## MIDGARD

## How It Works

- Load 3D Environment like:
  - → Unreal Engine Levels (UE 5.x)
  - $\rightarrow$  Universal Scene Descirption (USD)
- Configure ADAS/AV Sensors and cameras
- Simulate Complex Scenarios for SiL | HiL | DiL

Render the Future Photorealistic, Scalable, Limitless





## Your Benefits

- Unprecedented Photorealistic Environment
- Open and fully extendable Tool chain
- Leverage Full Unreal Editor capablities
- Largely compatible with third Party SW

## Photorealism Meets Flexibility Your Vision, Your Simulation

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