ThalesView is a family of powerful image generators based on a common software which addresses ground warfare, driving, helicopter, military aircraft, and synthetic environment applications.

It is a key component of the Thales integrated product range architecture and provides full consistency with other simulation components (such as sensors, CGF,…) and databases.

ThalesView is capable of running on a variety of hardware platforms ranging from personal computers, with commodity graphic accelerators, up to high-end graphic workstations.

ThalesView has reached the highest level of certification by aviation authorities for Full Flight Simulators and Flight Training Devices.

Already selected on:
- Royal Netherland Army TACTIS (Tactical Indoor Simulation)
- Franco-German Tiger helicopter TATM (Tiger Aircrew Training Means)
- Australian Tiger AIR 87
- British Army Lynx training service
- HELISIM, Pilot Training Academy
**THALESVIEW FEATURES**

- Windows, UNIX, Linux, all OpenGL H/W platforms supported
- typical update rate 60Hz
- multiple channels and viewports
- large area geo-specific, photo-textured databases
- calligraphic light points generated on COTS PC-IG
- IR, NVG, LLTV physics based, texel level sensor modelling
- software and/or hardware assisted post-processing and target tracking
- FAA Level D/JAA JAR-STD 1H/1A

**ThalesView is one of the most advanced visual systems, worldwide, with proven calligraphic light capacity on all platforms, including standard PC’s.**

- atmospheric effects (fog, rain, haze, snow, cloud layers, patchy clouds, etc)
- full library of highly realistic weather, weapon and special effects, numerous plug-in (3D sea, human characters, particles, etc)
- helicopter specific effects, downwash and recirculation
- multiple landing lights and steerable search lights
- two frame latency, including display
- ephemeris model for sun, moon and star positions (continuous time of day)
- continuous level of detail on terrain using constrained Delaunay algorithm for increased distance of visibility (patented)
- real time cast shadows
- shaders fully supported (Phong, bump effects)
- dynamic terrain correlated with CGF
- 3D sea states
- 6 DOF articulated moving models 1024 managed by visual system
- plug-in for 3D human characters
- DIS/HLA connectivity
- DBGS with full suite of tools for correlated applications (OTW, sensors, NVGs, radar, tactics)

**COMPREHENSIVE SERVICES**

- 24-hour technical support
- On-call site support
- ThalesView documentation and manuals
- Customised service packages available