



3D Synthetic Environment Reconstruction (The Springer International Series in Engineering and Computer Science)

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Although synthetic environments were traditionally used in military settings for mission rehearsal and simulations, their use is rapidly spreading to a variety of applications in the commercial, research and industrial sectors, such as flight training for commercial aircraft, city planning, car safety research in realtime traffic simulations, and video games.

3D Synthetic Environment Reconstruction contains seven invited chapters from leading experts in the field, bringing together a coherent body of recent knowledge relating 3D geospatial data collection, design issues, and techniques used in synthetic environments design, implementation and interoperability. In particular, this book describes new techniques for the generation of Synthetic Environments with increased resolution and rich attribution, both essential for accurate modeling and simulation. This book also deals with interoperability of models and simulations, which is necessary for facilitating the reuse of modeling and simulation components.

3D Synthetic Environment Reconstruction is an excellent reference for researchers and practitioners in the field.



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