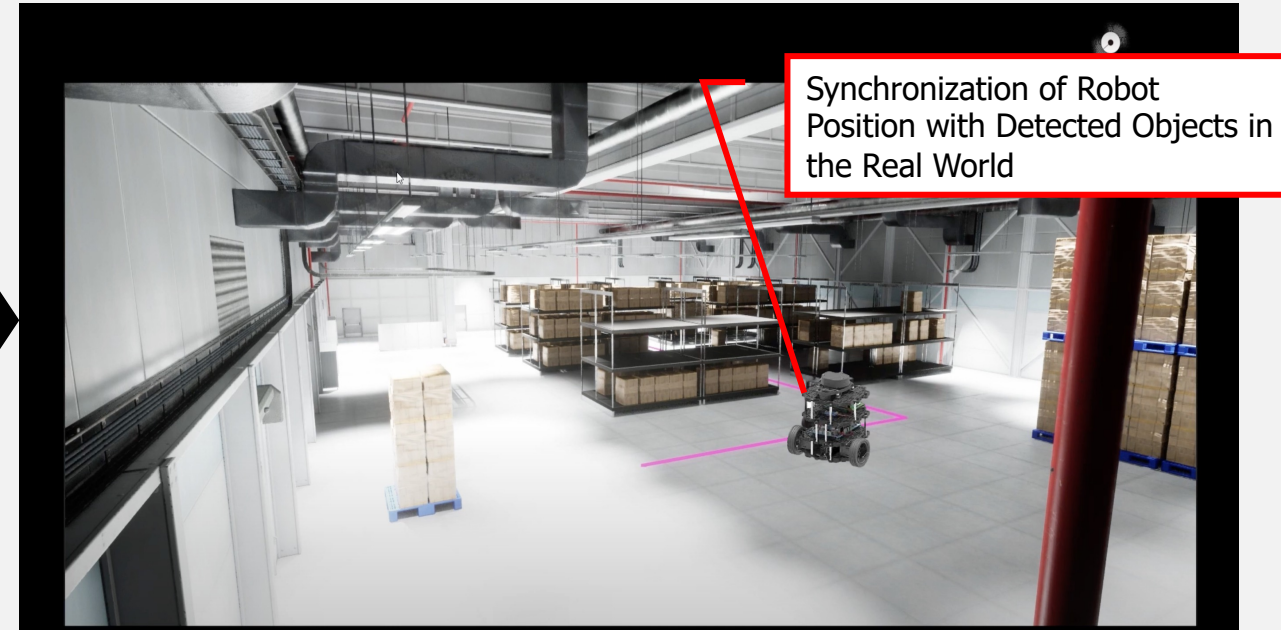
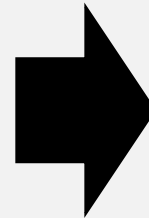
[https://youtu.be/\\_qIX554cPG8](https://youtu.be/_qIX554cPG8)



By placing objects detected in the real world into the digital twin space as data, it becomes possible to manage the site digitally and visually without physically going to the field.



Real World:  
"Autonomous Robot Navigation" + "Object Detection by Sensors"

