

Title (en)

METHOD FOR REPRODUCING A SIMULATED ENVIRONMENT

Title (de)

VERFAHREN ZUR DARSTELLUNG EINER SIMULATIONSUMGEBUNG

Title (fr)

PROCÉDÉ DE REPRÉSENTATION D'UN ENVIRONNEMENT DE SIMULATION

Publication

**EP 3384469 A2 20181010 (DE)**

Application

**EP 16826698 A 20161201**

Priority

- DE 102015120927 A 20151202
- DE 2016100563 W 20161201

Abstract (en)

[origin: WO2017092734A2] The invention relates to a method for reproducing a computer-generated, simulated environment (10) that simulates a real environment (1), comprising a database containing the data of the real terrain (3) and real objects (2) that are in the terrain, wherein the data: is obtained from images (19) captured during a flight over and/or a journey through the real environment (1); comprises a geo-specific image of the real terrain (3) and/or the real objects (2); and is stored as raster data in the database. A height raster, which assigns a height value to each raster point (13) of the raster data, is generated from the images (19) and stored in the database. A colour texture is determined, at least for a portion of the surfaces (14) of the simulated environment (10) spanned by raster points (13), by the projection of at least one image (19) onto the generated height raster.

IPC 8 full level

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Citation (search report)

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