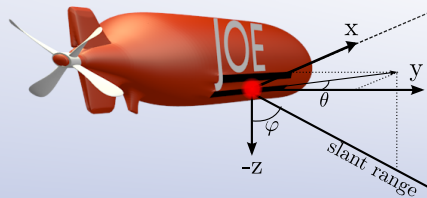
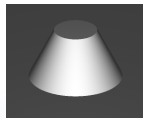


### Sonar:

- Position and orientation
- Monostatic

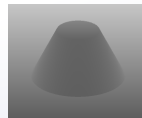


### Intensity image



+

### Depth map



OpenGL

OpenGL

### Image:

- Intensity only (real)
- Arbitrary resolution and size

Simulated image

OpenGL view

### Object and seafloor model:

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

Along track

Cross track

$y_{\min}$

$x_{\min}$

$x_{\max}$

$y_{\max}$

$o$