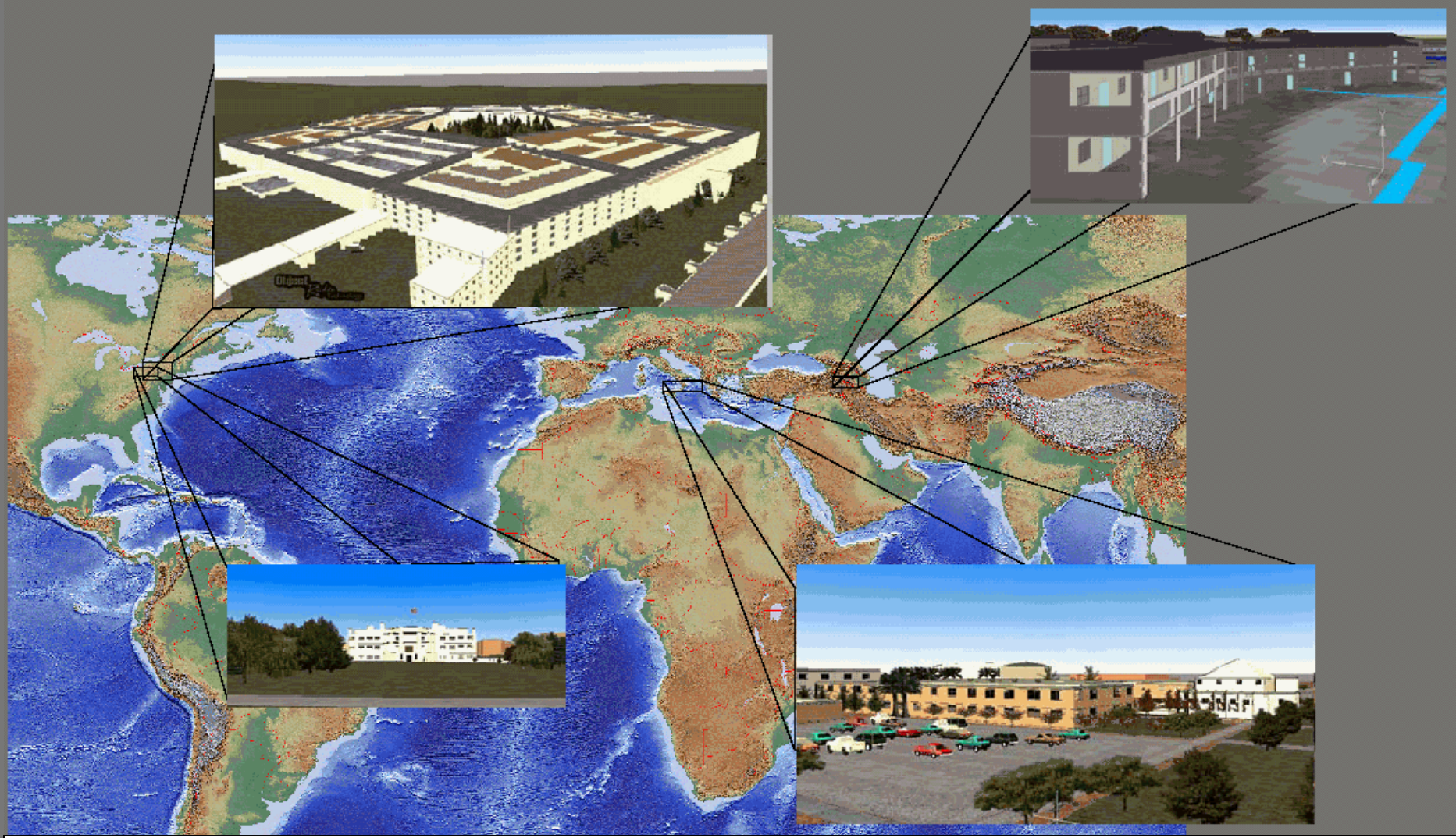
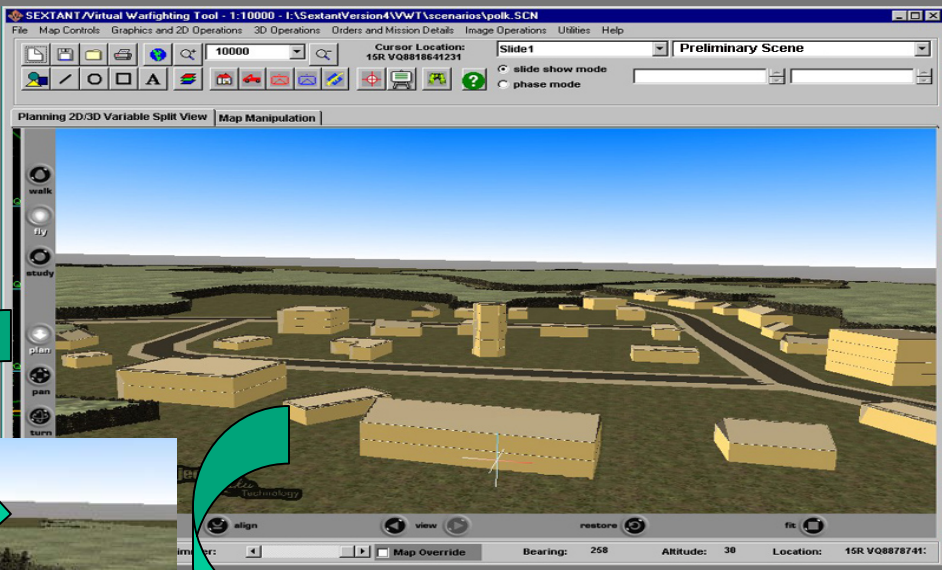


