

# Simulating space missions with the SurRender software

**AIRBUS**

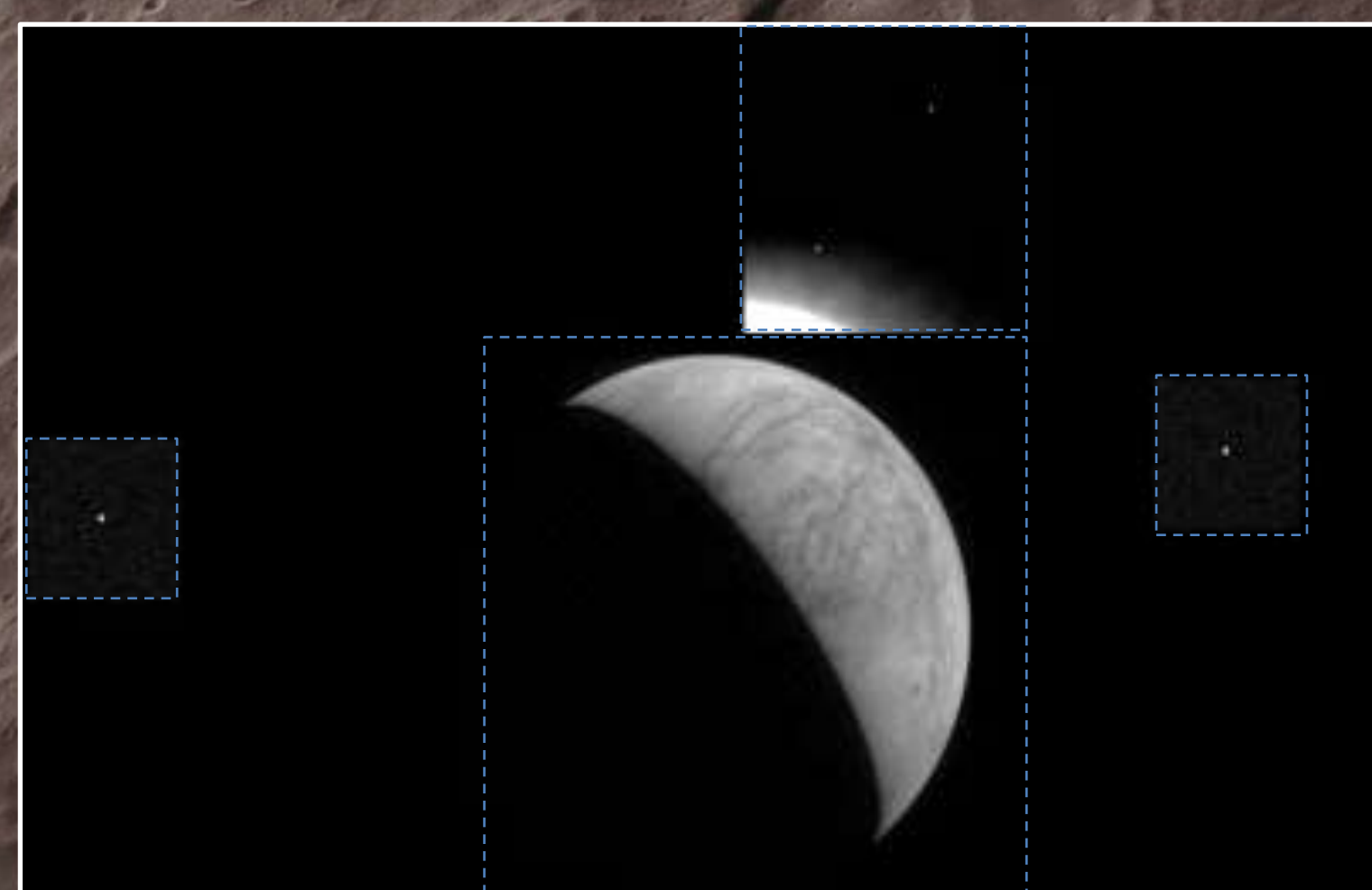
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<https://www.airbus.com/SurRenderSoftware.html>

The development and validation of computer vision algorithms require image simulation tools that achieve a very high level of physical accuracy and image representativity. To this end, Airbus Defence and Space has developed the image simulation software: SurRender® (v6).

