



CYBORG

Simulation-Focused Game-Engine Technologies

The Latest Migration of SDS' Simulation Products to more Highly-Realistic, Physics-Based Applications

Featuring – Physics-Based Host Support, Rendering, Special Effects, Animations & Artificially Intelligent (AI) Scene Content, plus Complex Math Modeling applicable for Virtually any Gaming, Entertainment or Simulation Training Application

Key Components

Physics Engine – destruction, rigid-bodies, cloth, rope, ragdolls.

Rendering Engine – Image generator capable, scene management, shaders, projected textures, lighting, shadowing, post-processing.

Sensors – shader-based sensor simulations for NVG / II, Day-TV, IR, and fused sensors. Sensor modes switch on the fly.

Effects – Particle-based explosions, smoke, tracers, debris-effects editor, runtime decals, sounds.

Animations – Degrees of freedom animations, skeletal animations, animation blending/mixing.

Models / Terrains – Static and paging terrains, buildings/"props"/vehicle/aircraft models, human/animal animated characters, model attachments.

AI Scene Content – Script assisted and thinking entities, paths, zones, roads, triggers, vehicles, animals, people, machines, extendable roles-content editor – provided by SDS' LIFE-Based AI Scene Content Application.

Complex Math Modeling – Embedded support for rigid, non-rigid, multi-body and computational fluid dynamic calculations. Integrated callback system allowing symbiotic physical computations with external host sims.

Extendable Support – Plug-in API for user DLL's, data-driven setup files.

Networking – SDS network layer, DIS, CIGI.

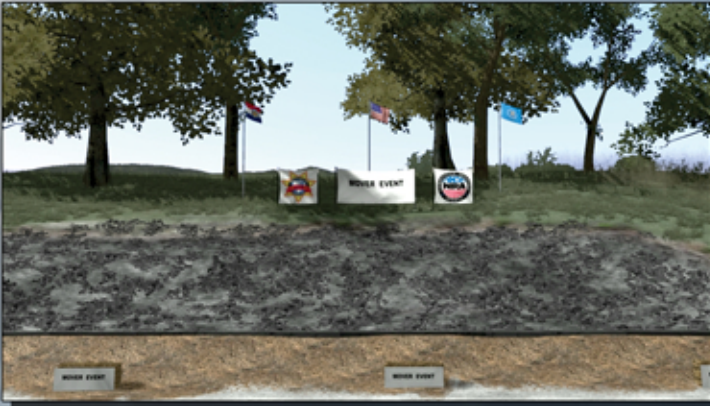
CYBORG -- Backward compatible with AAcuity® PC-IG, LIFE AI-Scene Content, LiteFlite/ROVATTS Sims, and Hero FPS/weapons shooting systems



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CYBORG features Physics-Based Host Support, Rendering, Special Effects, Animations and AI Scene Content, plus Complex Math Modeling for use in Gaming, Entertainment and Simulation Training Applications



CYBORG – Backward compatible with SDS' AAcuity® PC-IG, LIFE-Based AI Scene Content and GeoSource-Rapid Terrain Generation (RTB) Software



CYBORG is included in SDS' ROVATTS, Hero-FPS, Hero-VSS and LiteFlite Simulation Products; and compatible with Third-Party Simulation Applications through use of DIS, CIGI and SDS' Network Layer Connectivity



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