Sextant



Rapid Urban Contingency Visualization – for Training, Rehearsal and Operations

Rapidly Generate Scene
- Geo-Specific -
- Anywhere -



As known information increases, add detail and expand on the **mission critical elements of the scene**

Then...

Spend days building a sand table with block buildings to try to get a perspective overview of the urban landscape

NOW...

Spend Hours creating a Mission Specific 3D landscape directly from your map data that can be rapidly modified as you get more updated information

Use the scene to plan, brief, and rehearse courses of action: meet your squad in the scene to rehearse tactics, go into buildings, check lines of sight...

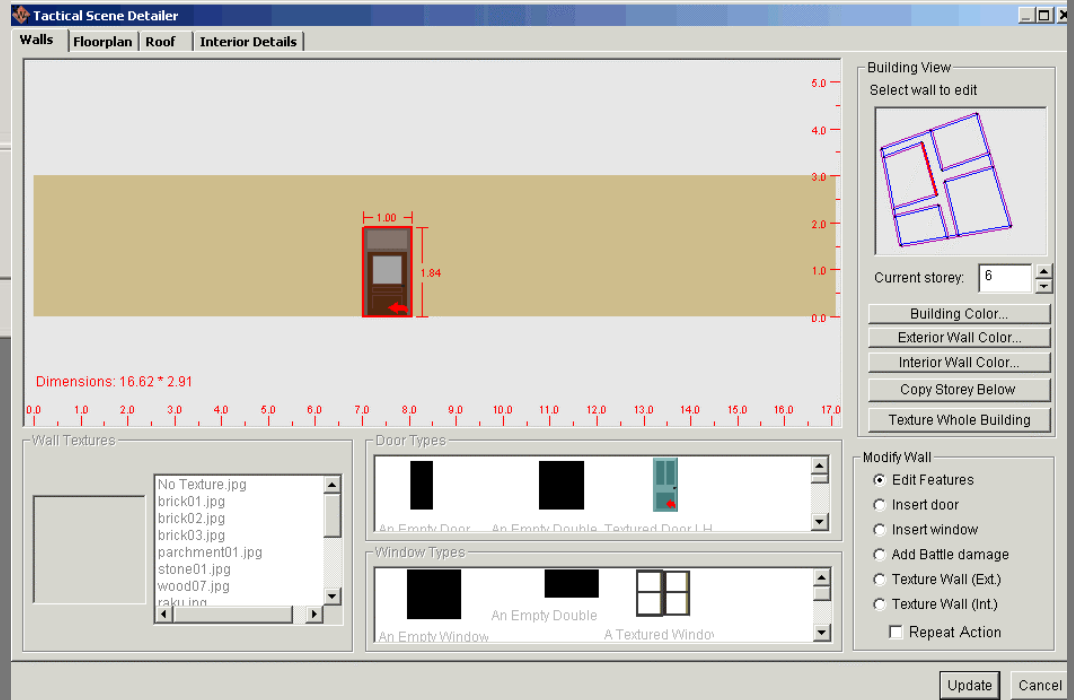
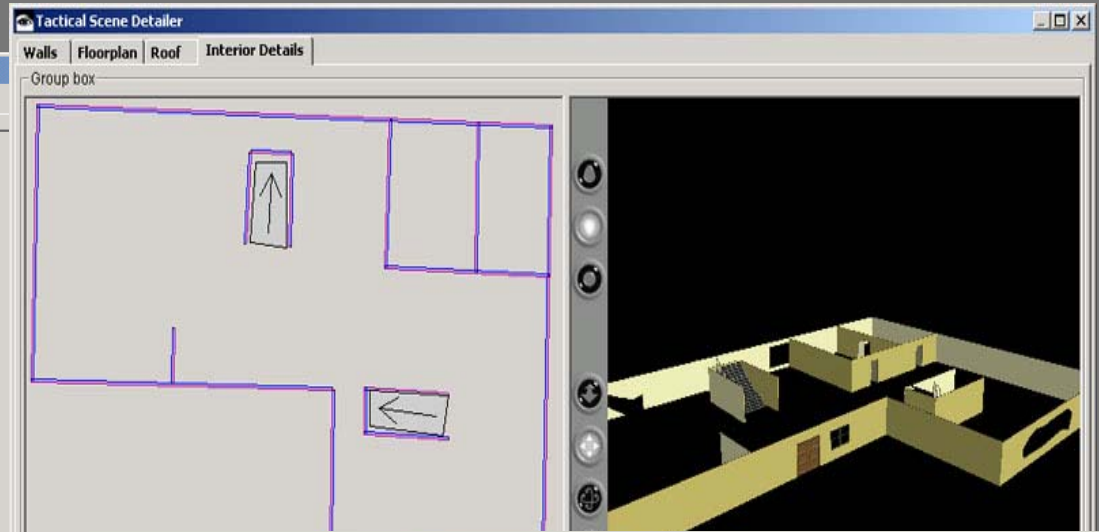
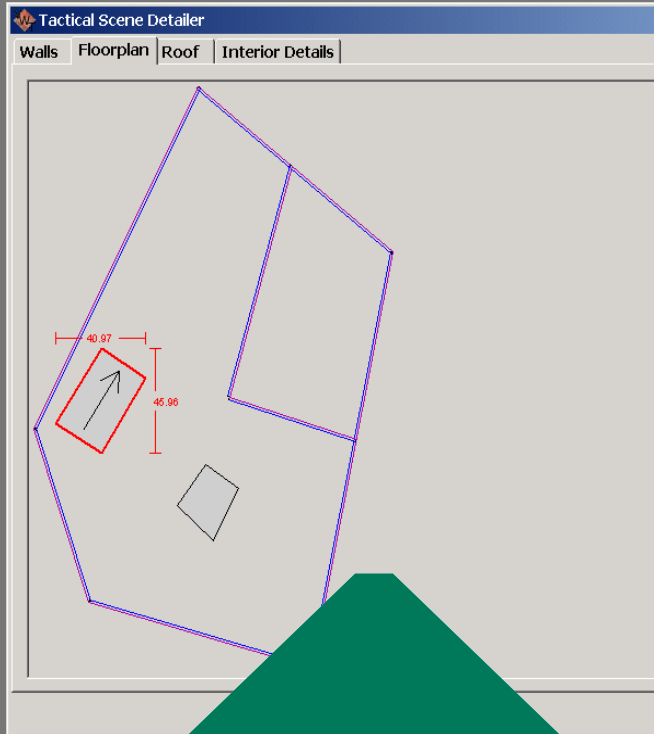
With Sextant:

