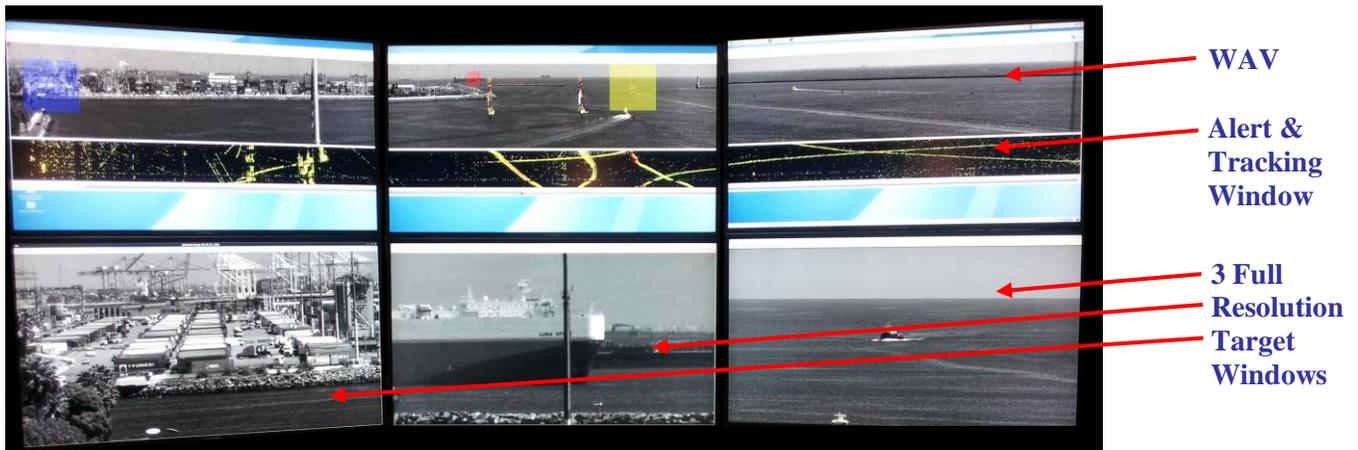


WAVcam[®] Application Suite

Video Processing, Archive, Display, Detection and Tracking for WAVcam

WAVcam is designed for persistent surveillance jobs demanding constant wide area coverage and target detection. Using an intuitive display technique provided by our suite of applications, operators quickly recognize the track "signature" of various target types and are provided a graphic indication of motion direction and relative velocity. Multiple resolution views (each with digital pan/tilt/zoom capability) of a target of interest can be selected with a single click on the target area within the WAVcam 90°-wide field of view. The Viewer may be used with various monitor configurations. A video wall with six 42" HD monitors is depicted below.



Three window types:	<ol style="list-style-type: none"> 1. WAV (Wide Angle View) - Real-time display of 90°-wide FOV. 2. Alert and Tracking Window. 3. Full Resolution Target Window.
Supports multiple operators, network access, multi-screen displays, Day (visible light) and Night (midwave and longwave thermal) WAVcams.	
Automatically switches between Day and Night WAVcams.	
Internal image stabilization, automatic gain control, target change detection and target track history.	
The WAV is archived in its native resolution. Smaller time segments of the complete WAV may be archived as a "Clip". A Full Resolution Window may be archived as an MPEG "Movie".	
Acts as a force multiplier for operators responsible for wide area surveillance.	
Uses JPIP (JPEG2000 Interactive Protocol) for efficient utilization of network bandwidth.	
Interfaces with third party COE, COP, PSIM, VMS, etc., via an HTTP interface or a JAVA API.	

Operating System:	Windows, MAC OSX, Linux
Hardware:	Typical network-connected desktop workstation. For best performance, Quadcore x55xx equivalent or better, Fast Ethernet, 4 GB RAM
Display:	WXGA or better, WSXGA or HD is recommended. Two 20" or larger displays enhance view provided by the 90 ° WAV display.

WAVcam Viewer Application

Select the appropriate live camera or archived video.

Select multiple targets within the WAV.

Each target may be displayed in its own non-modal window at the full, native resolution, with virtual pan, tilt and zoom.

Each target window is color coded to a bounding box in the WAV showing the relationship of target window's FOV to the entire WAV.

Turn "change detect" highlights on or off.

Apply artificial colorization to the video.

Change the brightness of the video.

Invert the black and white video to a "negative" image.

Make a "Clip" of the WAV over a user designated period of time.

Make a "Movie" in real time or post-incident of any portion of the WAV in its full, native resolution.

Define alert and exclusion zones.

DVR-style playback of archived video via the GUI.



Zoom Example:

From the right hand portion of the WAV, a container ship was selected and displayed in its own full resolution window below the WAV. Note the matching purple bounding box in the WAV and the purple header in the display window. In turn, the bow of the vessel was digitally zoomed until the vessel's name was readable. However, due to SSI, the name has been blocked out. This vessel is approximately 1.5 miles from the VIS (visible light) sensor.

