

# MUSE IG

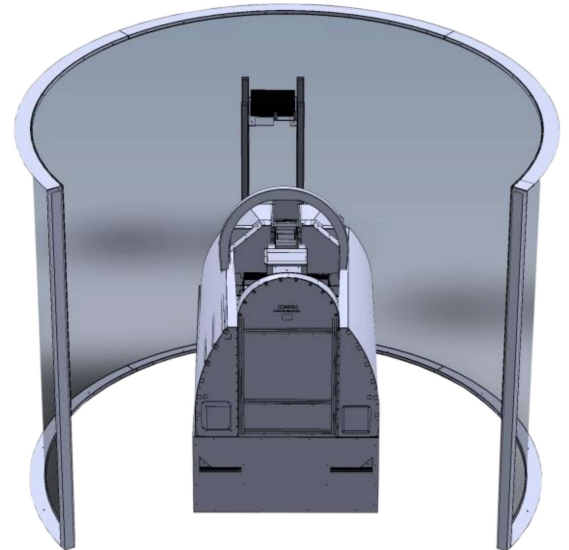
## *A modular, cross-platform Image Generator*

MUSE IG (Modular Universal Simulation Environment Image Generator) is a lightweight, cross-platform image generator implementation.

It is designed to be simple, easy to use and extensible through its plug-in-based architecture and has been tested on several of FSS Brasil and COMPRO's commercial and defense projects.

It allows uses in Flight Simulation with out-the-window visual generation, situational awareness systems in Constructive Simulation applications, After Action Review platforms and weapon system trainers, with their own specificities that differ from other features of Image Generator and reflects the design and implementation concepts of MUSE IG. Its core is very simple and easy to use and manage the IG frameworks and plug-ins.

Some of the MUSE IG's features come from plug-ins that are available for free, unless they rely on commercial libraries and toolkits (such as the atmospheric and oceanic 3D plug-ins that are built on Sundog's SilverLining and Triton – [www.sundog-soft.com](http://www.sundog-soft.com) – or the sensor plugin that relies on commercial libraries). MUSE IG uses industry-standard formats such as OpenFlight .flt files.



### Performance

It is intended for use in commercial and military simulators that require performance without oscillations, maintaining the adequate frequency in multiple projector systems.

### OpenGL Shaders

The OpenGL shader adds realism to a scene. MUSE IG has the ability to support multiple methods, depending on your needs.

### Lighting Systems

Version 2.0 now uses a "Forward+" rendering engine. This method allows millions of lights within the database.

### Atmosphere

MUSE IG offers the ability to select a simple or advanced system depending on the needs via XML.

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