



# GeoSource-RTB

For Low-Cost, Extremely Rapid Generation and Updating of Mission-Rehearsal Databases

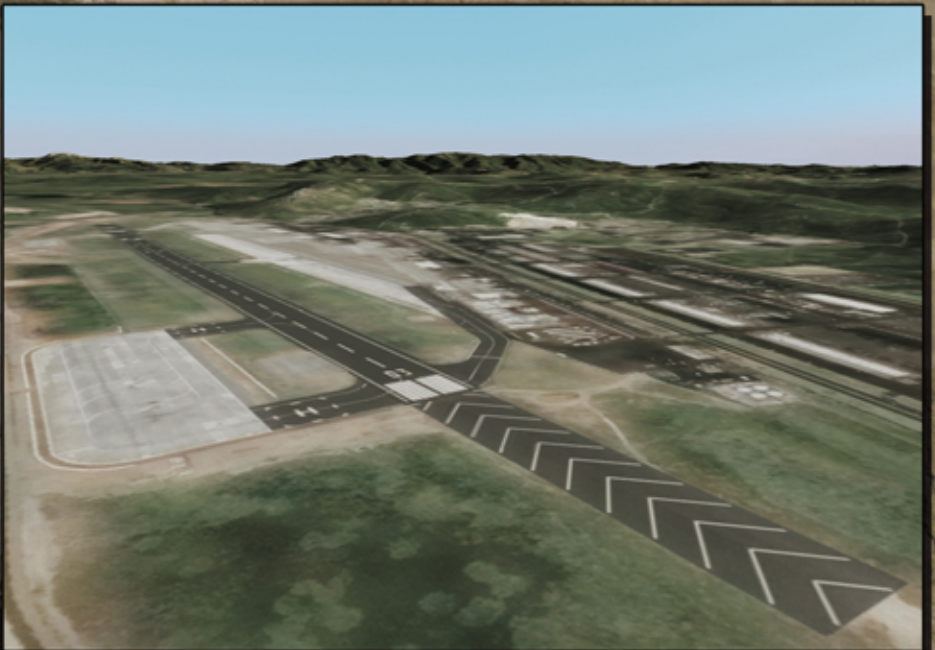
**GeoSource-RTB (Rapid Terrain Builder)** rapidly produces (within hours) round-earth visual/sensor databases with “to-the-horizon” rendering for training and mission rehearsal. GeoSource-RTB directly converts raw geo-registered data to automatically build large area (whole earth, continental US, etc.) databases that include imagery, 3D cultural features (point) and linears/aerials. Users can also update databases in near-real-time (minutes) by directly importing geo-registered imagery from a variety of sources—UAVs, satellites, etc.

The underlying **Enhanced Rapid Optimizing Adaptive Mesh (E-ROAM) Technology** for continuous high-resolution level-of-detail support for “to-the-horizon” rendering of round earth databases on COTS commodity level PCs or Laptops provides increased detail/better defined geometry than fixed LOD approaches.

**GeoSource-RTB generated terrains are fully integrated with the CYBORG Game-Engine** ensuring high performance and visual continuity with all CYBORG features (Weather, Special Effects, Sensors, etc.), and SDS’ LiteFlite<sup>®</sup>, ROVATTS, and Hero Products.

**High Resolution Imagery** - uses geo-referenced satellite imagery, fully tested to 60 centimeter resolution.

- *Updating the Objective “Area-of-Interest” is as simple as adding any geo-registered imagery files of any resolution and shape and selecting “UPDATE the files”*







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For Low-Cost, Extremely Rapid Generation and Updating of Mission-Rehearsal Databases

Fully Automated Rapid Mission-Rehearsal-Database Generation and Near-Real-Time Updating directly from NIMA and/or Commercial Data Resources (Visual/Sensory Imagery, Elevation Data, and Cultural Features — Both Man-Made, and Natural).

*Database Creation is as simple as copying all files into a single directory, selecting UPDATE, and watching the creation of your database from an overhead view.*

Automatic PUSH/PULL Updating of Multiple Distributed Simulation Databases from GeoSource-RTB — Each GeoSource-RTB Terrain can be added to the Entire Earth Master Database.

Direct Update from ISR Data — UAV/UCAV, Satellite and other dynamic real-time sources.

**Extremely Easy-To-Use Graphic User Interface — for Marines, Soldiers, Sailors and/or Aircrew to use for Generating and Updating Mission-Rehearsal-Databases while Deployed and/or at home station.**

*Database updating is as simple as copying your new files into the same single directory, selecting UPDATE the new files, and watching the rapid updating of your database from an overhead view. This process is extremely fast as GeoSource-RTB enables localized updating without rebuilding the entire database!*



**Full 3D Cultural Feature Editor** enabling military and commercial personnel to drag and drop for addition/modification/deletion of features.

- *Cultural Feature (Man-Made, Natural) modifications are as simple as drag and drop in a full 3D environment! Bomb Damage Assessment, Intelligence, Surveillance and Reconnaissance (ISR) Resources can guide updating.*



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