

## Real-Time 3D Visual Simulation



generation workflow with a hierarchical, top-down approach. This extensible toolset offers the most advanced terrain and imaging solutions available for real-time 3D modeling.



Real-Time 3D Visual Simulation techniques are used to make better decisions in a variety of creative ways that solves unique issues and requirements in Defense, Avionics and Training applications.

Presagis has been committed to offering leading simulation solutions that are optimized to work together in highly complex real-time 3D environments using off-the-shelf hardware and open standards.

Our 3D Real-time visual simulation solutions help users to

- Analyze scenarios and predict reactions to future events.

- Develop simulators for realistic training applications, tactical warfare, and gaming.

- Simulate non-warfare simulation exercises such as airport traffic control, disaster relief efforts, marine and naval operations.

### Database Modeling

#### Creator

Creator, the industry's leading direct-purpose realtime 3D modeling toolset, empowers you to create application ready 3D simulation content fast and with high realism and fidelity. Its polygon-based authoring system is designed to generate optimized object models, high fidelity terrain and realistic synthetic environments quickly and easily. Creator increases your productivity by enabling you to easily and effectively create highly detailed 3D models.

#### Creator Terrain Studio

Creator Terrain Studio manages the process and workflow necessary to face the challenges and complexities of generating scalable terrain environments for real-time 3D applications. Delivering tools for creating superior synthetic environments, it offers you the freedom to design a terrain database

### Real Time 3D Application Development

#### Vega Prime

Vega Prime, with its cross-platform, scalable environment, is the most productive toolkit for real-time 3D application development and deployment. Providing the only framework you need to rapidly configure, create, and deploy advanced simulation applications. Vega Prime delivers the tools you need for the optimal end-to-end solution. Vega Prime offers tremendous cost and time savings by improving your asset utilization and re-use.

#### Lyra

Lyra is a COTS image generator application delivering 60Hz performance that requires no additional programming and includes everything you need for immediate use. Developed from the Vega Prime real-time 3D development environment, Lyra operates on multiple hardware/operating system platforms and utilizes two host simulation interfaces, CIGI and FlightICD, to maximize compatibility with your existing simulators.



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## Real-Time 3D Visual Simulation

### Link-Simulate-Visualize

#### VR-Link

With the VR-Link networking toolkit, the user can quickly and easily network simulators and virtual reality applications. Its, easy-to-use programmer's interface reduces the risk, cost, and time necessary to maintain existing simulations or develop new ones. VR-Link simulations can be fully HLA compliant and maintain the DIS compatibility vital to legacy projects. VR-Link saves cost by providing a single documented API that abstracts away the details of networking the protocols.

#### VR-Forces

VR-Forces is a powerful and flexible simulation toolkit for generating and executing battlefield scenarios. It has all the necessary simulation features for use as a tactical leadership trainer, threat generator, behavior model testbed, or Computer Generated Forces (CGF) application. VR-Forces application allows non-programmers to build scenarios by positioning forces, creating routes and waypoints, and assigning tasks or plans with a simple point and click.

#### MÄK Stealth

The MÄK Stealth is a 3D visualization tool that focuses on information. It provides the most data about the networked virtual world, and presents it in a clear and easily accessible way. MÄK Stealth is easy to use and runs out-of-the-box without additional configuration. Using an intuitive navigation GUI, joystick, game controller, or keyboard controls, one can fly through a virtual world and attach to simulated entities to observe the action.



### HMI Development

#### GL Studio

The award winning GL Studio is the world's first object oriented Human Machine Interface development tool. It synthesizes photographs, 3D-models and behavior logic to create photo realistic 3D interactive real-time Reusable Software Objects. It provides a design and deployment environment for the creation of 2D/3D photorealistic graphical displays, such as instrumentation and equipment models, specifically for real-time 3D simulation and training applications.



### Human Simulation

#### DI-Guy

Adds life-like, automatically animated human characters (models) to simulated environments. Each character moves realistically, responds to simple commands, and travels about the environment as directed. DI-Guy achieves outstanding realtime performance through optimizations such as motion caching, variable motion interpolation, level-of-detail switching, motion level-of-detail switching, and task-level control.

EDS Technologies Pvt. Ltd.

#153, 2<sup>nd</sup> Cross, Promenade Road, Frazer Town, Bangalore 560005.

Ph : +91 (80) 25514338 Fax: +91 (80) 25514328 / 25309104