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(54) **SYSTEM AND METHOD FOR MODELING A SPHEROID WORLD DATABASE**

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(58) **Field of Classification Search** 345/645
See application file for complete search history.

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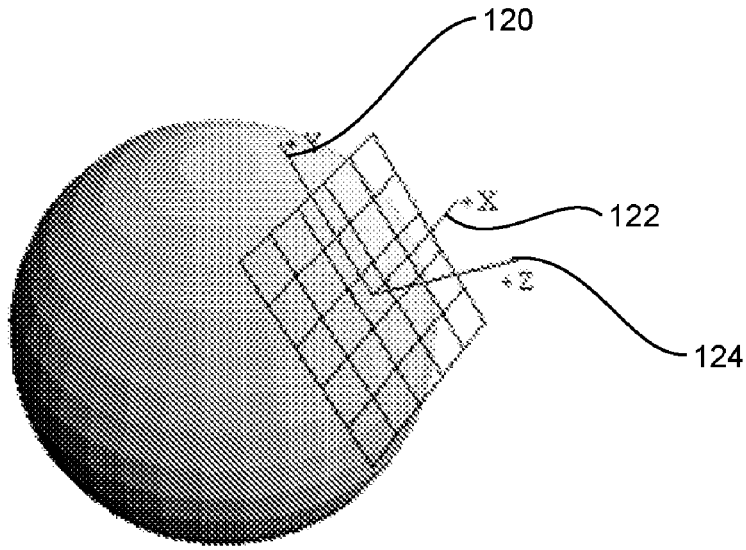
(57) **ABSTRACT**

A system and method is provided for modeling a world database that is a spheroid in a computer graphics simulation system. The method includes the operation of modeling the world database using a plurality of geodetic terrain gridposts. A further operation is creating a triangulated network mesh based on the geodetic terrain gridposts in real-time as a function of eye position. In addition, the triangulated network mesh is stored in geodetic coordinates. The triangulated network mesh is then rendered using geometry formed by the triangulated network mesh.

7 Claims, 8 Drawing Sheets