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<b>PAT. NO.</b>	<b>Title</b>
1 <a href="#">10,691,979</a>	<a href="#">Systems and methods for shape-based object retrieval</a>
2 <a href="#">10,650,588</a>	<a href="#">System and method for portable active 3D scanning</a>
3 <a href="#">10,579,875</a>	<a href="#">Systems and methods for object identification using a three-dimensional scanning system</a>
4 <a href="#">10,528,616</a>	<a href="#">Systems and methods for automatically generating metadata for media documents</a>
5 <a href="#">10,453,185</a>	<a href="#">System and method for high dynamic range depth capture using multiple cameras</a>
6 <a href="#">10,311,648</a>	<a href="#">Systems and methods for scanning three-dimensional objects</a>
7 <a href="#">10,296,603</a>	<a href="#">Systems and methods for automatically generating metadata for media documents</a>
8 <a href="#">10,204,448</a>	<a href="#">System and method for portable active 3D scanning</a>
9 <a href="#">10,122,146</a>	<a href="#">Thin laser package for optical applications</a>
10 <a href="#">10,055,882</a>	<a href="#">System and method for three-dimensional scanning and for capturing a bidirectional reflectance distribution function</a>
11 <a href="#">10,008,028</a>	<a href="#">3D scanning apparatus including scanning sensor detachable from screen</a>
12 <a href="#">9,930,317</a>	<a href="#">System and method for speckle reduction in laser projectors</a>
13 <a href="#">9,912,862</a>	<a href="#">System and method for assisted 3D scanning</a>
14 <a href="#">9,826,216</a>	<a href="#">Systems and methods for compact space-time stereo three-dimensional depth sensing</a>
15 <a href="#">9,807,371</a>	<a href="#">Depth perceptive trinocular camera system</a>
16 <a href="#">9,798,388</a>	<a href="#">Vibrotactile system to augment 3D input systems</a>
17 <a href="#">9,778,476</a>	<a href="#">3D depth sensor and projection system and methods of operating thereof</a>
18 <a href="#">9,674,504</a>	<a href="#">Depth perceptive trinocular camera system</a>
19 <a href="#">9,619,105</a>	<a href="#">Systems and methods for gesture based interaction with viewpoint dependent user interfaces</a>
20 <a href="#">9,619,042</a>	<a href="#">Systems and methods for remapping three-dimensional gestures onto a finite-size two-dimensional surface</a>
21 <a href="#">9,600,078</a>	<a href="#">Method and system enabling natural user interface gestures with an electronic system</a>
22 <a href="#">9,521,399</a>	<a href="#">Dynamically reconfigurable optical pattern generator module useable with a system to rapidly reconstruct three-dimensional data</a>
23 <a href="#">9,516,295</a>	<a href="#">Systems and methods for multi-channel imaging based on multiple exposure settings</a>
24 <a href="#">9,507,417</a>	<a href="#">Systems and methods for implementing head tracking based graphical user interfaces (GUI) that incorporate gesture reactive interface objects</a>
25 <a href="#">9,504,920</a>	<a href="#">Method and system to create three-dimensional mapping in a two-dimensional game</a>

