



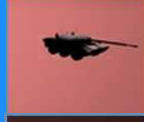
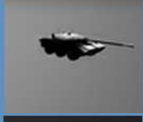

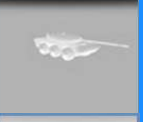


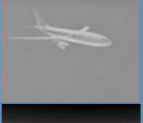



















SE-STORE

3D **SYNTHETIC**

Objects

ENVIRONMENT

EM-EO

Classified

Populate your virtual environment

Apprehensible 3D OBJECTS LIBRARY

SE-STORE is a 3D object library dedicated to populate 3D virtual environment. SE-STORE is made of more than 90 objects, all classified, ready to use for visible, infra-red or electromagnetic renderings.

SE-STORE features:

Fully compatible with the SE-Workbench

Classified texture for EO and EM rendering

Articulated objects for motion scenarios

Geometry compliant with real objects

Multi LODs for optimized real time display

Editable elements through SketchUp™ or 3DSMax™

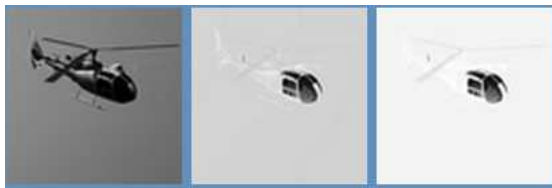
Objects for military and civilian application

The database is well balanced between civilian and military entities, allowing large possibilities of scenarios.



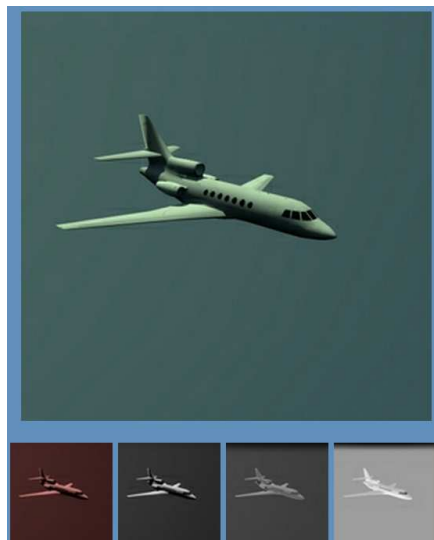
Classified library

All objects have classified texture embedding physical characteristics of the materials. The classification is realised with SE-CLASSIFICATION and its library of hundreds of EO and EM materials.



SE-STORE display

SE-STORE catalogue is provided in HTML format. Each object is displayed in the visible mode (bigger image), near IR, short wave IR - SWIR, middle wave IR - MWIR and long wave IR - LWIR.



Animated human bodies

Numbers of objects representing characters are delivered with scripts, allowing animation of the bodies for more realistic rendering.

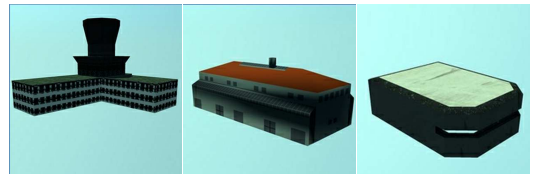


Vehicle objects

All types of vehicles are represented (except for trains that will be proposed in a latest version of the database). Many types of boats, from small inflatable boat to big aircraft carrier, many land vehicles from civilian car to armoured tank, many planes and helicopters allow various types of scene and real time scenario

Typical buildings

SE-STORE also provides a large sampling of buildings from unitary private houses to factories and bunkers.



Level of Details

Most of the objects are provided with several LOD (Level Of Details) allowing adaptive precision scaling to optimise ray tracing computation and fluid rendering.

Modifiable elements

SE-STORE objects can be edited with SE-PHYSICAL-MODELER or SE-CLASSIFICATION. Shapes and materials can be modified to fit scenario and rendering needs.

