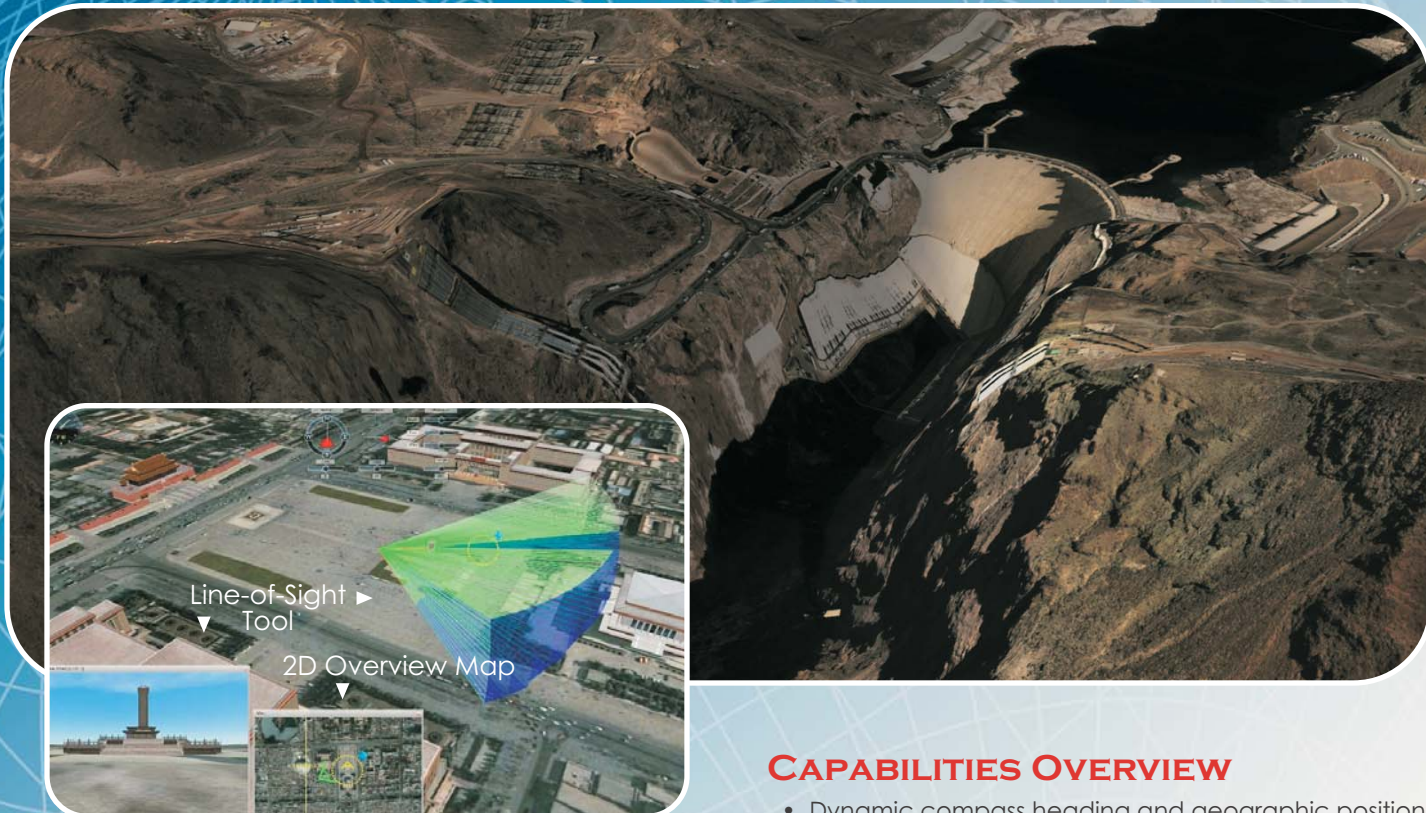


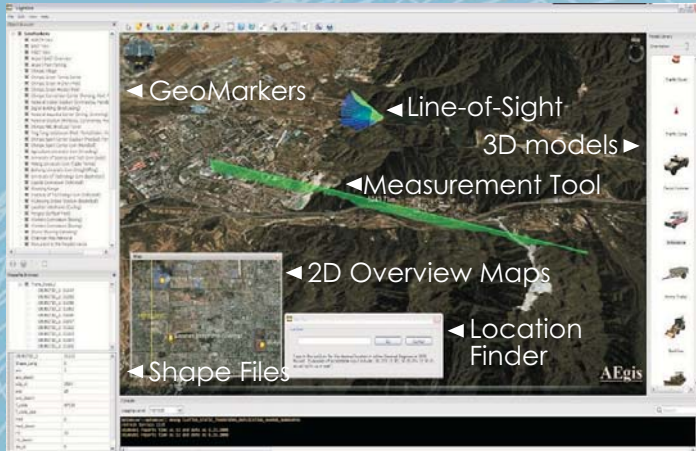
LightInt is a 3D visualization tool designed for the intelligence and planning communities. LightInt provides the ability to interact with a high interest - high fidelity - Geo-Specific Area of Interest (AOI) terrain databases and 2D map. LightInt combines state of the art visualization capabilities along with special analysis tools allowing the user to inspect, plan, execute and replay a variety of mission objectives.



Users of LightInt can annotate the scene with Geo-markers, add scene content through 3D models of objects such as vehicles, barriers, & human characters to create a scene which matches actual or projected AOI conditions. Shapefiles can be imported and extruded in real-time to provide scene content. Objects that have been placed on the terrain dataset (Geo-Markers, LOS vectors, 3D Models, & Shapefiles) are stored in a small project file. This is an excellent way to establish and share a scenario (i.e. copy to memory stick, email, etc.) so multiple LightInt users can analyze and plan responsibilities.

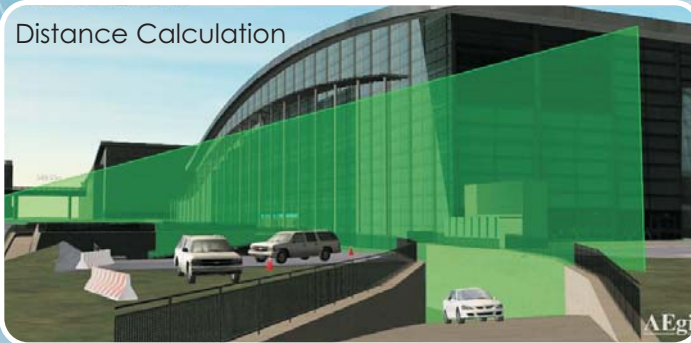
CAPABILITIES OVERVIEW

- Dynamic compass heading and geographic position of the observer's location.
- Time of day controls allow the user to change the look of the terrain under natural lighting conditions at various times of the day.
- Add, modify, and delete Geo Markers to store reference locations and points of interest for future navigation.
- Add, modify and delete Routes which allow for the navigation through the dataset.
- Add, modify, and delete Line-of-Sight objects to support volumetric line-of-sight analyses.
- Import file formats including Shapefiles and FalconView motion path files.
