**VBS® Blue IG** is a state-of-the-art, WGS-84 round-earth, procedural and imagery-based visualization solution designed for part-task trainers, VR/AR solutions and full-mission simulators.

**At a Glance**

VBS Blue IG is a high-performance, standards-based, 3D whole-earth image generator providing day/dusk/night scenes across multiple synchronized displays to support the full spectrum of land, sea, air and space use cases. Supporting out-the-window, infrared, and night vision scenes, VBS Blue IG leverages video-game technologies to bring AAA game graphics to military simulation and training.

VBS Blue IG includes a baseline, geo-specific global terrain that is procedurally enhanced based on real-world metadata. Developers have the flexibility to use procedural content, satellite imagery, high-resolution terrain, or geo-specific features to enhance areas of special interest.

The VBS Blue IG modular architecture separates the rendering engine from the global terrain database. Rather than introduce a new compiled terrain format, a plug-in architecture allows multiple industry standard and emerging standard data formats (e.g., point cloud data formats) to be passed to the renderer, providing interoperability with legacy sources and support for emerging geospatial content.

**Key Benefits**

**Comprehensive:** With a massive model library and whole earth database, VBS Blue IG provides a single image generation solution for the full spectrum of land, sea, air and space use cases.

**Powerful:** High-performance rendering engine optimized for the latest GPUs that supports realistic view distances and real-world scene densities.

**Compatible:** Supports CIGI compliant host computers and a wide variety of existing terrain data formats.

**Flexible & Extensible:** Featuring an open plug-in system for source data import, and an SDK for customization and integration, VBS Blue IG readily adapts to existing and future requirements.

**Integrated:** Deep integration and correlation with VBS4/VBS3 as a simulation host to support reuse of existing content and scenarios.

For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.

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Features & Capabilities

- Industry's largest AAA game quality asset library
  - Over 18,000 high-fidelity 3D vehicle, weapon and character models
  - Assets include dynamic models, animations and sensor attribution
- WGS-84 based worldwide terrain
  - Dynamic craters and terrain modifications
  - Procedurally generated 3D roads, buildings and vegetation from global data sets
  - Compatible with legacy constructive simulations
- Whole earth terrain database
  - Train anywhere, train everywhere
  - Rapidly generate high detailed insets from GIS source data using TerraTools
  - Terrain representation supports resolutions of 5mm for heightfield and 2mm for textures
- Sensors including electro-optical, infrared and night vision
- Day/dusk/night & weather operations
- Synchronized multi-channel and viewport support
- AR/VR hardware support with greater than 90 hertz update rates
- Realistic view distances and scene densities
  - Advanced, continuous level of terrain detail provides highly realistic scenes
- Mission functions include collision detection, height above terrain, and laser range finding
- Dynamic lighting handling hundreds of thousands of dynamic and static light sources for cities, runways and vehicles.
- VBS IG Studio - for configuration and deployment
  - VBS IG Multi-Channel Client/Server Management and monitoring

Deep integration and correlation with VBS

Immersive visual effects

For land, sea, air and space use cases

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