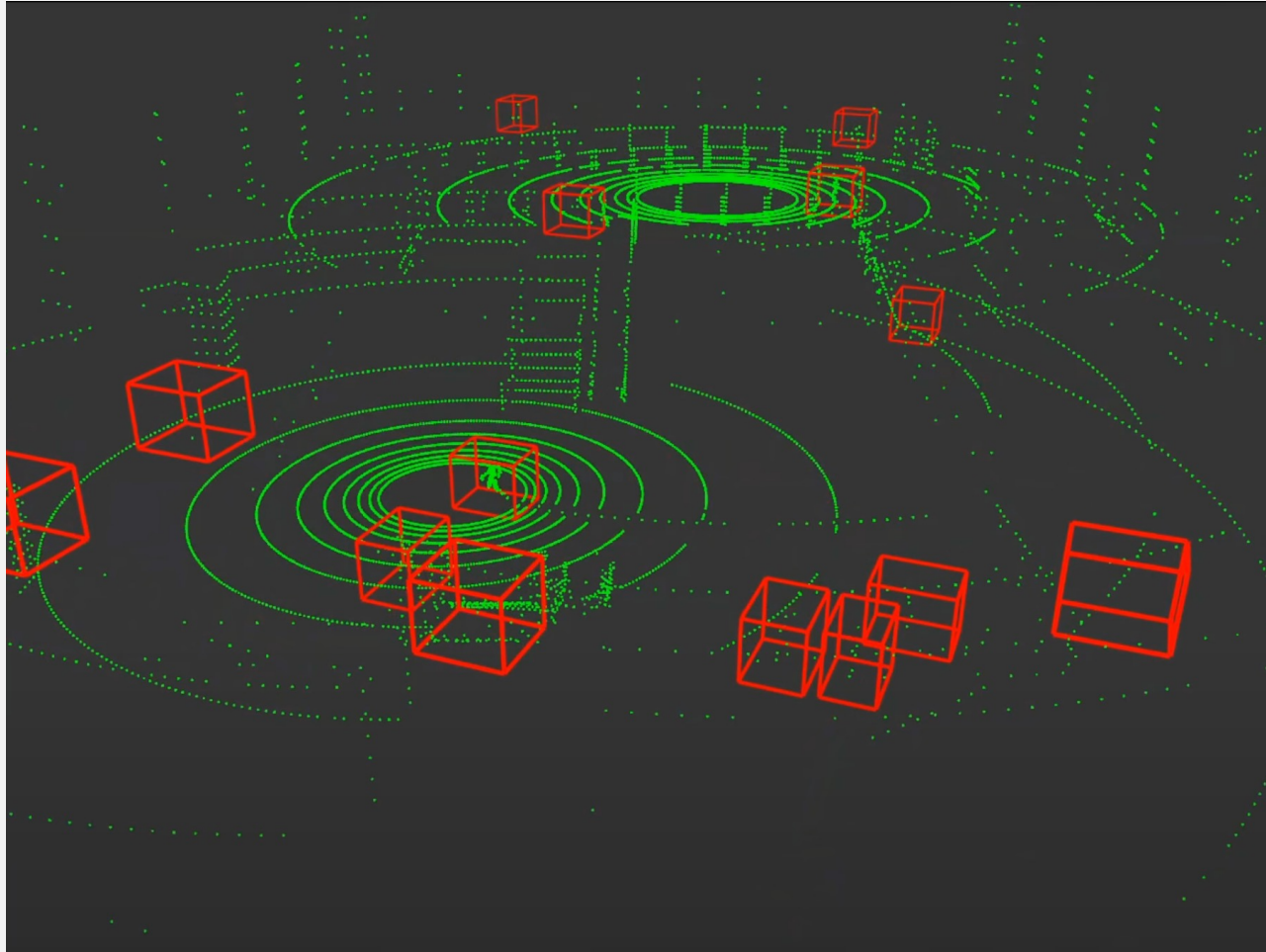


4D-Sim: Digital Twin"



Introduction Video

<https://youtu.be/s8iia6DDmDI>





# Development Case Study Using 3D Sensor Simulation Technology

## Business Challenge

Heavy Machinery Operations

- "High Labor Costs"
- "Lack of Skilled Operators"

## Approach

In this scenario, conducting simulations in a three-dimensional virtual space.

- "Optimal Sensor Selection"
- "Experiments in Various Environments"
- "Development of an Algorithm for Optimal Excavation Point Selection"