**Highly realistic simulations**  
*Simulated vs real images*



**Fine sensor modeling (HAS3)**  
*Windows with different integration times*



**Indirect illumination and blooming**  
*(Sun + Jupiter light on Europa)*

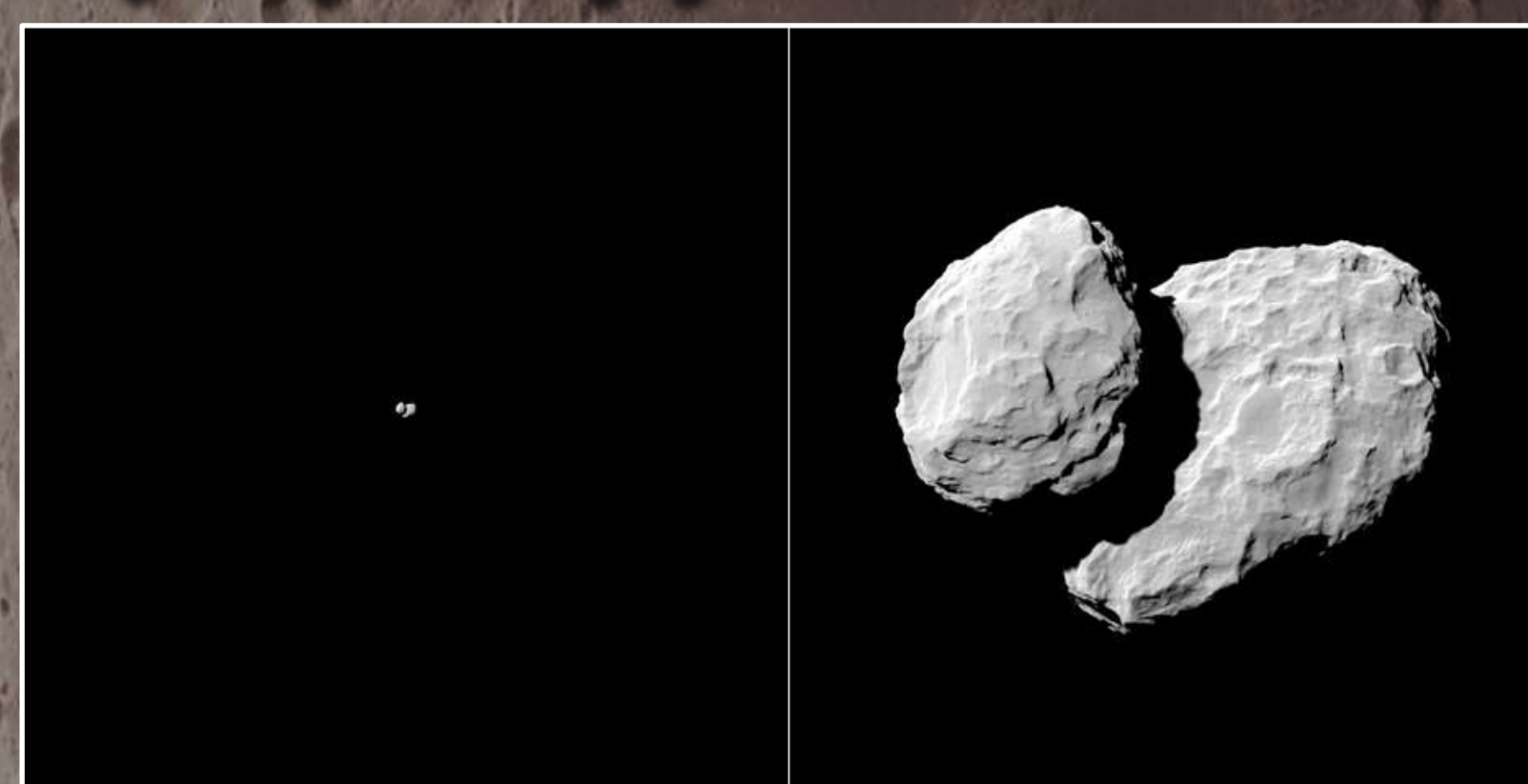


- Recursive raytracing: optimized for space scenarios
- Computational efficiency: from real-time to physically accurate
- Very large datasets: Digital Elevation Models & textures, procedural generation
- Very large distance dynamics: double precision from Solar System scale to contact
- Sub-pixel accuracy: efficient sampling of small objects, limb imaging
- Many optical effects: reflections, dropped shadows, indirect light sources, eclipses
- Multiple interfaces: Matlab, Simulink, C++, Lua, Python (client/server link)
- GUI for custom models: shapes, materials (BRDF), sensors, variable PSF, ...
- Advanced camera models: geometry, optics, motions, detector, noises, etc.
- Cloud computing: efficient parallelization for Monte Carlo campaigns
- Current developments : open-source deployment of the SurRender client (I/F)



