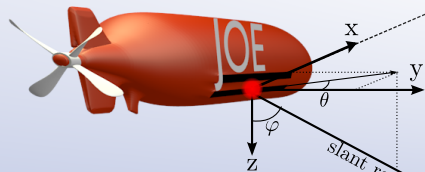


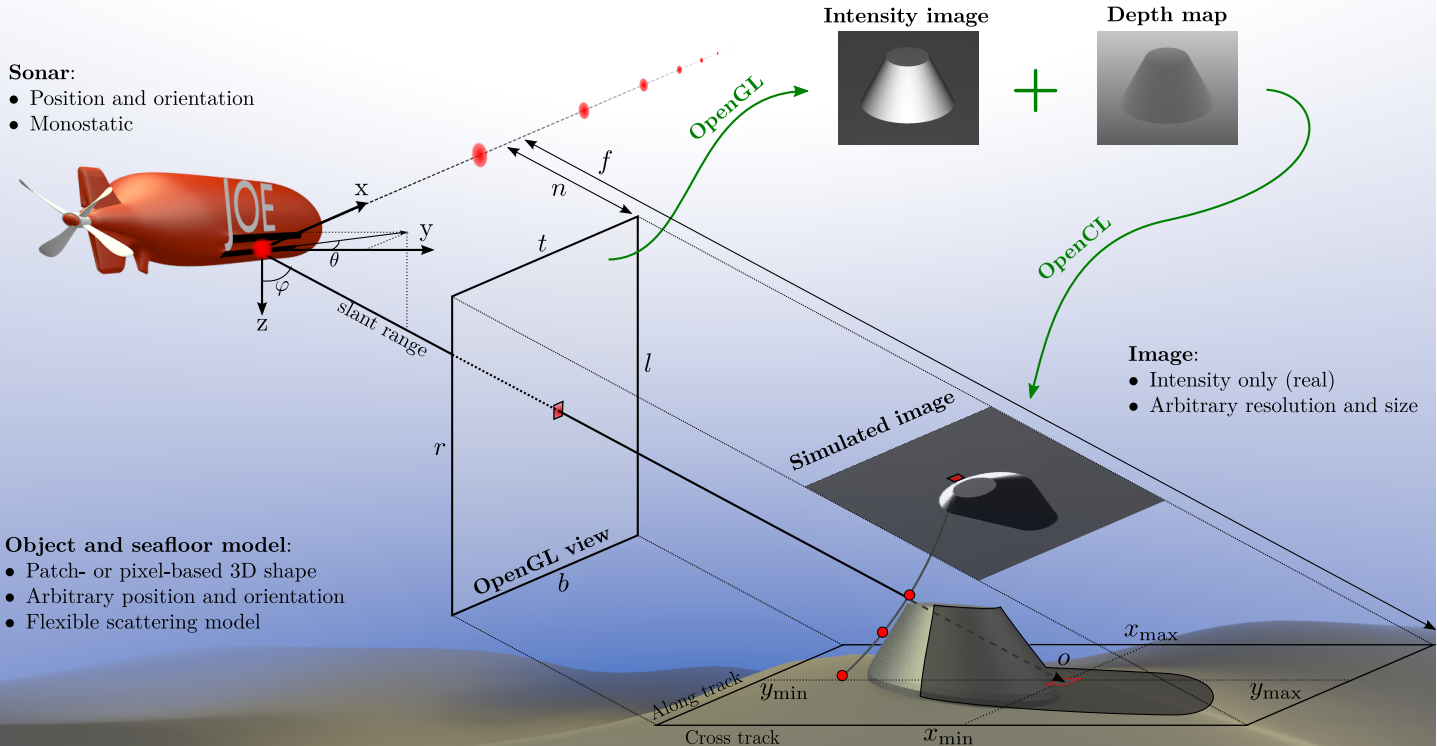
### Sonar:

- Position and orientation
- Monostatic

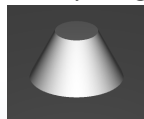


### Object and seafloor model:

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



### Intensity image



+

### Depth map



OpenGL

### Image:

- Intensity only (real)
- Arbitrary resolution and size