

OPENIG

OpenIG

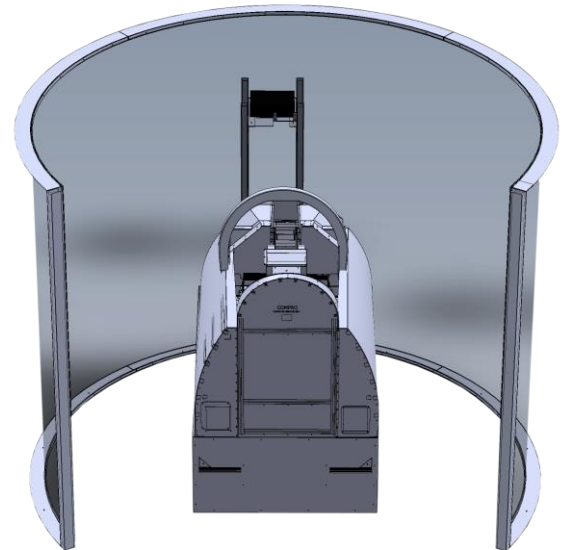
An open-source, cross-platform, open scene, graph based Image Generator

The MUSE OpenIG Project

OpenIG (Open Image Generator) is cross-platform, open-source, lightweight image generator implementation built on top of OpenSceneGraph. It is designed to be simple, easy-to-use and extensible through its plug-in based architecture and was proved on various Compro commercial projects.

The target is flight simulation, which has its own specifics that differ from other Image Generator features and reflects OpenIG's design concepts and implementation. The core is very simple and easy-to-use, and only manages IG structures and the plug-ins.

The real features of the IG come from plug-ins which are available free unless they rely on commercial libraries and toolkits (such as the atmospheric and 3D ocean plug-ins which are built on top of Sundog's SilverLining and Triton - www.sundog-soft.com or the sensor plugin which rely on JRM commercial library). OpenIG uses industry-standard formats like OpenFlight .flt files.



Performance

Intended for use on commercial and military simulators that require jitters-free performance while maintaining 60 Hz across multiple projectors.

OpenGL Shaders

OpenGL shader adds the realism in a scene. OpenIG has the ability to support many methods depending on your needs.

Lighting Systems

Version 2.0 now uses a "Forward +" render engine. This method allows for millions of lights inside database.

Atmosphere

OpenIG provides the ability to select a simple or advanced system depending on needs via XML.

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