

# Carmenta Engine

## Geospatial platform for Mission Critical Systems

*The ultimate choice for interactive geographic applications used in operational environments. Carmenta Engine combines state-of-the-art 2D and 3D GIS features with outstanding support for Rapid Application Development.*

Carmenta Engine supports a number of different programming interfaces, making it easy to integrate map components seamlessly into applications. Applications can be built using modern programming environments such as the .NET Framework, Java, C++ and Visual Basic.

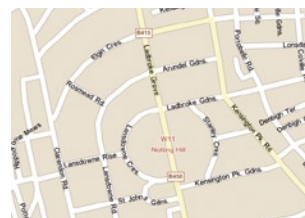
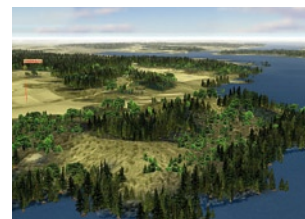
Carmenta Engine has top-of-the-line 2D rendering capabilities. Features such as anti-aliased drawing of vector objects, semi-transparency and smoothing of raster data makes it possible to create stunning maps in no time. Thanks to sophisticated buffering techniques, a large numbers of moving objects can be smoothly drawn without any flickering.

Carmenta Engine can generate realistic or abstract 3D views on the fly. No manual 3D editing is needed – the landscape is rendered solely based on the properties of the geographical data. The rendering of 3D views follows the same principles as the drawing of 2D maps since Carmenta Engine uses a common object model for all visualized data.

Carmenta Engine reads geographical data natively from major GIS data sources. Since data can be used in its original format, time-consuming and expensive off-line work to prepare the data can be greatly reduced or eliminated altogether.

Carmenta Engine has unlimited support for combining different types of data. This makes it easy to retrieve and present data from large and heterogeneous geographical databases completely seamlessly. Thanks to a highly efficient geographic transformation engine, both raster and vector data can be re-projected on the fly between any projection or reference system, avoiding cumbersome pre-processing steps.

Advanced tactical graphics can easily be added to the Carmenta Engine visualization. Features such as composite symbols and attack arrows have been designed specifically for drawing tactical symbols.



Several terrain analysis functions are part of the Carmenta Engine platform. The ready-to-use modules include functions for real-time line-of-sight analysis, terrain speed and terrain accessibility calculations.

For further information, please contact Carmenta.