

# VBS IG

COST EFFECTIVE. COMPATIBLE. FLEXIBLE.



VBS IG is a new class of image generator. At Bohemia Interactive Simulations, we have leveraged our game-based technology to create a highly capable and cost-effective IG solution.

Fully compatible with VBS3, the VBS IG core engine has been optimized to deliver high frame rates with long-view distances and large numbers of moving entities on massive terrains.

## Cost Effective

VBS IG reduces cost by enabling reuse of existing VBS3 content, including terrains, models, missions and scripts.

VBS IG interoperates with the industry's most widely used desktop tactical training environment, VBS3, allowing users to benefit from a vast content library while providing AAA game-quality graphics.

Competitively priced, VBS IG provides great value for customers.



Supports large terrains

## Compatible

VBS IG supports industry standards, protecting investments in systems and content.

Using the Common Image Generator Interface (CIGI) standard, VBS IG integrates with existing host software.

Users can build terrains for VBS IG using standard GIS products with TerraTools 5 from TerraSim (a BISim company). TerraTools 5 enables VBS IG interoperability with legacy databases.



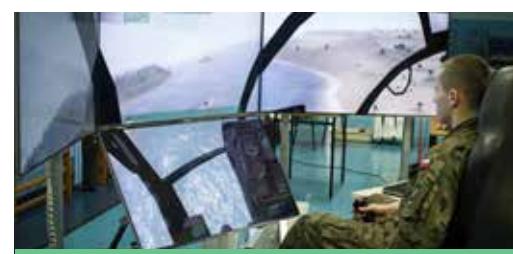
Use on part-task and full-mission simulators

## Flexible

Unlock new training possibilities by using VBS IG and VBS3 together.

Build your own capabilities and leverage your own visualizations using VBS3's API. Extend capabilities specific to your training needs.

Make use of a wide range of sensors from out-the-window to night vision to infrared. VBS IG: The next innovation in image generation.



Seamless correlation with VBS3 and VBS IG

## VBS IG Key Facts

- Leverage high fidelity VBS3 terrains and models
- Capable of up to 60 Hz operation
- Supports synchronized multiple channels
- CIGI v3.3
- EO, IR, NVG sensors
- Support for a wide array of display configurations including domes, projection caves, and wall screens
- Comprehensive scene management
- 3D geospatial sound



Out-the-window and sensor views