BLUE IG™ SDK

Powerful Tools to Configure and Customize Your IG

Blue IG™ SDK is a developer-focused image generation development framework.

At a Glance

Blue IG SDK allows developers to customize and extend Blue IG by providing a framework and suite of tools. It includes a library of APIs and source code allowing developers to customize virtually every aspect of Blue IG and produce custom applications. The APIs form a modular plug-in architecture that enables developers to integrate third-party technologies effectively and efficiently.

Highlights

- Highly efficient authoring for all use cases
- Open & modular development framework with plugin API architecture
- Customizable runtime and tools
- Fully supports existing VBS4/VBS3 model content
- Supports industry standard file formats for terrain and 3D models

Features

- APIs and API source code for customization and integration
  - Plugin Development Framework
  - Allows extension and modification of core IG components
- Runtime of Blue IG for development
- Detailed documentation and examples
- Industry-leading support team dedicated to Blue IG SDK customers

Blue IG Runtime included

C APIs

VBS® IG Studio

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BLUE IG™

## High-Performance, 3D Whole-Earth Renderer

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

Features & Capabilities

- Industry's largest AAA game quality asset library
  - Over 18,000 high-fidelity 3D vehicle, weapon and character models
  - Assets include dynamic models, animations and sensor attribution
- WGS-84 based worldwide terrain
  - Train anywhere, train everywhere
  - Rapidly generate high detailed insets from GIS source data using TerraTools
  - Terrain representation supports resolutions of 5mm for heightfield and 2mm for textures
- Whole earth terrain database
  - Train anywhere, train everywhere
  - Rapidly generate high detailed insets from GIS source data using TerraTools
  - Terrain representation supports resolutions of 5mm for heightfield and 2mm for textures
- Sensors including electro-optical, infrared and night vision
- Day/dusk/night & weather operations
- Synchronized multi-channel and viewport support
- AR/VR hardware support with greater than 90 hertz update rates
- Realistic view distances and scene densities
  - Advanced, continuous level of terrain detail provides highly realistic scenes
- 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®
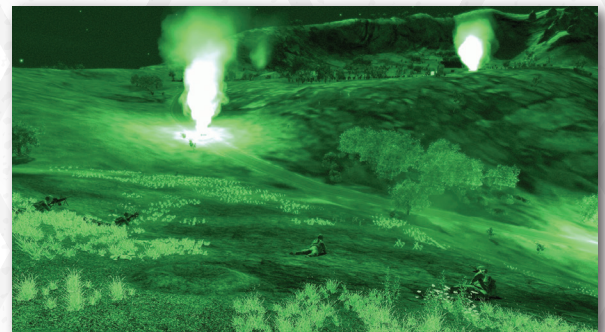
Immersive visual effects

For land, sea, air and space use cases

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