**Sensor models**  
Jupiter & its moons with extreme achromatism (for illustration)

**Continuous simulation over high distance range**  
*67P/CP ("Chury") at 1000 km and 10 km*



**Artificial objects (space rendezvous)**  
*Simulated view of SPOT 5 and ENVISAT*

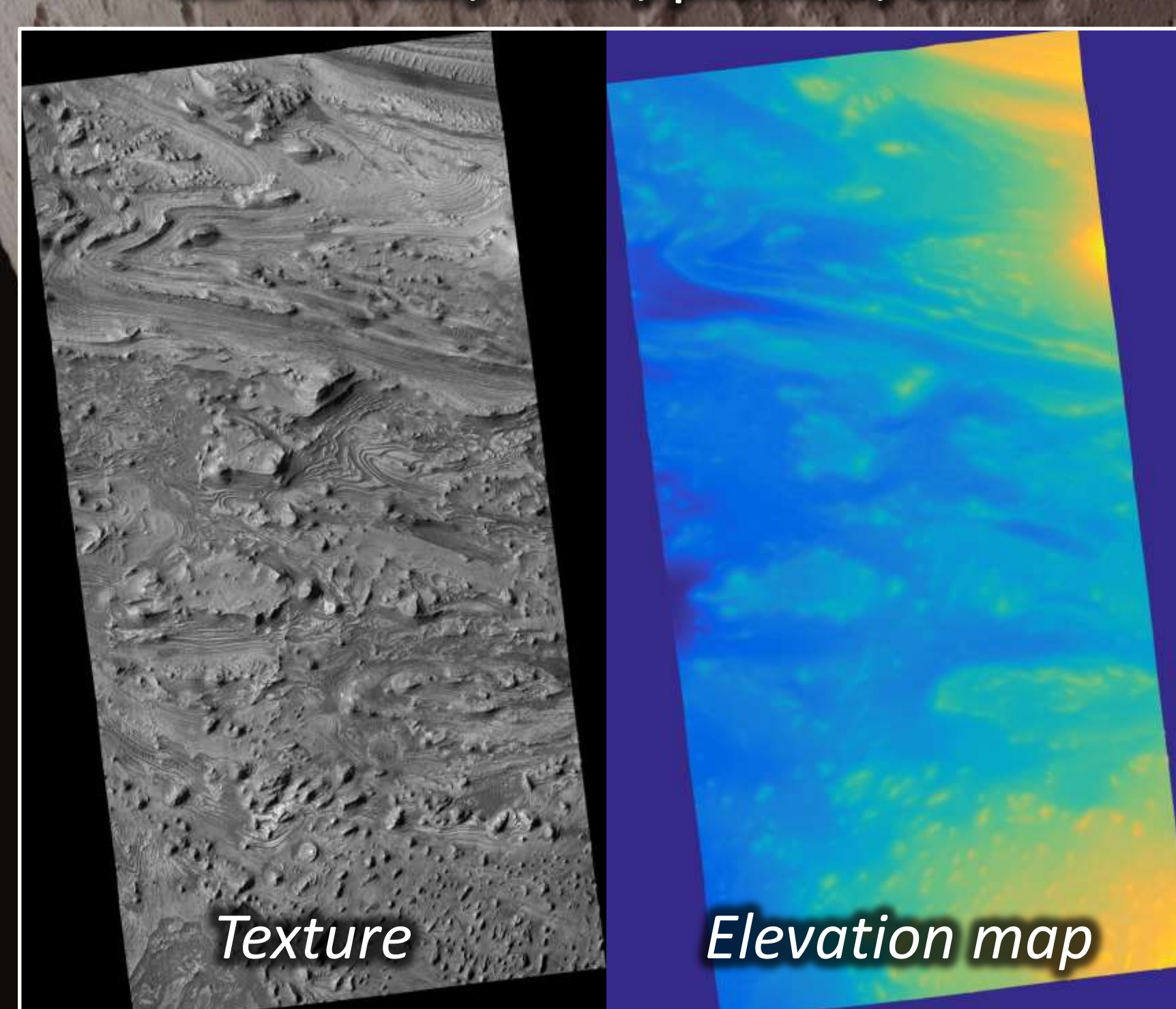


**Planet-wide simulations**  
*Ceres from Dawn DEM & albedo maps*



