DEVELOPMENT OF A PC-BASED INTERACTIVE 3D/4D VISUALIZATION SOFTWARE WITH APPLICATIONS IN SIMULATION, MODELING AND TRAINING

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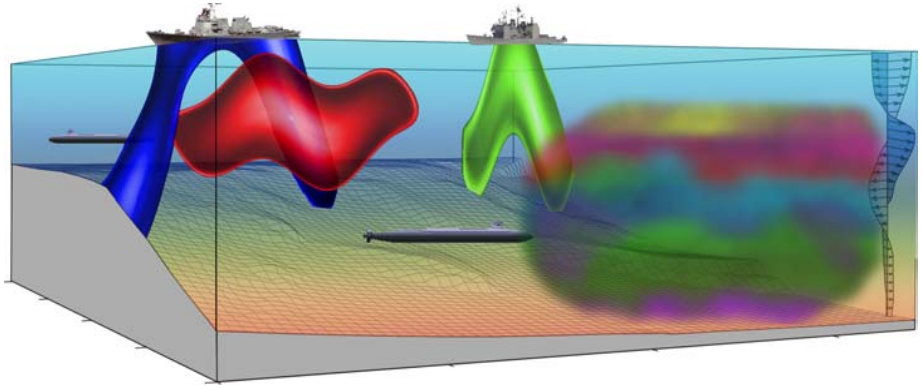
Snapshot of a 3D/4D scene including spatial property distributions and 3D iso-surfaces.



Key Discriminators:

- This new technology will allow users to immerse themselves into a truly interactive 3D/4D environment and visualize multiple facets of information to better understand the local environment and surrounding areas.
- Combines terrain and volumetric visualization of large data sets in a single image at high interactive rates using standard PC technology.
- NAVOCEANO & Naval Research Lab have expressed interest in this development.

Problem Addressed:

Efficient processing and understanding of key information stored in very large data sets to improve the situational awareness during planning, modeling, simulation and actual tactical operations.

Readiness:

This technology is in level 2.

Champions:

- The Naval Oceanographic Office will use this technology, specially for streamlining their support to Fleet operations. They will provide specific data samples and guidance in application development.
- Naval Research Lab has expressed interest in using our development as a plug-in to their SIMDIS package.

Milestones/Deliverables/Date/Status:

Milestone	Deliverable	Date	Status
Design nodekit architecture (OSG)	Written report	05/30/06	Future
Complete volume Rendering functionality	Written report	07/31/06	Future
System integration and testing	Written report	09/30/06	Future
Complete basic software (B-version)	Beta software	11/30/06	Future
Final product	Final report/soft.	12/31/06	Future