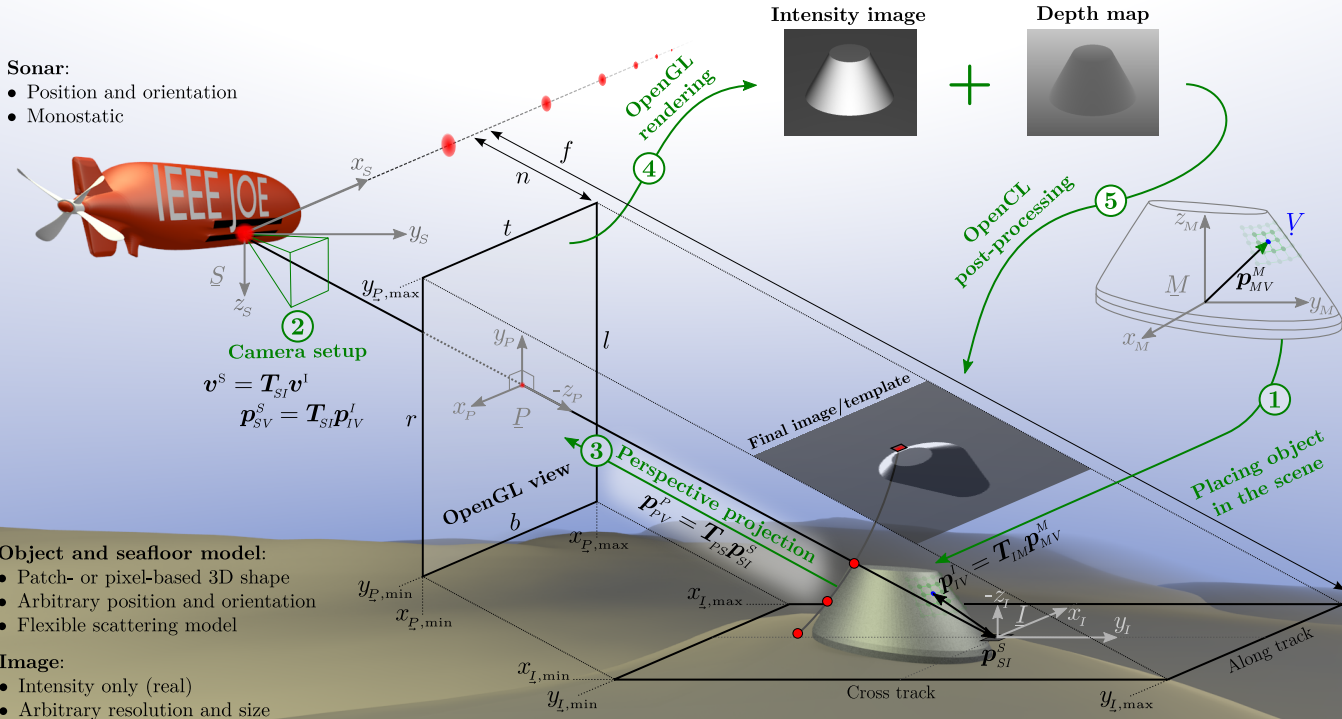


- Position and orientation
- Monostatic

- Position and orientation
- Monostatic



## Object and seafloor model:

- Patch- or pixel-based 3D shape
- Arbitrary position and orientation
- Flexible scattering model

Image:

- Intensity only (real)
- Arbitrary resolution and size