## Results

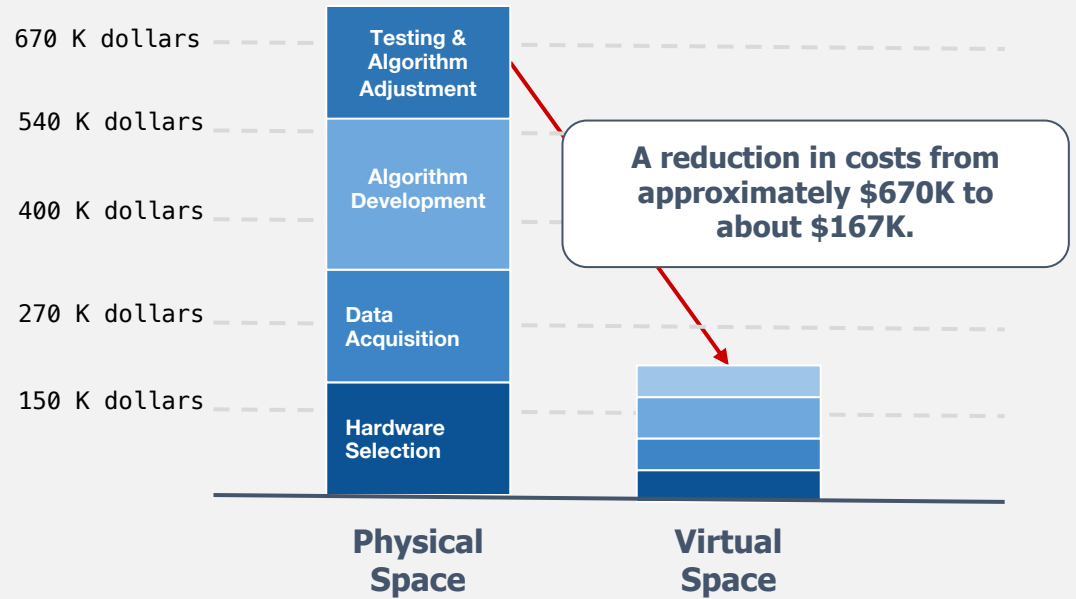
In this scenario, simulations conducted in a three-dimensional virtual space.

- "Optimal Sensor Selection"
- "Experiments in Various Environments"
- "Development of an Algorithm for Optimal Excavation Point Selection"



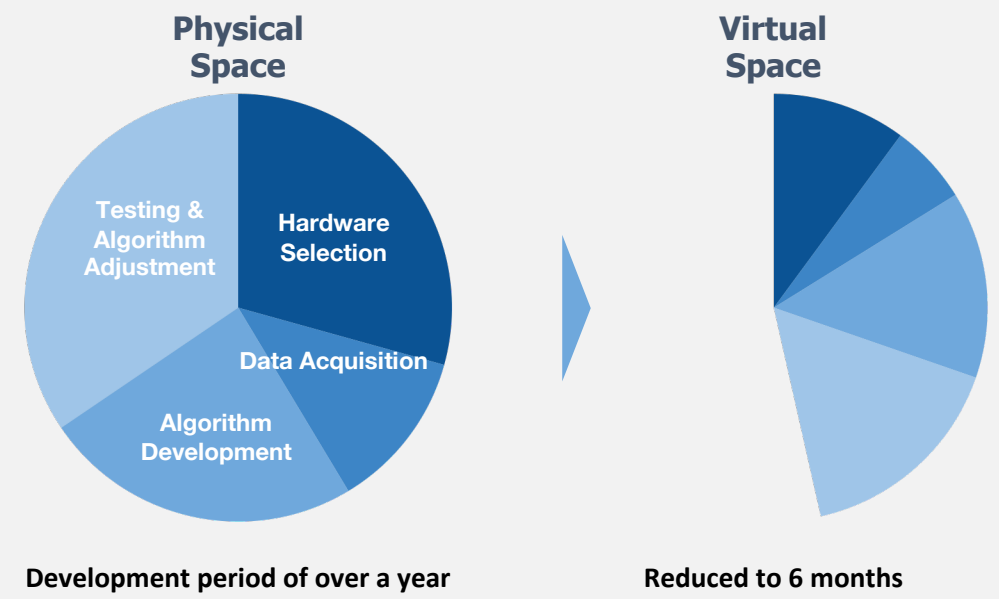
■ The ability to conduct simulations in a 3D space has led to significant cost and time reductions.

