



eurosimatec

// VB-Edit™

Realtime Scenery Editor

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simulate. train. *succeed.*

// VB-Edit™. Realtime Scenery Editor

// During Mission.

With increasing importance of modeling & simulation and a constantly growing usage of simulation systems, the demand for related digital terrain databases is even growing faster. Additionally, these databases must become available significantly faster than in the past, ideally maintainable by daily updates.

The requirements for such terrain databases typically depend on the application: for basic training a generic database or a database of a home live-training range may be sufficient, for complex mission training or a mission rehearsal phase a highly detailed geo-typical database with geo-specific insets will be required.

Having relevant, up-to-date terrain databases available will allow to gain the following benefits

- optimized use of training sites and firing ranges due to simulated exercises
- preparation for geographical and cultural environments
- planning and operation of mobile infrastructure like field camps, supply sites etc.
- planning and analysis of routes, optimization of logistical processes

Modify and update your digital terrain databases to reflect aspects and events like:

- damages due to combat
- movement of military units
- moving or repositioning of infrastructures, firing positions, HQs etc
- environmental changes due to natural disasters, changes of building structure, road conditions etc.

The more accurate and up-to-date the terrain databases are, the better the mission preparation will be. To keep up with the ever changing demands of a highly versatile operational reality you require a tool just as adaptable but still being quick and easy to use.

// Your Benefit.

VB-Edit is a full 'What You See Is What You Get' (WYSIWYG) editing system for the fast creation and optimization of complex and most-realistic VBS3 mission environments.

VB-Edit enables you to populate and update your VBS3 terrain database with a variety of 3D-Objects, roads, environmental effects and even terrain adjustments.



Soldier's View in VB-Edit

VB-Edit is closely linked into VBS3 and allows using the internal simulation functions and parameters of VBS3 additionally to the ones VB-Edit provides. Therefore you benefit from a permanent verification of your 'in-progress' database, and insure that the result will fit your specific needs. All this saves your time, and avoids usual rendering and exporting efforts.

VB-Edit supports all VBS3 internal controls and allows you to modify environmental conditions like weather, day time and many other conditions.



Day and Night

// Your Advantage.

VB-Edit and its unique concept and layout provides you the following advantages:

- fast and intuitive creation of complex, realistic and specific VBS3 mission environments
- Visibility analysis, line-of-sight analysis, usage of free maneuverable cameras with views from any vehicle and entity
- test of road conditions by using simulated vehicles or weapon systems
- analysis of weapon effectiveness

Potential problems can be identified and eliminated early in the preparation of a simulation and not in a live exercise

The whole object library of VBS3 is available when using VB-Edit, this includes custom made or specifically designed objects and vehicles.

All objects maintain their original capability and behavior. A tree still remains an obstacle for a car, though this is not true for a tank. A tank is still not capable of crossing a forest, although he can overcome individual trees.

VB-Edit is a tool box that allows fast and flexible change of 3D terrain without any specific knowledge of programming required.

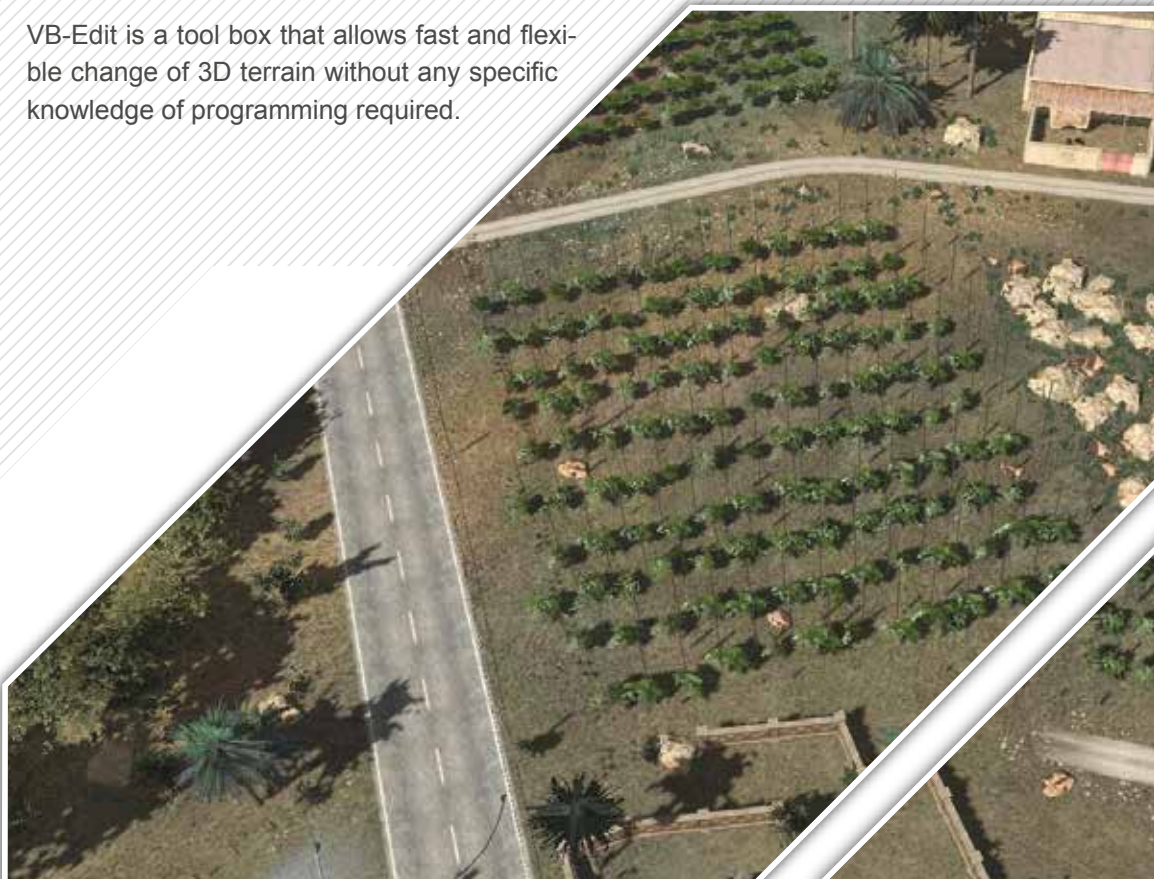
// Your Achievement.

VB-Edit provides a significant number of tools for optimized, flexible and fast positioning of objects within a 3D terrain for VBS3 based simulation systems. The functionality allows fast placing along path or filling complete areas with objects like vegetation or buildings.

VB-Edit is designed to minimize the amount of time and resources necessary to populate a 3D environment. The results speak for themselves.



Procedural Object Placement



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// Our Belief.

eurosimtec provides simulation systems, software products as well as services and training solutions.

Our 3D virtual simulation systems and products ensure best training motivation and optimize training success.

We help preparing soldiers for the moment that matters most: the mission. Their success is our aim.

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// eurosimtec *Contact Us.*

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// VBS3.

Virtual Battlespace 3
Bohemia Interactive Simulations

VBS³



Virtual Battlespace 3 (VBS3) is a comprehensive open platform with proven capability for training, simulation and development.

Next generation gaming technology is adapted to provide collective military and first responder tactical training and mission rehearsal worldwide.

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