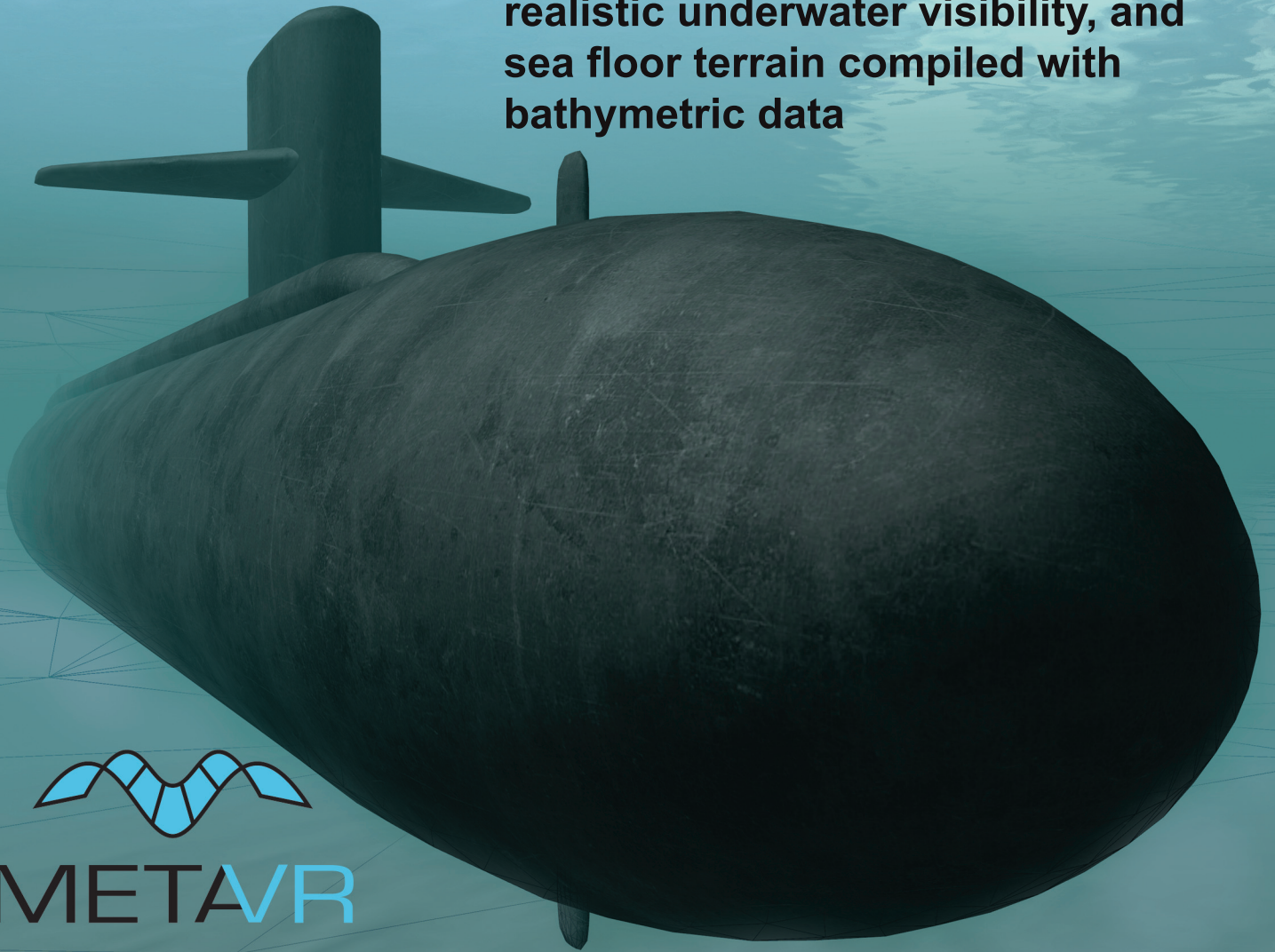
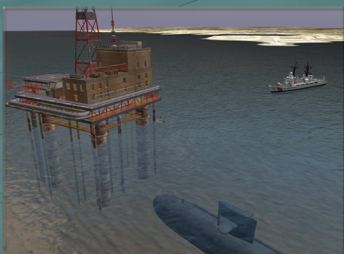


MetaVR software now supports 3D littoral and underwater real-time simulated environments

Our water simulation features include wave animation, sky model reflection, realistic underwater visibility, and sea floor terrain compiled with bathymetric data



METAVR



See MetaVR at I/ITSEC Booth # 1331

All images are actual real-time screen captures from MetaVR's visualization system and 3D databases and are unedited except as required for printing. The real-time rendering of the 3D virtual world is generated by MetaVR Virtual Reality Scene Generator™ (VRSG). 3D models and animations are from MetaVR's 3D content libraries. Copyright 2006 by MetaVR, Inc.



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