## Cost



**Approximately 2/3 Cost Reduction**

## Time



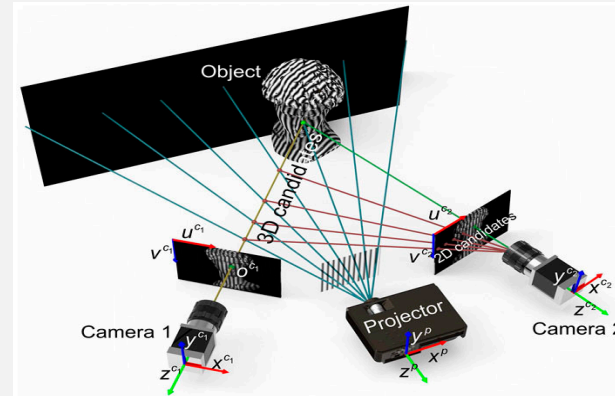
**More than half the time reduced**

## Examples of challenges solved by our virtual space simulations

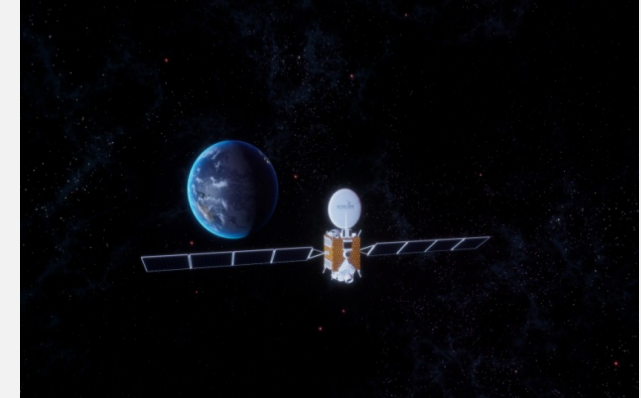
Outdoor Machinery Localization Algo



3D Measuring Device Algo



Satellite Control Algo



Factory Machinery Localization Algo



Tunnel Digging Decision Algo



Heavy Machinery Digging Automation Algo





## Artworks Leveraging Cutting-Edge Technology

Our company harnesses the power of software, delving into the forefront of computer science.

While many clients seek automation and efficiency, we believe the potential of these technologies extends far beyond that.

Our Art & Science division is exploring expressions that envision the future, pushing the boundaries of today's cutting-edge techniques.



## Exhibition History:

2017/7: "Free View Point Movie" exhibited at Yahoo! LODGE.

2020/7: "SPHERE T01" exhibited in Nara Park.

2020/8: "SPHERE T01" exhibited in Hakusan, Ishikawa Prefecture.

2020/8: Hakusan Boarding School – Selected for the Art & Science Division.

2020/11: Collaboration with a Butoh dancer, broadcasted on YouTube.

2021/3: Hakusan Boarding School – Art & Science Division Exhibition.

2022/1: Participation in

"Art City Takamatsu" cultural and artistic initiative, commissioned work titled "Water Commune City".

2022/3: Hakusan Boarding School – Art & Science Division Exhibition.

2023/3: ICT International Technical College – Art & Science Division Exhibition.

2023/8: Exhibit at Hakusan Satoyama Art Festival.

## Positions/Titles:

### Hideki Iwasawa

Representative of Tengun-label Co., Ltd.

Academic Researcher at Japan Women's University.

3D Data Processing Engineer.

Media Artist.

Mentor at Satoyama Kaigi, a General Incorporated Association.

## Areas of Expertise:

Computer Vision, 3D Data Processing, Machine Learning.

In the field of industrial technology, they work on software development and research for automation and labor-saving using computer vision technologies. Alongside research and development in computer vision in both industrial and academic sectors, they incorporate techniques learned from these fields into their artistic expression, producing interactive experiential art pieces.

Notable Work: "SHPHERE T01"



There are moments when words move our hearts.

There's a joy in conveying our feelings to someone through words.

On the other hand, there are times when words can feel limiting. The more we layer our words, the more we may feel the essence of our thoughts slipping away, elusively.

That's why we wish to express moments that are not bound solely by words but are felt with all five senses.

From such a sentiment, this was born.

