VISUAL SIMULATION SERVICES AND SOLUTIONS FROM SIMLABS

Simlabs Software LLP (SIMLABS™) is an active player in visual simulation market. SIMLABS™ offers both services and COTS solutions for wide spectrum of requirements across various industry segments.

The services offered by SIMLABS™ primarily include 3D models development, 3D terrains development and 3D application development. SIMLABS™ represents global simulation technology developers, in Indian region. The list of COTS software that SIMLABS™ offers include 3D object modeling software, 3D terrain modeling software, flight dynamics software, sensor simulation software, war gaming & electronic warfare simulation software, human machine interface simulation software, ocean & water simulation software and sky & cloud simulation software.

INDUSTRY SEGMENTS

Aerospace, Defence, Automotive, Construction Equipment, Town Planning/Urban Development, Gaming, and Railways are some of the segments where Visual Simulation services and solutions can be offered by SIMLABS™.

APPLICATIONS

SIMLABS™ offers visual simulation technology based services and solutions for applications such as:

- War Gaming
- Sensor Simulation
- Pilot Training
- Electronic Warfare Simulation
- UAV/UAS Simulation
- Driving Simulation
- HMI Displays Simulation
- Weapon Training
- Mission Rehearsal
- Embedded Displays
- Infrastructure Planning
- Sand Room Simulation
SERVICES

SIMLABS™ offers high-quality, cost-effective and flexible simulation technology services. The partial list of visual simulation services that SIMLABS™ offers:

- 3D Models development
- 3D Terrain development
- Visual simulation application development
- Desktop simulator development
- Onsite and offshore development, as required
- Deployment of skilled resources onsite, as required

SIMLABS™ partners with System Integrators or Technology Partners, on a case to case basis, to deliver the turnkey or competitive solutions. Despite having own teams trained on simulation technologies, some of the system integrators, service providers and OEMs rely on us to leverage our expertise in 3D Visual Database Development and Application Development. It also helps our customers and partners to minimize costs and catch up with schedules.

Why SIMLABS?

- SIMLABS™ offers cost-effective services
- Offers high-quality services
- Understands customer needs better, as it has good expertise and experience in MS&T domain

SOLUTIONS

SIMLABS™ offers advanced, high-quality, cost-effective and flexible simulation technology solutions to a large spectrum of applications. SIMLABS™ represents global simulation technology developers, in India. The list of COTS software that SIMLABS™ offers:

- 3D object modeling software
- 3D terrain modeling software
- Flight dynamics software
- Sensor simulation software
- War gaming/Electronic warfare / CGF simulation software
- Human machine interface simulation software
- Ocean & water simulation software
- Sky & cloud simulation software
The COTS software from technology partners, represented by SIMLABS™ in Indian territory, are as follows:

**Trian3DBuilder** (from TrianGraphics, Germany)
Trian3DBuilder is an innovative and intelligent terrain database generation software. Trian3DBuilder enables user to create large-scale detailed areas for real-time applications based on image, height and vector data in hours.

**Remo 3D** (from Remograph, Sweden)
Remo 3D™ is an advanced and cost-effective tool for creating and modifying 3D models intended for real-time visualization. Remo 3D’s primary file format is OpenFlight®.

**FixedWingLib FDM** (from RT Dynamics, Germany)
FixedWingLib FDM® is a real-time C++ airplane flight dynamics SDK for flight training devices and flight simulators. FixedWingLib FDM includes a reconfigurable fixed-wing flight dynamics model.

**RotorLib FDM** (from RT Dynamics, Germany)
RotorLib FDM® is a real-time C++ helicopter flight dynamics simulation library for flight training devices and flight simulators. RotorLib FDM includes a mathematical model which can be reconfigured for specific helicopter type.

**FixedWingLib CGF** (from RT Dynamics, Germany)
FixedWingLib CGF offers high-fidelity maneuvers for air combat, close air support, ATC and other real-world military and civil manned and unmanned fixed wing operations.

**RotorLib CGF** (from RT Dynamics, Germany)
RotorLib CGF® is a real-time C++ SDK for simulating rotary wing computer generated forces. RotorLib CGF® control technology provides physics based helicopter models for CGF entities in real-time simulations.

**EWAWS** (from RT Dynamics, Germany)
EWAWS is a standalone real-time C++ library for radar, electronic warfare and weapon dynamics simulation. It provides ready to use and reconfigurable models for various weapons and EW equipment.

**Sensor Pack** (from JRM Technologies, USA)

**GenesisMC**:
Genesis is an advanced-algorithm and semi-automated software tool for creating materially-classified-maps from remote-sensed terrain imagery or RGB-textured 3D models - complete with physical properties and boundary conditions for realistic physics-based sensor simulations.

**SigSim**:
SigSim is an advanced signature synthesis and atmospheric propagation runtime library for radiometrically-correct sensor displays and Out-the-Window (OTW) visuals.

**SenSim**:
SenSim is an advanced sensor modeling toolkit and run-time library for real-time sensor effects simulation of any optical sensor in the EO or IR pass band.

**GL Studio** (from Disti Corporation, USA)

**SiMAX/SSG** (from HarTech, Israel)
SiMAX/SSG is an advanced constructive simulation solution for war gaming, training and analysis. SiMAX (SSG) is a complete simulation solution for joint operations and it is a fully customizable and cutting-edge CGF tool.

**SilverLining** (from Sundog Software, USA)
SilverLining produces accurate skies for any given time and location, fast and automatically. Also, produces real volumetric, 3D clouds at real-time. SilverLining integrates into most engines with just a few lines of code.

**Triton** (from Sundog Software, USA)
Triton produces fast, realistic 3D Ocean and Water for OpenGL and DirectX developers. Produces automatic 3D oceans for any sea state, plus ship wakes. Triton can be quickly integrated with major simulation & gaming platforms.

**TECHNOLOGY PARTNERS**

![Image of technology partners logos]

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