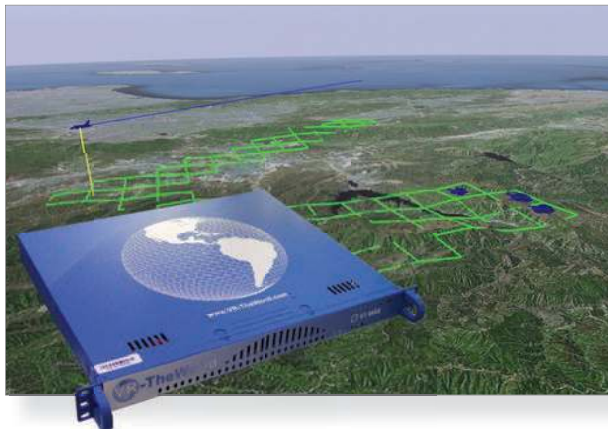# Terrain: At Your Fingertips

VR-TheWorld

VR-TheWorld Server is a powerful web-based streaming terrain server that lets you stream in elevation, features, and imagery. It is delivered with a global base map, but you can also easily populate it with your own custom source data through a web-based interface. The server can be deployed on private networks to provide streaming terrain data to a variety of simulation and visualization applications behind your firewall.

A World of Data

VR-TheWorld stores and streams elevation, imagery, and features including roads, buildings, and trees to multiple applications simultaneously. We continue to expand the amount and quality of imagery and elevation data included with the server while also allowing you to add your own geospatial data to distribute in real-time. VR-TheWorld Server is seeded with over 2 Terabytes of global elevation and imagery data — pre-tiled for high-performance access.

- **Global Elevation** — 90-meter (DTED Level 1) for the entire globe, based on the CGIAR-CSI version of NASA's SRTM30 dataset, merged with SRTM30Plus bathymetry

- **Global Imagery** — Landsat 7 (15m resolution for the entire globe) merged with NASA Blue Marble data (500m resolution), color-corrected for seamless display, and pre-tiled to 13 mipmap levels

- **Feature Data** — VR-TheWorld comes preloaded with vmap0 and higher detailed features for a few inset areas, including Boston, Hawaii, and two airports in Afghanistan.

- **Sample digitized maps** at varying scales down to 1:24,000

Commitment to Open Standards

VR-TheWorld Server is built around open standards such as WMS-C (Open Geospatial Consortium's Web Mapping Service — Cached), TMS (OSGeo's Tile Map Service), and WFS (OGC Web Feature Service). This means that clients are not limited to MÄK's visualization or simulation tools. Any customer or 3rd party application that supports WMS-C or TMS (including web apps) can access VR-TheWorld Server immediately.

Flexible Deployment

VR-TheWorld Server is offered as an off-the-shelf rack-mountable appliance (just plug it into your network and connect), or as a custom install onto user-provided hardware. MÄK can even work with you to pre-configure VR-TheWorld Server with custom data, or host a dedicated instance for you in the cloud.

Correlated Streaming Terrain Through Open Standards

VR-TheWorld Server

Browser-based Configuration Interface

VR-Vantage Applications   VR-Forces CGF   Web Apps including Google Earth   TMS, WMS or WFS Compliant Applications   Simulations using VR-inTerra

A Full Spectrum of MÄK Products

In 2008, MÄK launched the VR-Vantage family of visualization applications and toolkits — some of the first vis-sim tools on the market to support the streaming terrain paradigm. In late 2009, we began to implement streaming terrain in our VR-Forces CGF, so that customers who are using streaming terrain services could achieve correlation across our full suite of simulation and visualization products. With VR-TheWorld Server, we offer a solution for the server side as well.

VT MÄK
A company of VT Systems

VR-TheWorld Online – Try it Today!

To allow customers to easily try out VR-TheWorld Server, MÄK is offering a free online service called VR-TheWorld Online — an instance of VR-TheWorld Server hosted in the cloud at www.VR-TheWorld.com. Point a streaming terrain client such as VR-Vantage Freeview, VR-Vantage, or VR-Forces at VR-TheWorld Online, and your application will automatically be filled with elevation data, imagery, and features for any area of the globe as you navigate around.

Try out VR-TheWorld Server for free at www.VR-TheWorld.com!

FEATURES

- STREAMING IMAGERY, ELEVATION, AND VECTORS
- BASED ON OPEN STANDARDS
- CORRELATION BETWEEN CGF AND IG
- DEPLOYABLE ON PRIVATE NETWORKS
- INCLUDES 2 TB OF GLOBAL DATA
- WEB-BASED CONFIGURATION
- HOST AND MANAGE YOUR OWN DATA
- OFF-THE-SHELF APPLIANCE OR CUSTOM INSTALL

USE CASES

- EXPERIMENTATION AND VIRTUAL PROTOTYPING
- ISR MISSION PLANNING AND ANALYSIS
- DISTRIBUTED SIMULATION INTEROPERABILITY
- LIVE-VIRTUAL-CONSTRUCTIVE INTEGRATION
- SIMULATION TECHNOLOGY DEMONSTRATIONS
- RAPID SIMULATION PROTOTYPING
- CLOUD-BASED TERRAIN SERVER
- DISTRIBUTED SIMULATION DEVELOPMENT
- ENTERPRISE MAP SERVER

For more information about any of our products, please contact us at info@mak.com.

Terrain: At Your Fingertips

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