ZedaSoft® (Booth 1573) demonstrates EyeBox™, an Augmented Reality (AR) visual system solution

(Fort Worth, Texas – November 26, 2018) ZedaSoft, Inc., a simulation and visualization software company announces the demonstration of its EyeBox augmented reality visual scene solution. This solution provides:

- A more natural interaction with cockpit instrumentation
- 1/10th the cost of a spherical dome projection system
- Less overall simulator footprint while providing 360 degree FOV
- AR headset with near double the resolution of current gaming headsets
- Allows students to get acclimated to HMD technology sooner in the curriculum
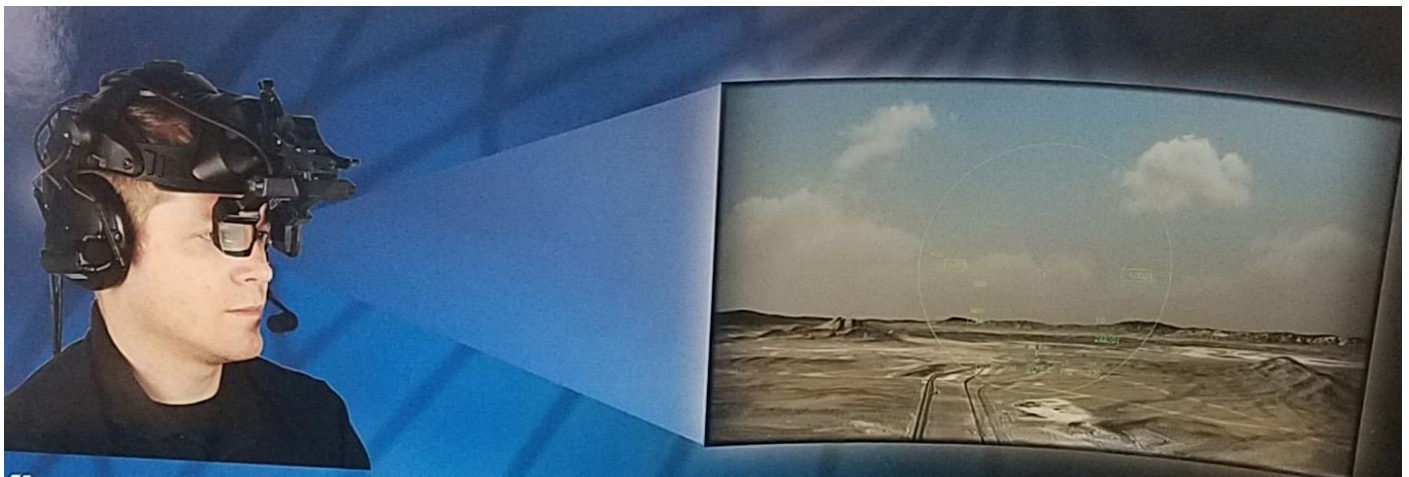
The EyeBox™ solution consists of an SA-Photonics SA-92 helmet-mounted display with see-through 1920x1200 resolution per eye optics, a Polhemus Liberty head-tracking system, and a channel of the MetaVR Virtual Reality Scene Generator (VRSG) integrated with ZedaSoft's CBA® for Simulation framework.

About ZedaSoft

ZedaSoft develops and integrates open architecture based products and solutions for our simulation and visualization customers including Lockheed Martin, BAE, U.S. Army, U.S. Air Force and other defense, Government and commercial organizations. The main goal at ZedaSoft is to strike the balance between agility and cost-effective deployed solutions utilizing our modern open systems architecture platform, Container Based Architecture (CBA®) for Simulation.

For additional information contact:

ZedaSoft, Inc.
Fred Fleury
817-616-1000 x229
fred.fleury@zedasoft.com
www.zedasoft.com