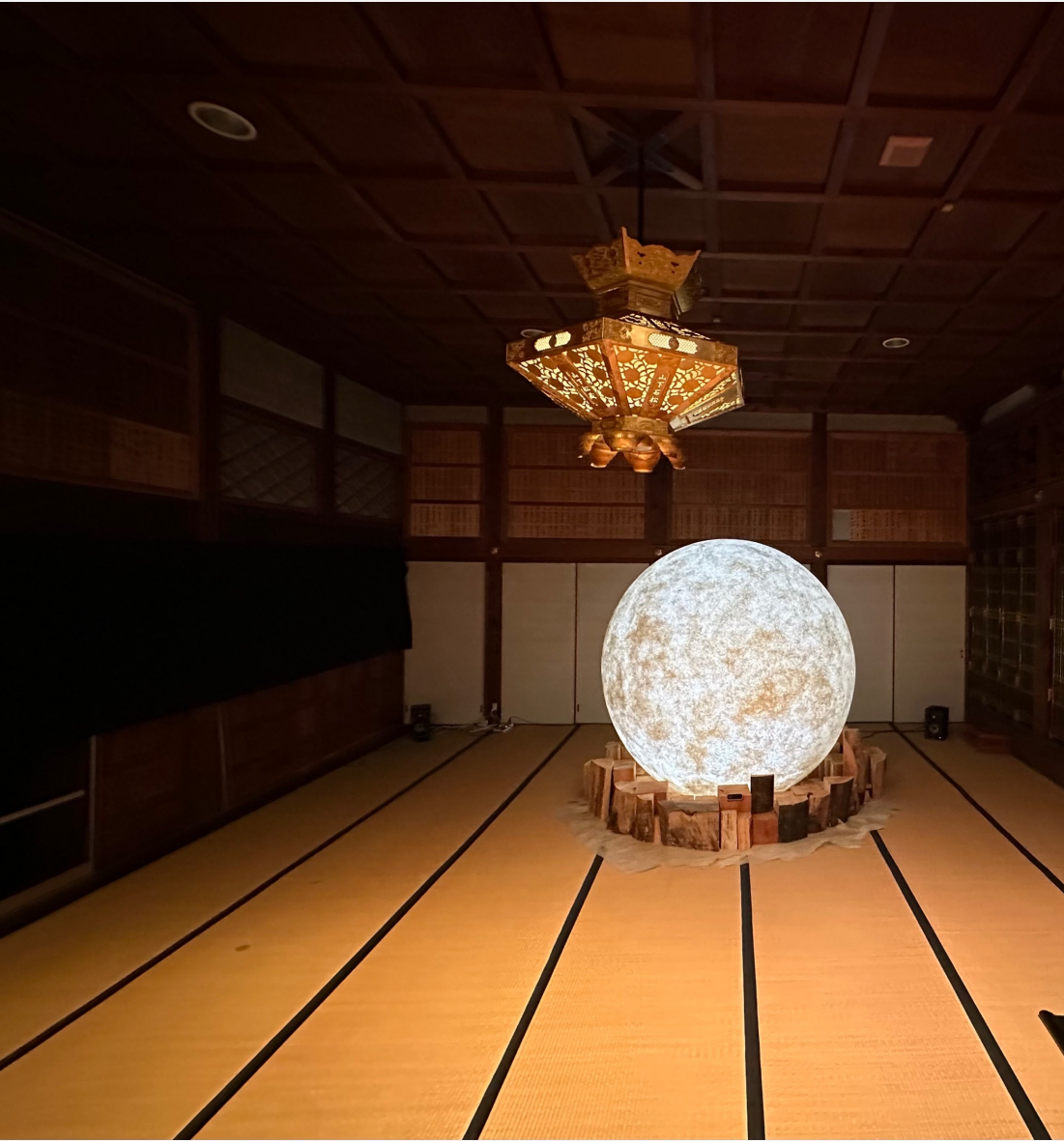


## Promotion Video

[https://youtu.be/c\\_UeM1pitgk?si=Xp5cxIEuj6DpsIRL](https://youtu.be/c_UeM1pitgk?si=Xp5cxIEuj6DpsIRL)



Mentor for the Art Festival's Organizing Committee and exhibitor of artworks.

