

SE-Workbench-IR: Infrared software package description



STANDARD EDITION

The perfect solution to start with infrared simulation! The STANDARD EDITION of the SE-Workbench-IR solution takes benefit of the advanced technology of the OKTAL-SE software and is simple and efficient to use. Infrared images can be generated using ray-tracing methods (non real time advanced rendering) or graphic board technology (real time fast rendering). Import capabilities are provided in order to use existing 3D terrain databases or 3D objects (geometry & texture). The user is able to assign physical materials to geometries via textures from a provided library of physical data. The user can select various atmospheric conditions from a provided set of pre computed atmospheric files and can assign thermal conditions from a provided set of thermal pre computed files. In addition, one specific set of atmospheric conditions and associated thermal files can be requested as function of the user location.




In order to provide an efficient use, the STANDARD EDITION includes many samples, a set of standard physical materials and the User Manuals of the software are delivered.

SE-Workbench-IR STANDARD EDITION

Synthetic environment modeling:

Import capability:	 SE-FFT
	 SE-CLASSIFICATION
3D terrain:	<i>one sample of rural terrain</i>
3D objects:	<i>samples of 3D objects</i>
Physical data:	<i>library of IR Physical Materials</i>
Atmospheric modeling:	<i>samples of atmospheric files</i>
Thermal state modeling:	<i>samples of thermal files</i>

Integration and signal rendering:

Scenario edition:	 SE-SCENARIO
Fast time rendering:	 SE-FAST-VISUIR
Advanced rendering:	 SE-RAY-IR

Documentation:

Software:	User Manuals
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