SCALABLE ADVANCED GRAPHICS ENGINE – AIR
RICH VISUALS FOR INCREASED REALISM IN FLIGHT TRAINING SIMULATION

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SAGE – SCALABLE ADVANCED GRAPHICS ENGINE: AIR

Lockheed Martin’s Scalable Advanced Graphics Engine (SAGE)-Air is a hybrid gaming visual solution that provides richly detailed images and motion for increased realism in flight simulation. Combining more than 35 years of Lockheed Martin image generation flight experience, SAGE-Air combines image generation algorithms proven on numerous military training and rehearsal simulators with open-architecture gaming technologies. The software is designed to run on the Linux operating system and will run on a broad range of hardware configurations from embedded vehicle trainers to high end multi-GPU, multi-projector dome full mission flight trainers.

Operational Aspects

- Electro-Optic (EO) simulation
- Night vision (NVG) stimulation or simulation
- Patent pending real-time physics-based thermal (IR) sensor simulation using per pixel material based texture maps
- Sensor effects (noise, motion/ optical blurring, depth-of-field, level, gain, polarity, digital zoom, and AC banding)
- Extensive library of vehicle and flight sensor reticles/symbology
- Network communication using Lockheed Martin’s NxView interface, the industry standard CIGI interface, DIS interaction, and SAGE API

Environmental Details

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