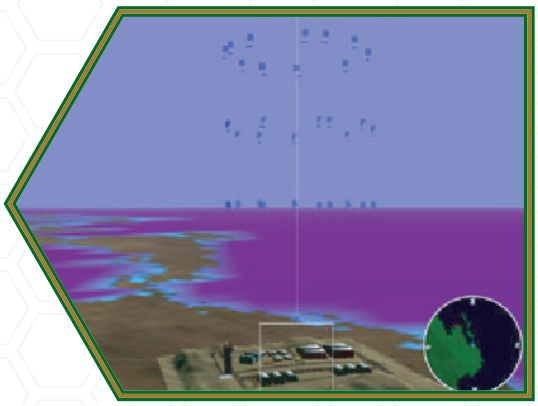
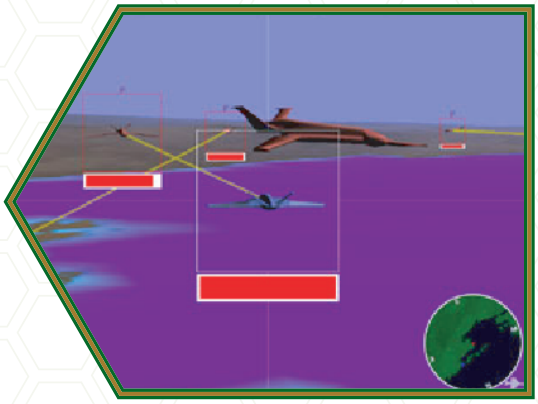
OVERSEER

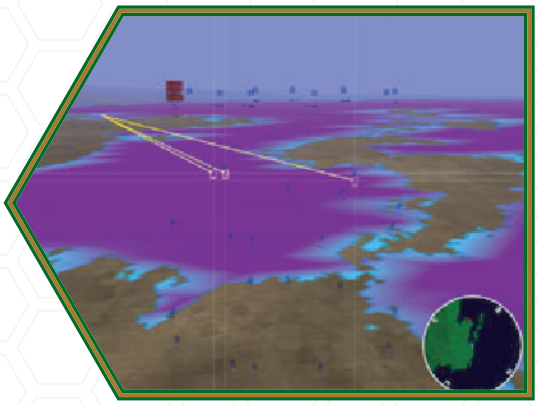


Graphical Control of Swarms of UAVs

The Overseer system allows the control of swarms of Unmanned Aerial Vehicles (UAVs) through the use of modern graphical user interface techniques situated in a 3D, virtual environment. Developed using the OpenSkies' graphics API, and integrated with the OpenSkies' network SDK, the Overseer System provides an excellent research and development environment for UAV control and simulation.

On a standard PC (1 Ghz+, 256 MB +, OpenGL accelerated Graphics card), the Overseer system is capable of representing hundreds of networked, graphically represented UAVs. Furthermore, the entire system uses our terrain management SDK, not only allowing for the real-time representation of the Earth from any altitude, but also for moving between scales seamlessly.





Features

- Scaleable, open system based on the OpenSkies' Graphics API.
- Full representation of the entire Earth at the desired resolution, including seamless transition between resolutions.
- Capable of simulating and controlling hundreds of UAVs in real-time.
- Networked using OpenSkies' Network SDK, which is built on the High Level Architecture (HLA) protocol.
- Intuitive graphical control of swarms of UAVs in a 3D virtual environment including: multi-selection, multi-command, selection memory, fuzzy selection, formations, patrols, paths, and attitude stances.