



World 3D Terrain

MetaVR™ has built 3D terrain covering portions of Asia, and the continents of Africa and Europe, in its round-earth geocentric Metadesic™ format. All three terrain sets were built from 15 meters-per-pixel (mpp) overall natural color imagery augmented with higher resolution insets of many areas of interest.

Residing in a geocentric coordinate system, these terrain tiles are suitable for real-time visualization in MetaVR's Virtual Reality Scene Generator™ (VRSG™) in applications such as simulation, and synthetic vision such as glass-cockpit displays, intelligence, surveillance, and reconnaissance (ISR) applications, close air support (CAS) exercises, and fixed-wing cockpit simulation.

Asia

The Asia virtual terrain includes several Asian and Middle East countries contains 0.60 mpp high-resolution natural color insets of areas of interest in many countries. The terrain of Afghanistan features a high-resolution geospecific village based on Khairabad in the province of Kabul with over 650 custom-built buildings and other cultural assets modeled on publicly available photographs. Another area built up with dense culture is a section of the city of Baghdad next to the Green Zone, which also contains hundreds of custom-built 3D structures derived from publicly available photographs.

Africa

The Africa virtual terrain includes high-resolution natural color insets of 0.60 mpp high-resolution natural color insets of many African capital cities and other cities of interest, and a high-resolution replica of the port city of Kismayo, Somalia, with hundreds of geolocated geospecific culture models of buildings and other structures built from ground-level photographs taken on the streets of Kismayo.



VRSG real-time rendering of high-resolution geospecific terrain tiles of the Syrian-Jordanian border of MetaVR's virtual terrain of Asia and the Middle East.

Europe

The Europe terrain includes 0.60 mpp high-resolution natural color insets of many European capital cities and others cities of interest. The Ukrainian terrain features a high-resolution, geotypical urban MOU site situated in the city area of Kharkiv. This detailed model of five unique city blocks, built by EdgedSign, is comprised of over 40 buildings in different configurations with details conducive to urban combat training.



VRSG real-time renderings of a high-resolution geotypical urban MOU site based in Kharkiv, Ukraine.



The Asia, Africa, and Europe 3D terrain datasets can serve as a baseline to which you can add your own higher-fidelity information, such as high-resolution aerial imagery or LIDAR elevation data, GPS point surveys, or 3D point features (such as buildings, trees, targets, and runway models).

If information is provided directly from sensors in the field, such information can also be added to the terrain in real time. Using MetaVR's Terrain Tools for Esri® ArcGIS®, you can update terrain areas of interest as you obtain additional imagery source data. You could construct terrain of other regions or even the entire earth.

To an area of interest, you can add culture assets from MetaVR's extensive model libraries and construct pattern-of-life scenarios with MetaVR's VRSG Scenario Editor.

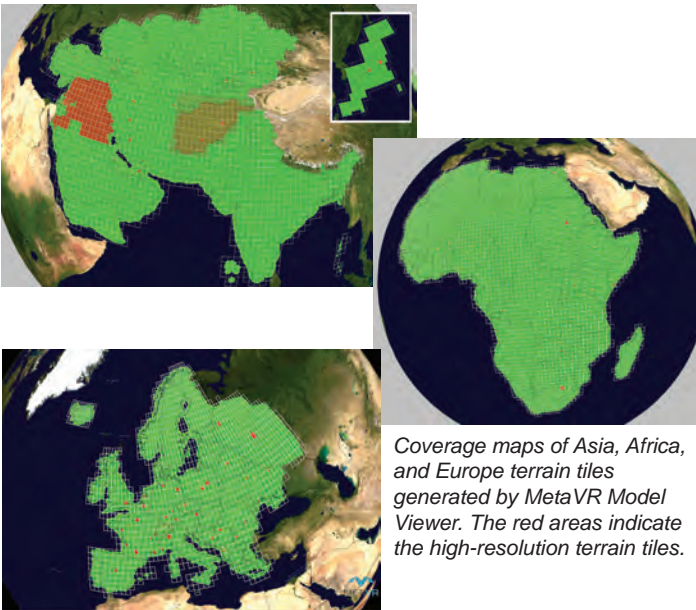
As additional source data for various parts of the world becomes available, MetaVR will continue to build 3D terrain to add to its datasets of regions of the world.



VRSG real-time renderings of high-resolution, geospecific terrain of (top row, left) Dubai, UAE, Ankara, Turkey, Baghdad, Iraq. Bottom row, left, Kismayo, Somalia, farmers in an Afghan village, and Capetown, South Africa. The water areas show VRSG-generated animated water representation.

Terrain coverage

The following symbolic representation shows the geographic coverage of each 3D dataset's terrain tiles. This terrain tile coverage map was generated with MetaVR's Model Viewer. The green areas indicate use of 15 mpp imagery and the red areas indicate the high-resolution insets.



Coverage maps of Asia, Africa, and Europe terrain tiles generated by MetaVR Model Viewer. The red areas indicate the high-resolution terrain tiles.

Delivery

MetaVR's Asia, Africa, and Europe 3D terrain datasets in round-earth Metadesic format are available for purchase to all MetaVR customers who are on active VRSG software maintenance and are US Government or NATO agencies or contractors (for official use only). The terrain datasets are delivered on external hard drives and will run only with a valid VRSG version 5.10 or greater software license with valid software maintenance. For US-domestic use only, not available for export. A fee covers processing large quantities of data in the Metadesic format and the hard drive distribution media.

For more information, contact sales@metavr.com or scan the QR code to your mobile device.



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