



hyperia VT

multi-target video tracker

HEMERIA designs, builds and maintains HYPERIA VT, a multi-target video tracker capable of simultaneously detecting and tracking several targets of interest in a video stream.

 Automatic target acquisition and multi target tracking

 Extrapolation of trajectories

 Full-scale operation

land
& sea

qualified & approved
by French
Army

applications
TRAJECTOGRAPHY, OBSERVATION,
ATTITUDE



features

- Automatic target acquisition and tracking
- Multi-criteria target detection (filtering and discrimination of echoes) according to size, vector and shape
- Tracking based on pixel values or real values if the tracker receives enough information
- Different types of algorithms can be used to track a certain type of target and adapted to its environment (distant target distorted by atmospheric disturbances, close high-contrast target in a cloudy environment, close target against landscape background, etc.)
- Multi-target tracking and automatic tracking of selected target (which becomes the main target)
- Tracking can be switched on demand to a new selected target (each tracked target is automatically assigned a number)
- Automatic reacquisition if the main target is lost
- Algorithms tailored to visible or infrared camera sensors
- Trajectory extrapolation based on platform movements if the tracker receives enough information
- Time synchronization
- Detection algorithm: centroid / edge / combined
- Configurable scenario suitable for multiple drops

video sources

- Digital HD SDI 1280x720 50-Hz / 1920x1080 25-Hz video
- CoaXPress 100-Hz digital video
- Analogue video
- All digital video formats supported via adaptation of the video acquisition input stage

interfaces

- Control interface : Gigabit Ethernet, XML format
- Transmission of target positions : Gigabit Ethernet, KVL format based on MISB ST 0601 and MISB ST 0903 standards
- Graphical configuration application supplied for PC

other features

- Validation of complex scenarios using 3D HIL simulations