

Using Ondulus IR Course Syllabus

Session duration: **Classroom 4 days***

***Note:** This syllabus covers only a portion of the course. The other part of the course is a development workshop taught by a software engineer.

Main Objective

In this course, you will learn how to effectively use Ondulus IR and receive a global overview of its capabilities and data structures.

Upon completion of the course, you will be able to use the Ondulus IR software to develop an application.

Target Audience

This is an ideal course for users and developers with basic PC knowledge that want to learn how to use Ondulus IR.

Prerequisites

This course assumes basic PC knowledge.

Format

This Instructor-led course is taught through a series of lectures and hands-on exercises in which you learn how to use all of the components of the tool.

Topics Covered

- Ondulus IR Viewer
- Samples
- Ondulus IR Tutorials
- Creator: Physical Material Map
- Hot Spots
- Terra Vista: Material Classification
- Raster material from vectors
- Raster material from imagery
- Terra Vista: Physical Material map
- Ondulus IR Material manager

Detailed Description

Chapter 1: Ondulus IR Viewer and Samples

- Ondulus IR Viewer
- Samples
- Sample shortcut keys
- EXERCISE 1-1: Running the Ondulus IR Viewer
- EXERCISE 1-2: Ondulus IR Viewer opening a CDB

Chapter 2: Ondulus IR Tutorials

- Ondulus IR Tutorials Description
- Which Lynx Prime to use?
- EXERCISE 2-1: Creating a basic ACF sample
- EXERCISE 2-2: Creating a Yemen database ACF sample
- EXERCISE 2-3: Adding a single hotspot
- EXERCISE 2-4: Adding special effects
- EXERCISE 2-5: Adding marine effects
- EXERCISE 2-6: Adding DI-Guy characters
- EXERCISE 2-7: Adding SpeedTree
- EXERCISE 2-8: Configuring remote entities

Chapter 3: Creator: Physical Material Map

- Preparing content for Ondulus IR
- Creator: Physical Material Map
- Make Physical Material Map
- EXERCISE 3-1: Make Physical Material Map on a model
- Making Adjustments
- EXERCISE 3-2: Make adjustments to a Physical Material Map
- Generating extended material
- EXERCISE 3-3: Putting a Physical Material Map into Extended Materials
- EXERCISE 3-4: Using a script to generate Extended Materials

Chapter 4: Hot Spots

- What are Hot Spots?
- Hot Spots
- EXERCISE 4-1: Create a Hot Spot in a model
- EXERCISE 4-2: Viewing model with Hot Spot
- EXERCISE 4-3: Modify the Hot Spot in a model
- EXERCISE 4-4: Viewing model with modified Hot Spot

Chapter 5: Terra Vista: Material Classification

- Preparing content for Ondulus IR
- Terra Vista Material Classification
- EXERCISE 5-1, 5-2, 5-3: Creating a CDB database with Terra Vista
- EXERCISE 5-1: My first database
- Starting Terra Vista
- New Project wizard
- EXERCISE 5-2: Looking at the project
- Project View
- Configuring the gaming area
- CDB special Items
- EXERCISE 5-3: Building and viewing the terrain
- Building the terrain
- Viewing the terrain
- Congratulations
- Creating a 2D layer for roads and rivers
- EXERCISE 5-4: Generating raster material from vectors
- Ensure the feature styles generate the desired raster material
- Generate Geospecific Sensor Textures files
- Build the raster material layer for the CDB
- Congratulations!
- EXERCISE 5-5: Viewing a CDB with Ondulus IR - 1
- EXERCISE 5-6: Generating raster material from imagery
- Generate Material Classification from an imagery file
- Generate Raster file from imagery
- Building the raster material layer for the CDB
- Congratulations!
- EXERCISE 5-7: Viewing a CDB with Ondulus IR - 2

Chapter 6: Terra Vista: Physical Material Map

- Preparing content for Ondulus IR
- Terra Vista Material Classification
- 3d models
- Procedural buildings
- EXERCISE 6-1: Making a Wizard Building Feature Style
- EXERCISE 6-2: Using Ondulus IR to view a wizard building
- Exercise 6-3: Making a physical map
- Finding the textures to be materialized
- Materialize the textures
- Make adjustments
- EXERCISE 6-4: Building the CDB
- EXERCISE 6-5: Using Ondulus IR to view a wizard building-2

Chapter 7: Ondulus IR Material Manager

- Introduction
- Ondulus IR Material Manager
- Load Time
- Material Details (Runtime)
- EXERCISE 7-1: Using Ondulus IR to view Material Details
- EXERCISE 7-2: Adding a new raw material with the Material Manager