

MAG 3D VIRTUAL REALITY

3D Visualization

- MAG 3D VIRTUAL REALITY module recreates perfectly test flights in form of realistic synthesis. It integrates 3D dynamic objects (aircraft, helicopter, etc ...) in a 3D landscape environment built from real standard geographic data, and move them with real flight parameters from real flight parameters extracted from telemetry data.



Presentation

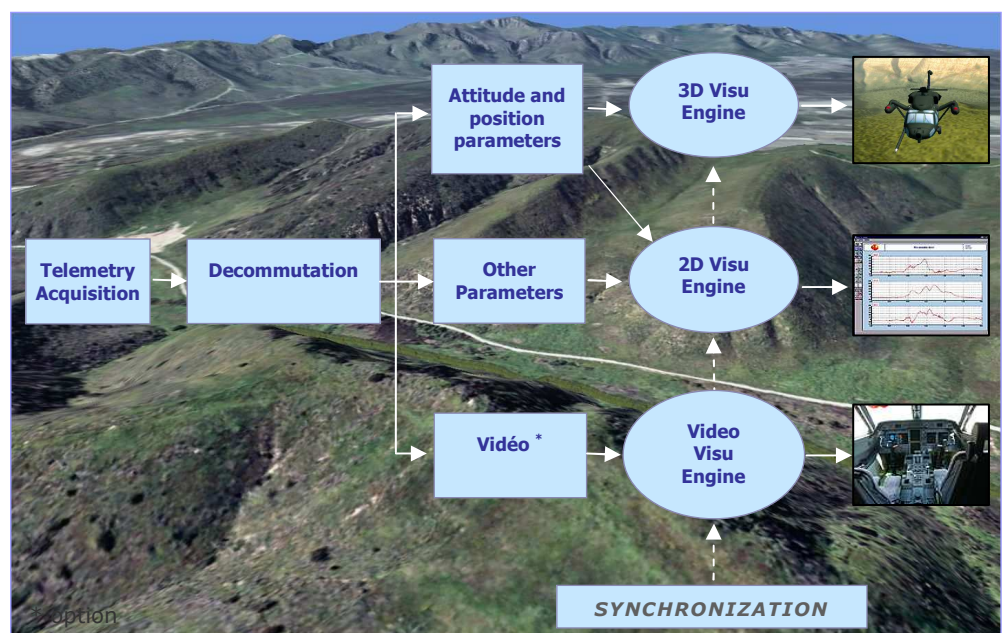
The parameters are directly connected to the MAG 3D module for animation of the mobile on the landscape. Of course, in the same time, they can be used with the others 2D visualization modules.

The MAG 3D restitution engine is optimized with "state of the art" algorithm to give a 3D flow high resolution even on standard media (3D graphic card recommended).

Landscapes and mobiles are generated with appropriate tools (option) in standard formats.

MAG 3D

- Perfect harmony with « test and debriefing philosophy » of **MAGALI** software
- Also available for acquisition replay
- Integration of customized 3D objects





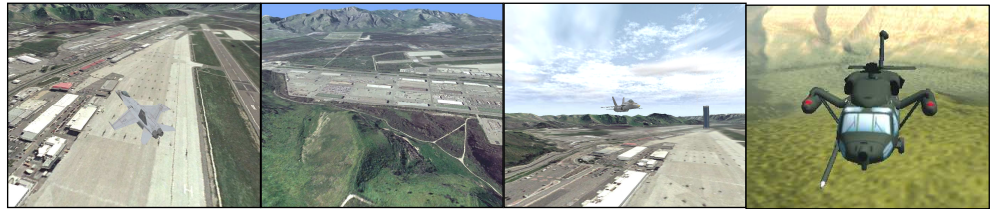
**Renaud
THETIOT**

3D Pole Manager

"Yes, **MAG VISU 3D** power is astonishing.

Returned visualization is just outstanding, either in terms of definition or fluidity.

The module integration in **MAGALI** station is simple and permits to manage systems with no equivalent features (...)"



Functions

3D Model

The 3D model includes both terrain and 3D dynamic objects (aircrafts, UAV, missiles, helicopters, ground vehicles).

3D Terrain

3D terrain data base, test evolution zone, is generated from standard geographic data : terrain digital models (altimetry), imaging solutions (orthophoto, high resolution, satellite image) and vector data (planimetry) **EURILOGIC** also proposes an terrain automatic generation tool (option). On request, the option can be included in a quotation.

3D Mobile Objects

3D objects as aircrafts, UAV, missile, helicopters, ground vehicles or others can be imported to enhance the realism of the application.

Camera

The point of visualization can be defined in the scene or in the 3D Dynamic objects, such as the aircraft cockpit, or any other points in the scene.

Data sources

The position and attitude of the mobiles are coming from telemetry parameters (after decommutation) or GPS data (embedded telemetry messages or independent acquisition).

MAGALI Modes

The Real-Time 3D Visualization can be run during the mission (real-time) or in replay mode.

Synchronization with other parameters

The Real-Time 3D Visualisation is displayed standalone or synchronized with other **MAGALI** visualization such as time-history parameter and videos. The videos are coming from embedded telemetry message or other acquisition source. They are generally coded with MPEG or JPEG formats.

The visualizations are displayed on one or several monitors.

Generation of video files

Any flight segment can be exported to a video file (to display with standard utility software). The format uses standard format (MPEG...).



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