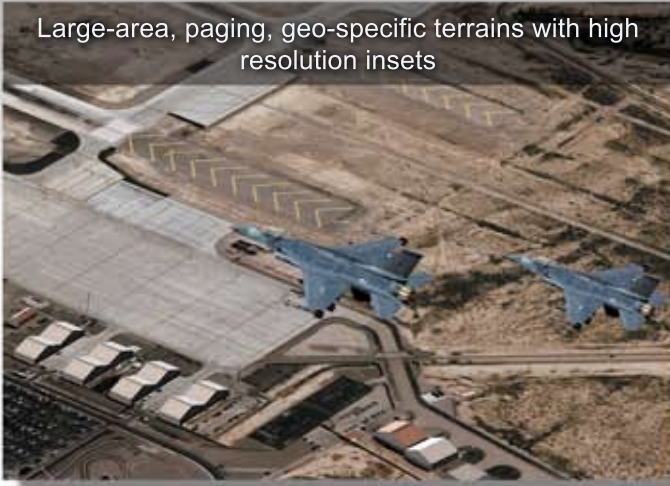


AAcuity® PC-IG

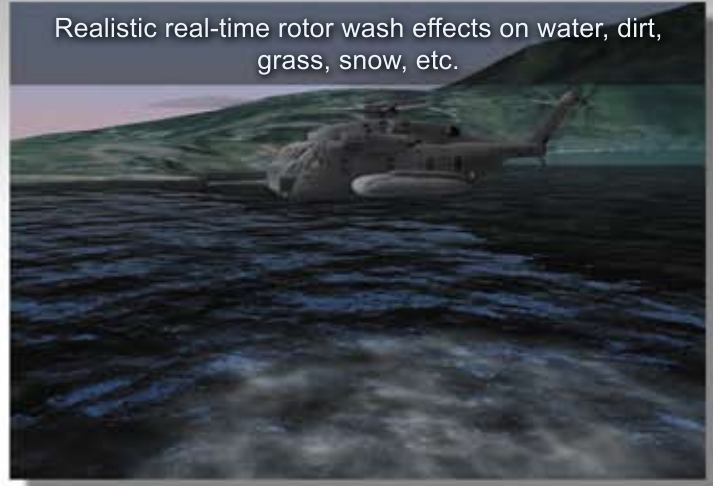
Cost Effective PC-based Image Generation Systems

AAcuity® PC-IGs are in use today by the US and foreign militaries, and commercial and academic customers. They have been integrated on various USAF and USN high fidelity flight simulations (including A-10, F-16, F-14, and F-18), all Meggitt Training Systems including the Indirect Fire-Forward Air Control Trainer (I-FACT), SOCOM's Special Operations Air Ground Interface Simulator (SAGIS), SOCOM's SOF Technology for Eye Limiting Image Representation (STELIR) display capability, and the USA/USMC upgraded IMTS Stinger domed simulators. Refer to our AAcuity® IG Spec Sheet for more detailed capabilities and contact SDS for availability, pricing and suggested COTS PCs.

Large-area, paging, geo-specific terrains with high resolution insets



Realistic real-time rotor wash effects on water, dirt, grass, snow, etc.



AAcuity® PC-IGs provide 60Hz+ hard-real-time, synchronized, multiple visual-channel performance while operating on a variety of hardware platforms including COTS desktop PCs / laptops. With features such as effective swap-lock and gen-lock, texture compression and dynamic terrain paging, AAcuity® systems maintain performance while providing visual scenes portraying high-resolution, photo-realistic, geo-specific databases with deformable terrain/buildings (craters), 2D/3D water, high-fidelity 3D cultural features and models, plus realistic day, night, lighting sources (sun, moon, point and spot) shadows, weather and special effects. AAcuity® software operates on a number of hardware platforms, operating systems and rendering libraries driving monitors, flat-panel displays and projectors ranging from low-cost LCDs / DLPs to high-end BARCOs and SONY's high-resolution SRX-R110 projectors.

Real-time, dynamic, directional terrain deformation and geometry removal for hole creation in 3D objects



Realistic, animated trees and grass



AAcuity® Products are specifically designed to: **Increase Fidelity, Performance and Reliability** and **Reduce Initial and Lifecycle Costs** of state-of-the-art Simulation Systems.