

# GNOSIS

## Geospatial Software Suite

### GNOSIS SDK

Build custom applications with an intuitive object oriented Software Development Kit tailored for geospatial visualization

### GNOSIS Cartographer

Preview, import, optimize, style, edit, lay out and publish maps

### GNOSIS Map Server

Serve large data sets efficiently, through open standards

#### Features Highlight

- High frame rates – consistently achieved
- Big data storage and rapid access solution
- On-the-fly reprojection – 3D or cartographic
- 3D terrain elevation model mesh optimization
- Multiple viewports displaying same model data
- Native and highly optimized code – minimal footprint
- Uniform capabilities across multiple platforms:  
Desktop, Mobile, Embedded and Web

#### The GNOSIS Advantage

Unparalleled performance  
Flexibility & adaptability  
Ease of integration  
Interoperability



# GNOSIS Geospatial Software Suite

## GNOSIS Software Development Kit

Visualize multiple layers of data directly from a large number of supported formats in 3D or in cartographic projections; convert them to an optimal format using GNOSIS Cartographer to maximize performance and provide instant access to extremely large datasets; access data from map servers through supported OGC protocols; or stream from a GNOSIS Map Server.

Render and apply dynamic styles on-the-fly to elevation models, raster imagery or vector data. Define visual styles, symbology and labels with rules organized into cascading style sheets which can be instantly swapped within an application and re-used among multiple projects. Apply criteria such as zoom level/view range and data attributes values to these rules to automatically adapt the styles to different view scenarios.

Visualize detailed elevation models in 3D perspective with high frame rates using optimized triangle meshes on which map layers can be draped. Include detailed 3DS or KML/COLLADA models in your scene.

Write code in the language of your choice using a straightforward API being provided for an expanding list of programming languages including C, C++, C#, Java, Python, as well as our own – eC ( [ec-lang.org](http://ec-lang.org) ). Integrate interactive 2D & 3D maps within applications using any GUI and windowing toolkits, such as Qt / Qt Quick, GTK, wxWidgets, SDL, GLFW, our own free and open-source Ecere GUI toolkit ( [ecere.org](http://ecere.org) ), or HTML 5 for web applications.

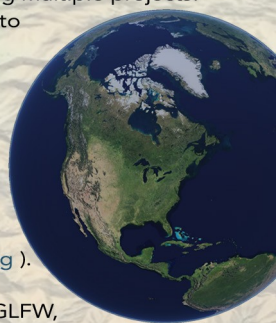
Overlay object-oriented hierarchies of vector information to track moving objects and update them by simply setting properties such as styles and geographic positions. Display hundreds of thousands of moving objects while maintaining high frame rates.

Use an API encouraging components based development to facilitate code re-use across multiple projects. Leverage components provided out-of-the-box such as a camera controllers supporting navigation through both 2D and 3D views using a keyboard, a mouse or multi-touch capabilities.

Take advantage of mobile devices' integrated cameras, GPS and motion sensors to easily build Augmented Reality applications.

Single Developer Seat License starting at 1999\$\*

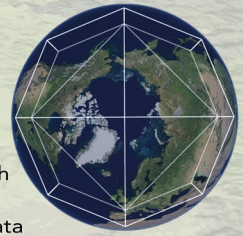
\* Multiple instances run-time deployment licensing fees negotiated on a project & platform basis





# GNOSIS Cartographer

Easily preview and import data from a variety of formats and protocols. Preprocess vector, raster and elevation map data to an optimal tile pyramid format with special consideration for polar regions. Visualize data attributes associated with geospatial data. Build cascading style sheets defining styles, labeling and symbology with instant feedback. Keep a library of available map sources. Organize a collection of layers as a thematic map. Edit geometry and data attributes. Lay out additional elements such as annotations, a legend, a scale and a compass. Produce high resolution maps for publishing on paper. Perform basic analysis such as measurements and generating topographic contour lines. Make use of plug-ins to perform more advanced or domain-specific analysis. Integrate and use your own plug-ins written using the GNOSIS SDK.



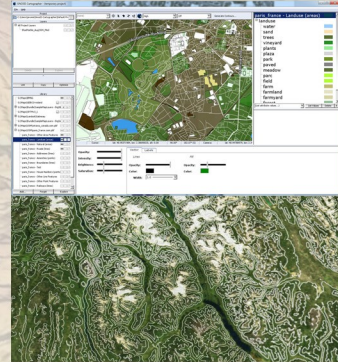
Single System License starting at 669\$

# GNOSIS Map Server

Serve maps through OGC protocols: WMS, WMTS, WFS. Directly source data from multiple formats, with cache support. Configure rasterization styles through cascading style sheets.

Also supports the highly efficient GNOSIS tiled protocol, ideal for serving to applications built using the GNOSIS SDK through low bandwidth connections or for improved response time.

Server License starting at 2669\$



# GNOSIS Geospatial Software Suite Bundle

Introductory Offer ideal for small organizations with 2 or more active developers  
2x GNOSIS SDK Developer Seats Licenses    2x GNOSIS Cartographer Licenses  
1x GNOSIS Map Server License                    1 year of technical support and free upgrades

Offered for only **5999\$** (25% discount)

All prices quoted in Canadian dollars.

Some features described are still the subject of ongoing development and may not be fully-ready before mid-2017. Get in touch with us for more information and inform us about your project schedule so we can be certain to meet your needs in time.

# Solutions specific to your project's needs

With our industry experience and expertise, we provide services to help you to customize and deploy a GNOSIS solution that will meet and exceed your requirements. We also offer training and support to developers building their own applications powered by the GNOSIS SDK.

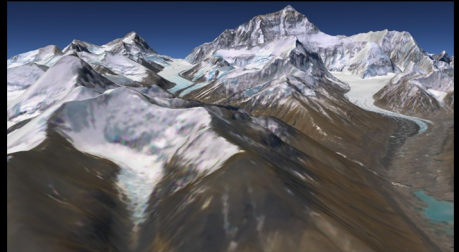
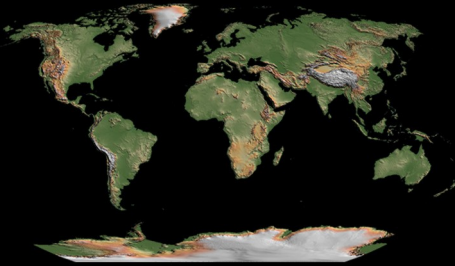
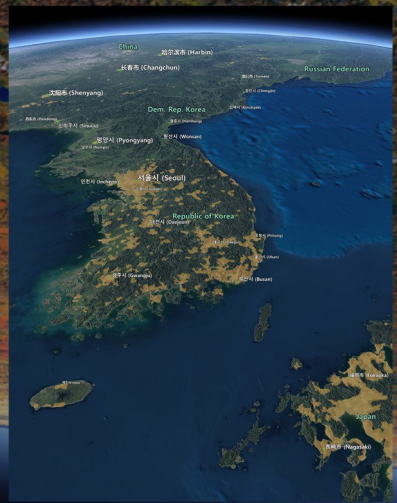
Additionally, we can perform requirements analysis, rapid prototyping, deliver complete turn-key solutions built to detailed specifications, and/or augment the capabilities of existing systems by integrating with technology currently in use.



Ecere Corporation is based in Gatineau, Québec, Canada. All R&D is sourced in Québec.

Book a free consultation: [info@ecere.ca](mailto:info@ecere.ca)





**CONTACT US TODAY!**  
Let us help you achieve  
optimal performance for all your  
geospatial visualization needs.



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