

Simulation Group Visuals Team



Introduction

The Simulation Group Visuals Team provides high quality computer generated visualisations. The interfaces, scene content and output devices can all be tailored as required. Our services deliver cost-effective visualisations, from initial product concepts to complex synthetic natural environments, with technical expertise and support for industry standards such as DIS and HLA.

Using a combination of COTS tools and in-house products provides an optimum balance between rapid-turnaround, realism and fidelity, ensuring that our services deliver the required scene content and functionality.



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Facilities and Capabilities

The visualisation capabilities offered by the Visuals Team were originally developed to support BAE Systems' Flight Simulators and Cockpit Rigs, but are now available to the wider commercial and military community. These capabilities provide cost effective visualisations for many applications, spanning land, sea and air domains as well the emerging markets of homeland security and urban planning.

With extensive experience in software, 3D modelling, terrain database design and output devices, the Visuals Team is able to provide a complete range of services, meeting all your needs.

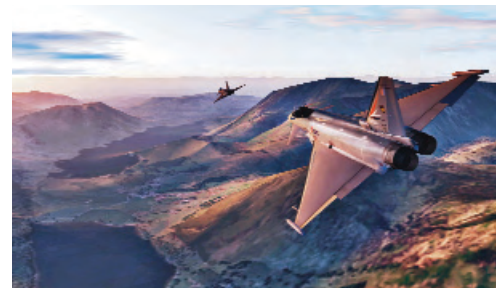
Visualisations can include support for industry standards such as DIS, HLA and CIGI, as well as implementing custom built interfaces designed specifically for your application. Scene content can be tailored as required; from large databases covering vast geographical areas, through to small highly detailed visualisations based on CAD output or other data sources.

Output devices offered can be anything from single monitors to large multi-channel facilities comprising multiple projectors and screens. We also have a proven track record in producing stereoscopic visualisation applications and are able to offer solutions that include wide-screen curved displays, 3D tables with dynamic eye position compensation and smaller deployable stereo devices.

A further service offered by the Visuals Team is non-realtime photorealistic animations and renders. These visualisations make a real impact for marketing and communication activities, giving customers a clear understanding of products and their capabilities.

Technical Data

- Custom built visualisation software matching your specific requirements and needs. Compatibility with DIS/HLA interfaces.
- Correlated sensor views, configurable to match performance parameters of the physical device.
- Simulation of environmental effects such as time-of-day, weather and dynamic oceans.
- Support for Special Effects. For example, explosions, smoke, fires and flares.
- Integrated character animation. Ideal for urban scenarios and deck operations.
- Output devices configurable as required. Single monitors, through to large multi-channel facilities. 3D Stereoscopic output devices. Ideal for scenario planning, mission rehearsal and after-action review
- Terrain database design. Ranging from large area databases covering many geocells, through to small, highly detailed urban environments.
- Extensive library of terrain datasets and OpenFlight models, covering air, sea and land.
- 3D Modelling from CAD Data and other sources. Model detail customisable to your needs.
- Provision of non-realtime, photo-realistic animations and renders. Suitable for the most demanding of marketing applications.



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