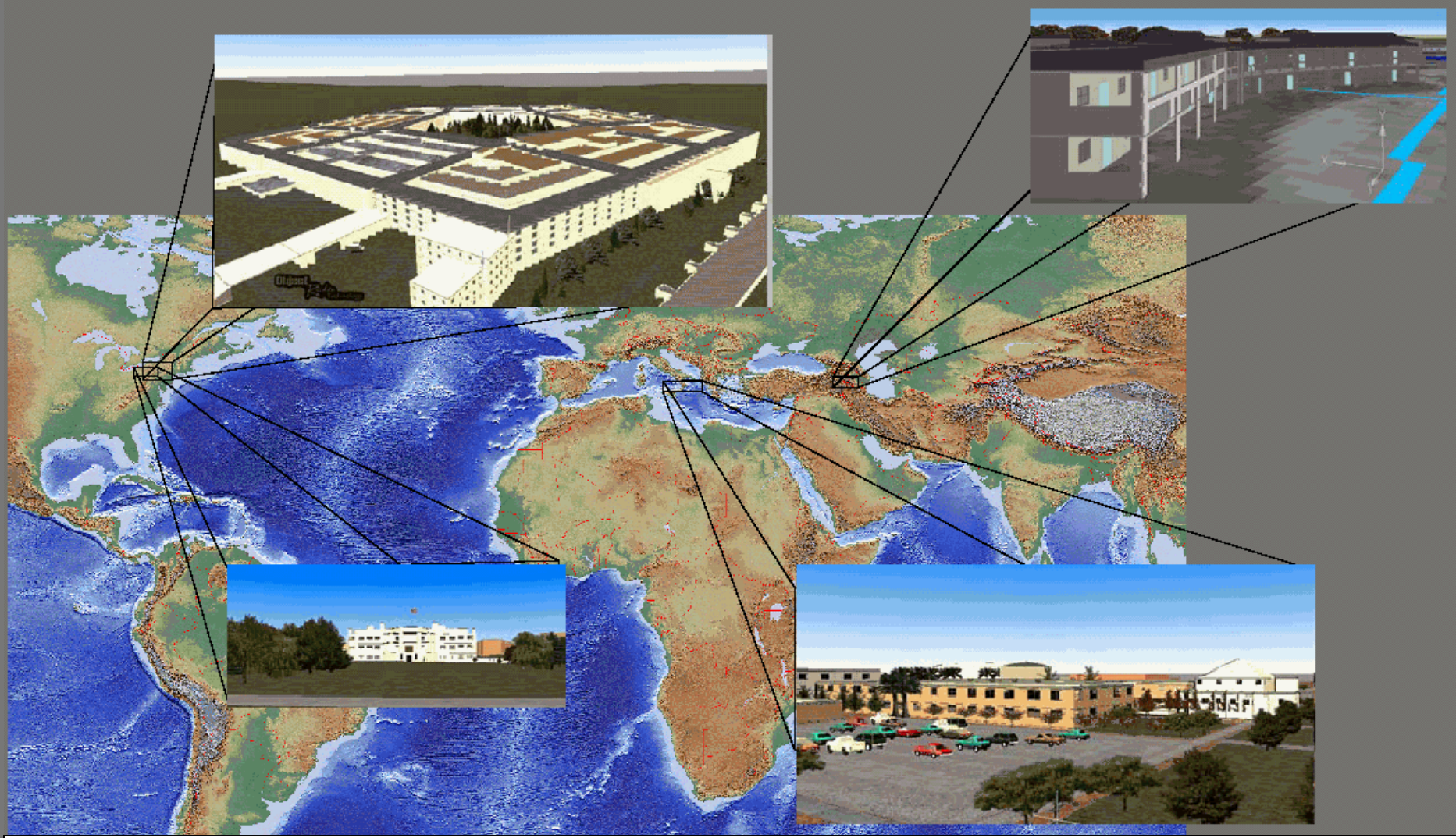


Sextant



Rapid Urban Contingency Visualization – for Training, Rehearsal and Operations

Then...

Plan, brief, and rehearse your mission on a map or sand table with a basic featureless perspective overview of the urban landscape

Now...

Meet your squad in a Mission Specific 3D landscape, go into buildings, check lines of sight, rehearse tactics, and develop and brief courses of action dynamically.

Rapidly create and modify details of the landscape as you get more recon information.

