

Terra Vista Family Specification

Terra Vista Base: Terra Vista Base is the ideal software solution for meeting the most basic terrain requirements. Rapidly construct terrain databases for Modeling and Simulation applications through rule-based construction methods, an easy-to-use graphical user interface (GUI), template-based automation, parametric modeling techniques, and an expert systems-assisted configuration.

- Interviewer Wizard to set top-level project parameters
- Integrated Vector Editor to create and edit vectors.
- 3D Preview for viewing a terrain database and adding models.
- Texture and Model Library with dozens of royalty-free commonly used textures and models for your terrain.
- Rule-based Construction
 - The user defines how functions are executed in the database by mapping data attributes to functions.
 - Project construction becomes user independent.
 - Existing projects can act as templates, thereby allowing less experienced users to produce complex databases.
 - Changing source material resolution does not require re-starting the entire project Building with Terra Vista Blocks.
 - Single neighborhood or entire earth can be built with one project.
 - Individual blocks can be updated independently of the others.
 - Blocks require fewer system resources to produce databases.
 - Blocks provide superior data, system, and power tolerance.

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Choose Terra Vista Base when constructing small and simple terrain databases with limited or no cultural features for strictly visualization purposes.

Terra Vista ProBuilder: Terra Vista ProBuilder is a professional-level tool for generating correlated visual, sensor, SAF/CGF, maps, and analytical 3D databases. Ideal for small- to medium-sized production shops, Pro Builder supports the building of database environments for ground, air, maritime, sensor, and Urban/MOUT.

With ProBuilder, you get the industry's highest level of correlation and most powerful production environment. The integrated editing tools in ProBuilder also let you place models into your built environment and interactively correct orientation, scale, position, and type while watching the results in the 3D viewer window.

- All capabilities of Terra Vista Base.
- Supports the highest number of standard export formats in the industry and offers 400+ projections for those formats.
- Support for optional plug-ins allows export to VBS2, JCATS, OTF/OneSAF/OOS, JSAF, and other SAF/CGF systems.
- Variable Level of Detail – allows varying levels of details in different parts of the database to reduce build time, storage space, and runtime performance.
- Integrated Elevation Editor to quickly correct source data errors and automatically mosaic and correct errors typically found in elevation data.
- Rapid Database Production: double the speed of Terra Vista Base.

Choose Terra Vista ProBuilder when building medium and large terrain databases including complex cultural features, for visual and non-visual purposes.

Terra Vista DATR: Terra Vista DART is an enterprise-level tool that uses common source and common processing to support the re-use of legacy databases, the production of new databases, and the industry's highest level of correlated outputs. Including all of the functionality of Pro Builder, this tool supports the building of database environments for ground, air, maritime, sensor, Urban, and MOUT. And, because of its speed, stability, and functionality, more government and contractor production environments around the world use DART than any other terrain production tool.

Designed for medium- to large-sized production shops, DART can generate rapid correlated visual, sensor, SAF/CGF, maps, and analytical 3D databases for Mission Rehearsal, operational uses, large simulator contracts, and advanced concepts and demonstrations. With the ability to ingest every format that it produces, DART provides absolute vertex level correlation when working to correlate legacy databases with new formats and applications. In addition DART includes such features as parametric generation capabilities for airports from DAFIF, Harbors from DNC, buildings from ESRI shape, and urban clutter from templates.

- All capabilities of Terra Vista Base and ProBuilder.
- Move your legacy 3D databases to new formats or upgrade them with new information without effecting the correlation of the existing data.
- Auto-generate airport runways from DAFIF data, use Complex Sections to create complex 3D roads and rivers, and employ SmartVectors to scatter theme-based models.
- Able to deliver correlated databases in every domain of simulation, including urban, MOUT, ground, helo, UAV, and aviation.
- Enterprise-level production management – email build notification.
- Mutli-threaded import support.
- Rapid Database Production: double the speed of Terra Vista ProBuilder and 4x the speed of Terra Vista Base.

Choose Terra Vista DART when regularly working with large scale terrain projects, for visual and non-visual purposes, and frequently maintaining and updating legacy databases.

Terra Vista MultiMachine Build (optional module): Multi-Machine Build “MMB” can accelerate the production of databases by utilizing multiple PCs on your network to jointly construct the database. MMB is extremely scalable with users able to choose from 4 to 200+ computational nodes on a single production project.

MMB licensing can be individual dongles per slave or a new network license. MMB nodes are locked per instance of the software running.

MMB is designed to address the concerns of our customers in several areas:

- Faster production to support time-sensitive applications.
- Faster and scalable production to lower personnel cost by making the current employees more productive. Allowing the same number of employees to work on more projects in the same amount of calendar time.
- Faster production on demand when needed to make up or limit schedule impacts on programs. Something you cannot do by adding more people to a program.
- Addition and removal of computational resources during the build process so you can use more compute resources during night time hours and reallocate them to other tasks during normal work hours.

Choose Terra Vista MMB when working on projects where database production time is required to be short.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.

OneSAF Output Compiler (optional module): The OneSAF Output Compiler enables Terra Vista to produce databases in the OpenSAF format for use with Objective OneSAF (OOS) systems.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.

VBS2 Output Compiler (optional module): The VBS2 Output Compiler enables Terra Vista to produce databases in the VBS2 format for use with Virtual Battlespace 2 systems.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.

CTDB Output Compiler (optional module): The CTDB Output Compiler enables Terra Vista to produce databases in the Compact Terrain Database (versions 7, 8.5, and 8.7) format for use with any systems reading CTDB data.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.

JCATS Output Compiler (optional module): The JCATS Output Compiler enables Terra Vista to produce databases in the Joint Conflict and Tactical Simulation format for use with JCATS systems.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.

SEDREIS Output Compiler (optional module): The SEDRIS Output Compiler enables Terra Vista to produce databases in the SEDRIS v3.1 format for use any systems reading SEDRIS data.

This optional module requires either Terra Vista ProBuilder or Terra Vista DART – it does not work with Terra Vista Base.