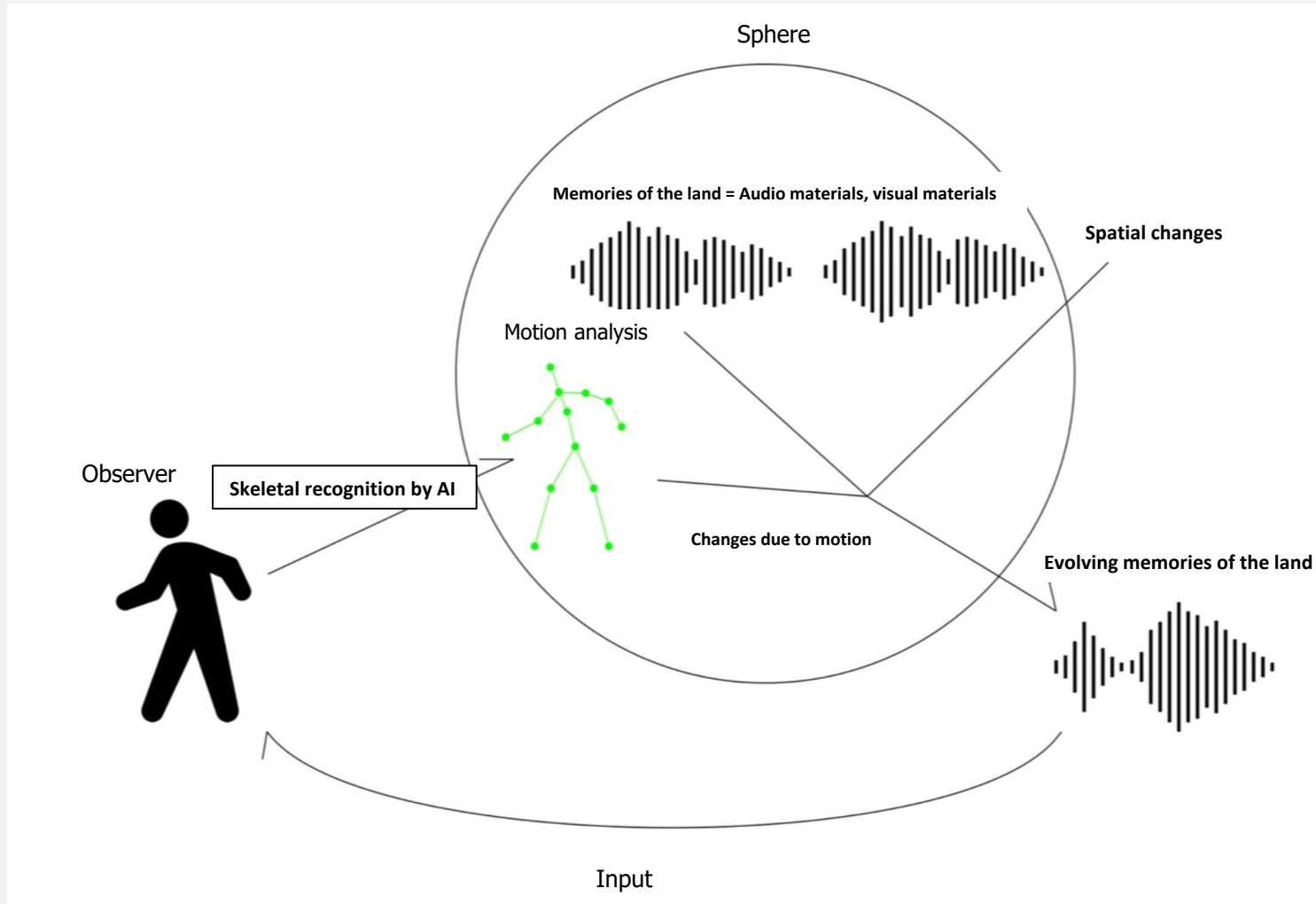


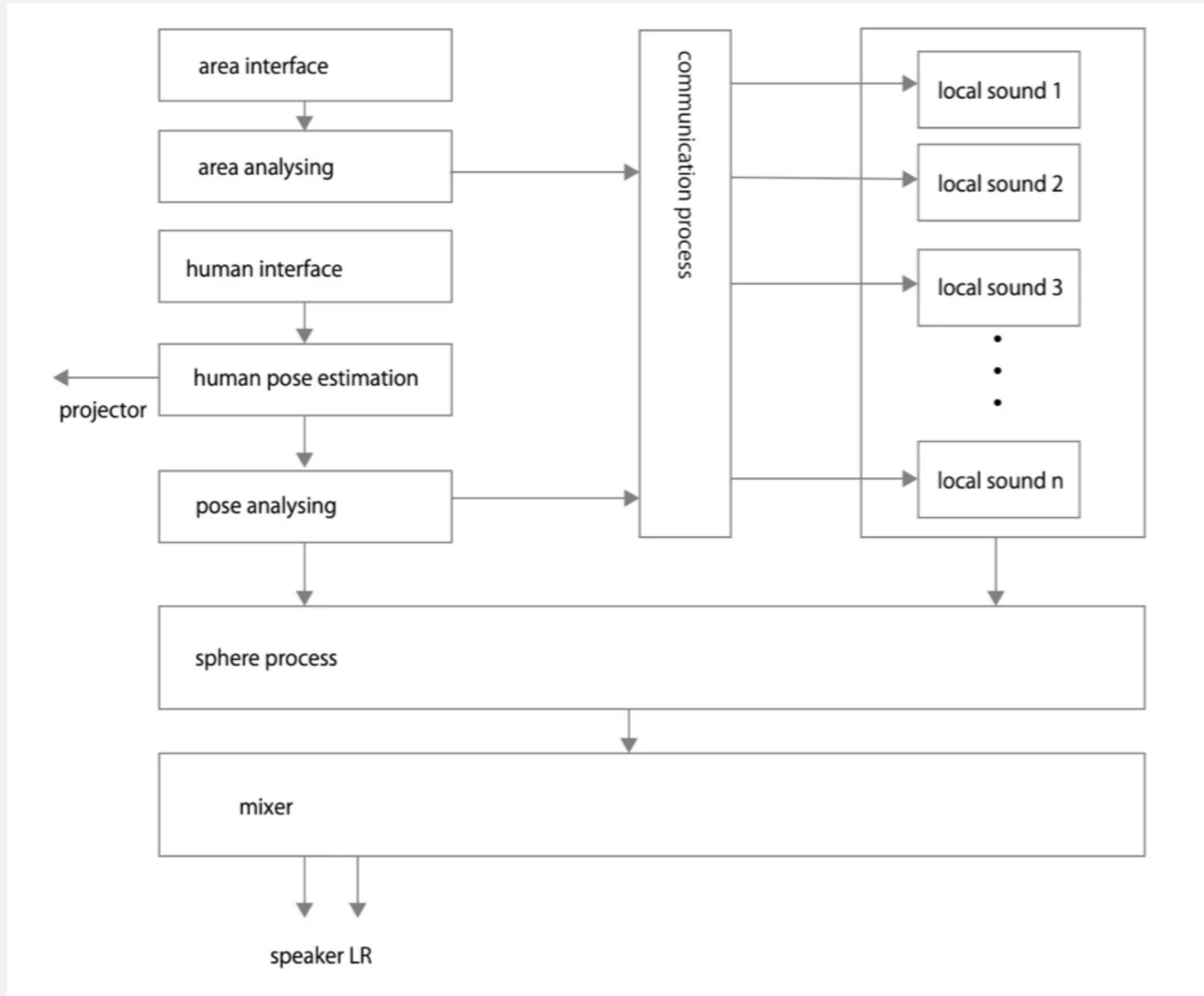
# 【Sphere-T01】 Overall Structure Diagram

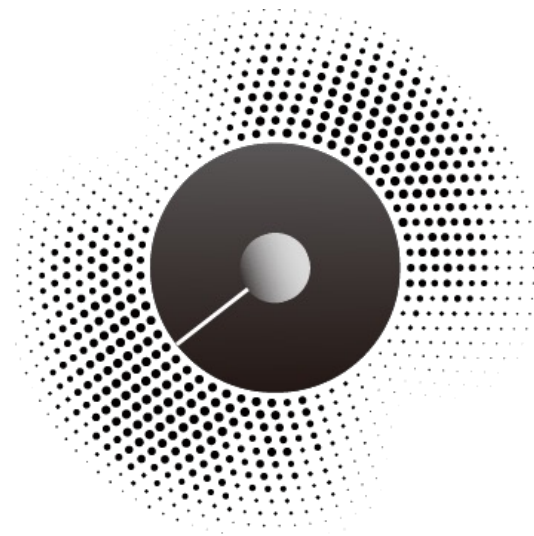
This artwork estimates the viewer's skeletal structure in 3D and alters the sound and visuals, which represent memories of the land, based on their movements.

In response to these changes, the viewer adjusts their movements.

This cyclical interaction suggests the evolving relationship and mutual influence between people and cities.







# Tengun – label



<https://www.tengun-label.com/>