



**TRIALITY** LABS

IoT & Edge AI  
Reinforcement Learning  
Computer Vision  
Strategic Road Mapping



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## Who We Are

Triality Labs designs and deploys production-grade embedded AI and IoT systems, from camera to cloud.

## What we do



**Computer Vision:** We build real-time vision systems for embedded hardware, from model development to deployment. Optimised for latency, reliability, and production constraints.



**IoT & Edge AI:** We connect devices, sensors, and cameras into secure edge-to-cloud systems. Built for fleet deployment, remote updates, and operational monitoring.



**Strategic Road Mapping:** We turn business goals into an executable technical plan, covering architecture, data strategy, and delivery milestones. Clear scope, clear risks, clear next steps.

## Build > Ship > Maintain

EU-based engineering, embedded-first approach

Experience across industrial, logistics, sustainability, and R&D deployments

Strong emphasis on privacy, security, and maintainability

*"We enjoy sinking our teeth into the hardest problems. The ones that require outside of the box thinking. While there is only one end point, there are many roads that lead there."*



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TRIALITY LABS



Videology  
Industrial Grade Cameras  
an Intel Company

## Privacy-first computer vision, at the edge.

Real-time anonymisation without breaking your video pipeline.

Many CV deployments capture people incidentally, even when people are not the target. Face blurring reduces privacy risk and limits unnecessary personal data exposure. Running it on the camera enables privacy-by-design and simplifies downstream handling.



## Use Cases

Retail analytics and footfall measurement

Smart city and transport monitoring

Industrial sites and shared workspaces

Public-facing environments and queues

Warehousing and logistics facilities

## Live face blurring on Videology SCAILX, running on-camera.



## What you see

Live camera feed with Open-Source face detection model and adaptive blur applied instantly. Showcasing how SCAILX can run a front-end service and model inference completely on device.

This system utilizes the onboard NPU for model inference and CPU for front-end hosting

## Why This Approach

Running a blurring model on device keeps sensitive processing at the edge. Reduces bandwidth and cloud dependency for privacy feature. Supports safer prototyping and faster approvals for deployments.

## Built for integration and production



How it works

1 Ingest Video Stream

2 Detect Faces On Device

3 Apply Blur Effect To Faces

2 Render Blurred Stream

Ask for a technical walkthrough and deployment options.