- Export file formats - Google KML scene files.



LightInt offers a real-time 3D view of the terrain scene, including staged entities, environmental effects, time of day, and weather. LightInt also contains a two-dimensional (2D) Topographical Map which can be linked to the 3D view. The 2D Map supports interactive pan and zoom providing an intuitive way to synchronize the 2D and 3D views.

Distance Calculation



Height Measurement



ADDITIONAL FEATURES:

- 3D View of the terrain Area of Interest (AOI)
- 2D Map Correlated with the 3D View of the Area of Interest
 - Supports JPEG2000, ECW
- Multiple Measurement Tools
 - Object Height (Vertical Range)
 - Distance between Objects (Horizontal Range)
 - Slant Range
- Field of View/Line of Sight Tool
 - With Separate Viewport
 - Red Line/Green Line Intersection Testing
- Geo-Marker Placement to Label Points of Interest
 - GoTo-FlyTo Motion Model
 - Single or Multiple Geo-Markers
- Route Creation and Playback for Single Camera View
 - Record Camera View for Playback and Movie Creation
- Terrain Database Formats
 - Terra Page (.txp)
 - OSG (.ive)
 - OpenFlight (.flt)
- 3D Model Formats
 - OSG (.ive)
 - OpenFlight (.flt)
- Heads Up Display (HUD) for UAV
- "Drag and drop" Shapefile Data in 3D View
- Delivered with a Library of Models
 - Drag and Drop into 3D Scene View
 - Over 1000+ Additional Models Available
 - Human Characters
- Supports Multiple Coordinate Systems & Units of Measure
- Environmental Effects
 - Time of Day
 - Multiple Cloud Types
 - Ephemeric Model
 - Dynamic Self shadowing
- Display Entities
- Notes and Annotations in the 2D View Geo-referenced in the 3D View
 - Free Hand Drawing
 - Text/Notes Inputs