## Scene Models

3D models, DEM, planets, stars



## Sensor model

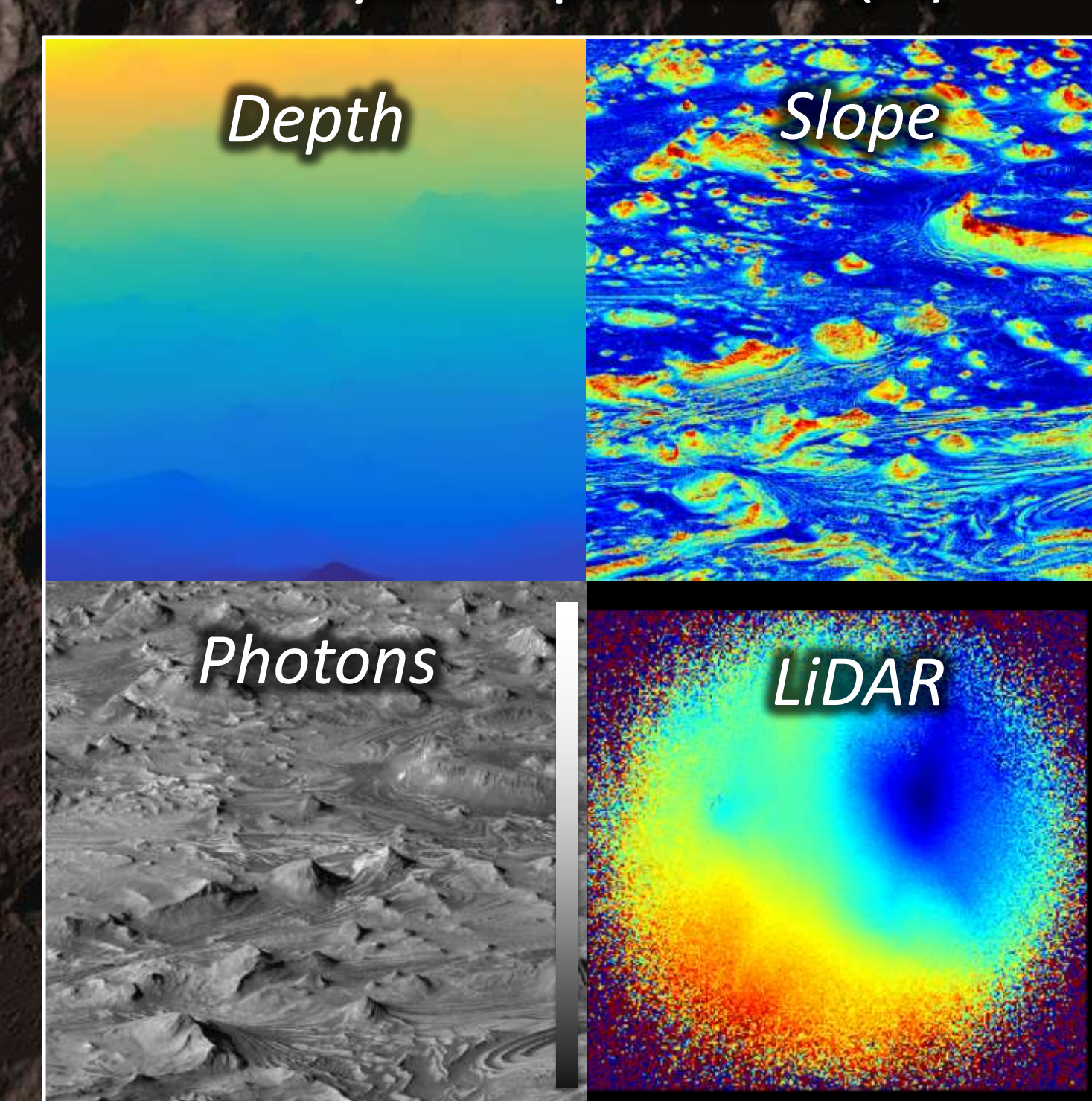
Optics (PSF, achromatism, distortions, stray light, ...)  
Detector (QE, bands transmission, noises, ...),  
Sequencing (rolling shutter, windowing, ...)

## Data

(Ephemeris, metadata, etc.)

## Output

Physical quantities (SI)



**SURRENDER**