Missions

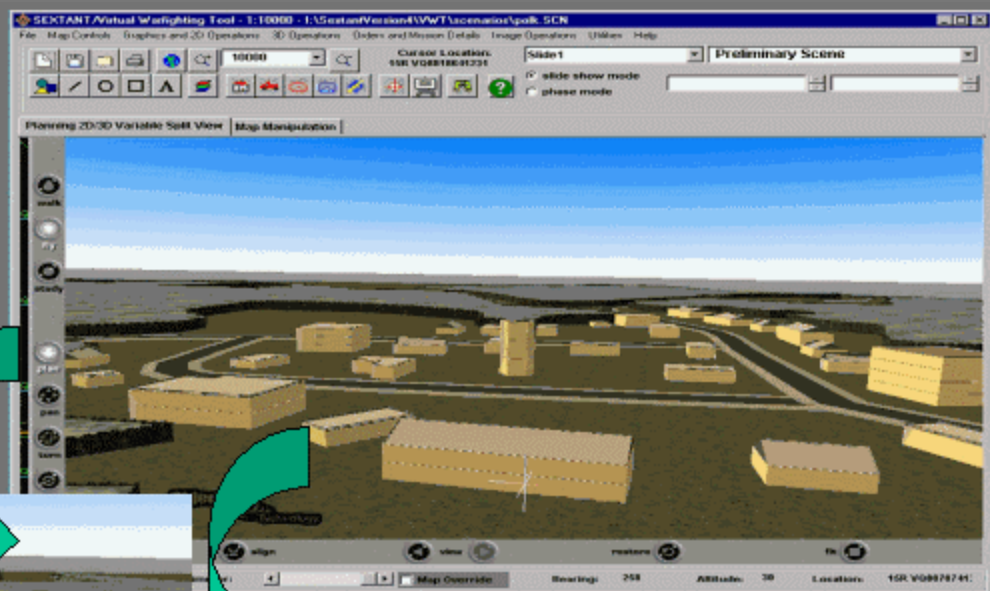
- Installation Security
 - Layout installation in scene
 - Include specific physical security measures
 - See if non-friendly virtual players can breach
- Rehearsing virtually in denied areas
 - Create scene with as much detail as is known
 - Update scene as new information arrives
 - Rehearse in the virtual world to become familiar with denied area
- Preparation for Training Missions in known areas
 - Rehearse virtually for training mission
 - Perfect SOP before arriving on location

Enabled with

- Rapid 3D Scene Generation
- Portable Virtual Rehearsal
- Live Intelligent Opposition



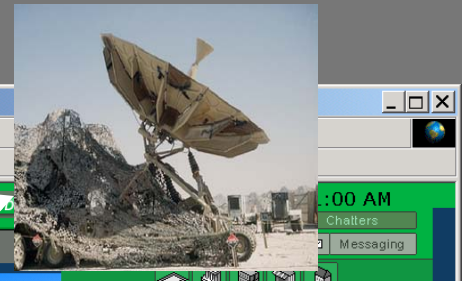
Dynamic Scene Realism



As known information increases, add detail and expand the **mission critical relevance of the rehearsal.**

Mission Rehearsal Central

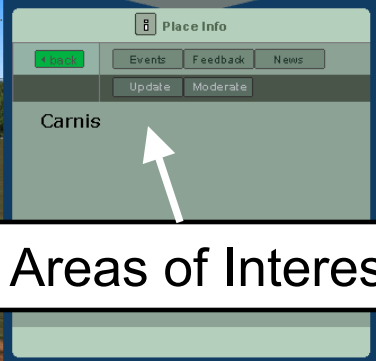
Users from multiple locations participate via the web or LAN



World created in Sextant



Areas of Interest

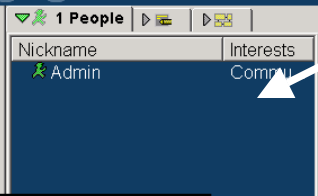


Comms (text, text to voice, voice over IP)



Avatar – your personal 3D representation

Squad members in the scene



The Bottom Line

- Portable Rehearsal
- Rehearse Denied Areas
- Go through the mission as a group in Real World 3D to perfect tactics.
- Rehearse against live intelligent opposition – test the plan

Rehearsing, whether for known areas **or** denied areas, is **mission critical** - and now possible with Mission Rehearsal Central.

Sextant Overview

- **3D Visualization for Planning**
 - Terrain (ground, ocean, buildings, trees, rivers, lakes, roads, culture, underground items)
 - Based at ground level, walk and fly through modes
 - Generate a briefing from 2D and 3D mission plan
 - Show Units and Weapons with Range Fans
- **3D Interaction for Rehearsal**
 - Single or Multi-user rehearsal through planned mission
 - Interact with other users inside and outside buildings
- **Rapid, Automatic 3D Scene Generation**
 - Use standard NIMA or commercial source vector/raster data
 - Model the interiors of buildings, add culture/detail to scene
 - Disseminate as standard VRML world
- **Battle Tracking in 2D and 3D**
 - Configurable web service for real time situation awareness
 - ODBC database access to update unit status