BLUE IG™

High-Performance, 3D Whole-Earth Renderer

Blue IG™ is a state-of-the-art, WGS-84 round-earth, procedural and imagery-based visualization solution designed for part-task trainers, AR/MR/VR solutions and full-mission simulators.

At a Glance

Blue IG is a high-performance, standards-based, 3D whole-earth image generator providing day/dusk/night scenes across multiple synchronized displays to support the full spectrum of land, sea, air and space use cases. Supporting out-the-window, infrared, and night vision scenes, Blue IG leverages video-game technologies to bring AAA game graphics to military simulation and training.

Blue IG includes a baseline, geo-specific global terrain that is procedurally enhanced based on real-world metadata. Developers have the flexibility to use procedural content, satellite imagery, high-resolution terrain, or geo-specific features to enhance areas of special interest.

The Blue IG modular architecture separates the rendering engine from the global terrain database. Rather than introduce a new compiled terrain format, a plug-in architecture allows multiple industry-standard and emerging standard data formats (e.g., 3DTiles) to be passed to the renderer, providing interoperability with legacy sources and support for emerging geospatial content.

Key Benefits

Comprehensive: With a massive model library and whole earth database, Blue IG provides a single image generation solution for the full spectrum of land, sea, air and space use cases.

Powerful: High-performance rendering engine optimized for the latest GPUs that supports realistic view distances and real-world scene densities.

Compatible: Supports CIGI compliant host computers and a wide variety of existing terrain data formats.

Flexible & Extensible: Featuring an open SDK for customization and integration, Blue IG readily adapts to existing and future requirements.

Integrated: Deep integration and correlation with VBS as a simulation host to support reuse of existing content and scenarios.

WGS-84 based worldwide procedural terrain

Use on any simulator

AR/MR/VR ready out of the box

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Bohemia Interactive SIMULATIONS

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Features & Capabilities

- Industry's largest AAA game quality asset library
- WGS-84-based worldwide terrain
- Dynamic craters and terrain modifications
- Procedurally generated 3D roads, buildings and vegetation from global data sets
- Compatible with legacy constructive simulations
- Rapidly generate high detailed insets from GIS source data
- Sensors including electro-optical, infrared, synthetic aperture radar and night vision
- Day/dusk/night & weather operations
- Synchronized multi-channel and viewport support
- AR/VR hardware support with suitable frame rates
- Realistic view distances and scene densities
- Mission functions include collision detection, height above terrain, and laser range finding
- Dynamic lighting handling hundreds of thousands of dynamic and static light sources for cities, runways and vehicles.

Deep integration and correlation with VBS®

Immersive visual effects
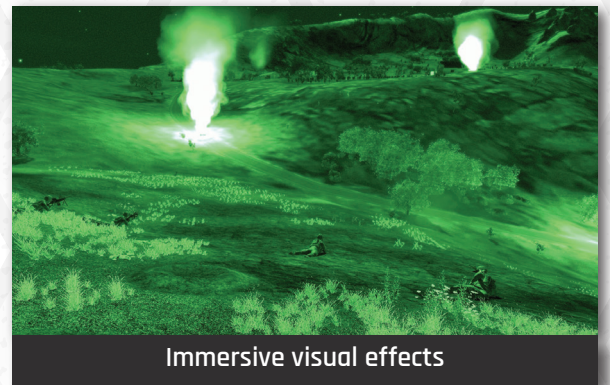
Blue IG SYSTEM REQUIREMENTS

RECOMMENDED	
CPU:	Intel Core i9-12700K (equivalent or better) Ryzen 9 7900X
RAM:	32 GB DDR4 (or better)
GPU:	Nvidia GeForce RTX 3070 (or better)
Disk:	512GB SSD for OS and VBS4
OS:	Windows 10 or 11, 64-bit

OPTIMAL	
CPU:	Intel Core i9-12900K (equivalent or better) Ryzen 9 7950X
RAM:	64 GB DDR4 (or better)
GPU:	Nvidia GeForce RTX 3080 (or better)
Disk:	1TB SSD for OS and VBS4
OS:	Windows 10 or 11, 64-bit

* If your customer is likely to add more of their own terrain data or insets in the future the amount of data should be increased.