- Visualize the vector data in 3D
 - Use the data already available in a new way
 - bring the map to life
- Use Standard Data to create the scene
 - Flexible data input to include military and commercial formats
 - Capability to scan in hard copy maps for use as background in 2D to build scene against
- Create and Modify scenes Automatically and/or Manually
- Model to level of detail required
 - From basic block buildings
 - To fully textured exteriors with working door and window models, and exterior culture
 - Further to include interiors with furniture/accessories
- Change the scene as new information arrives
- Create small email size scene files
- View the scenes in standard web browser
- Print custom map views of the 2D and 3D data

Sextant for Scene Generation

- Rapidly Create Scenes
 - Automatic basic scene created from vector data
 - Include terrain detail from elevation data
 - Increase scene realism with provided tools
 - Add detail to scene from reconnaissance input
- Use any Standard NIMA and Commercial Data
- Hot-link to Mission Critical Information in scenes
- Share Finished Scenes
 - Disseminate over low-bandwidth links
 - Scene files can be emailed
 - View in Internet Browser, no-cost plug-in
 - Use Scene for dynamic 3D mission rehearsal

Modify Buildings on the fly



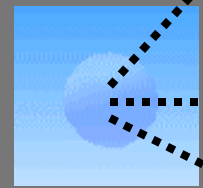
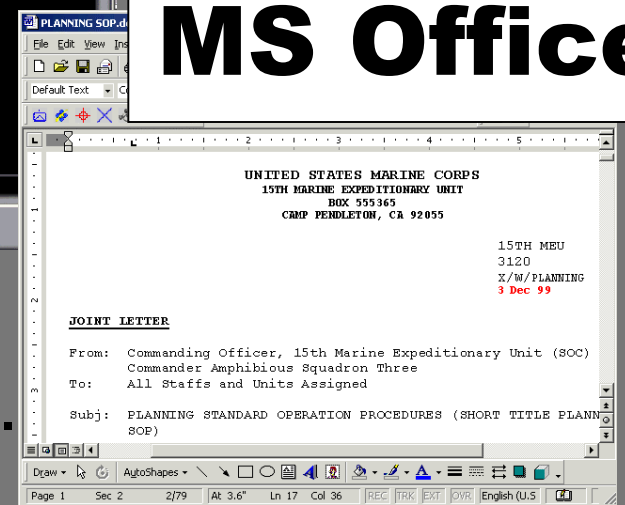
Hot Link to...

- Organize diverse information about objects
- Provide access to reference materials within a scene that users can consult or interact with
- Geo-reference hot-links to map, buildings, or other objects and activate from either 2D or 3D
- Link to any URL or application that the system can run

Video



MS Office



Audio



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