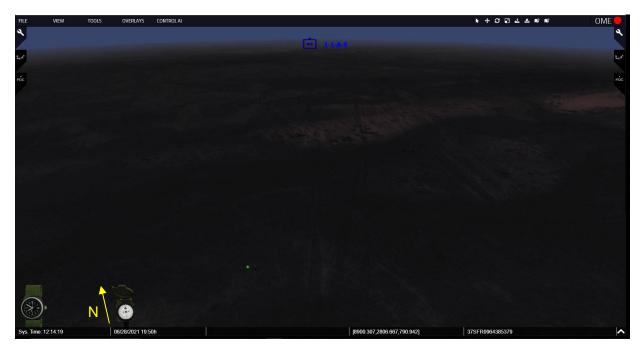
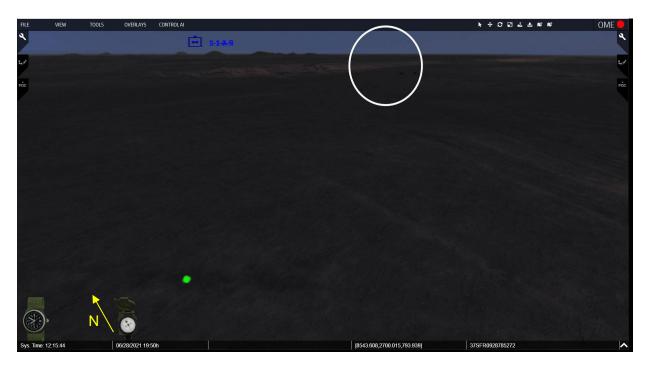
Task Force Normandy VSR

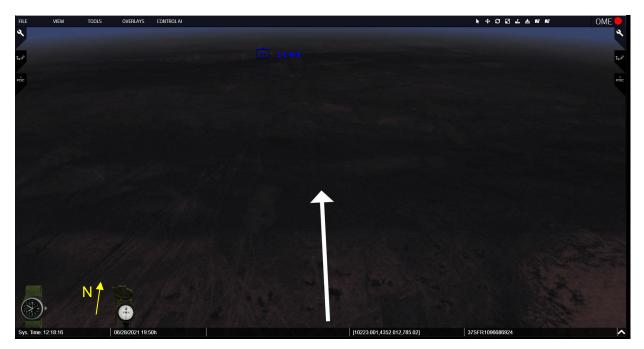
Nighttime Fly-Through



Starting point. VBS scenario time settings: 19:50h. Coordinates: 8900.307, 2806.667, 790.942



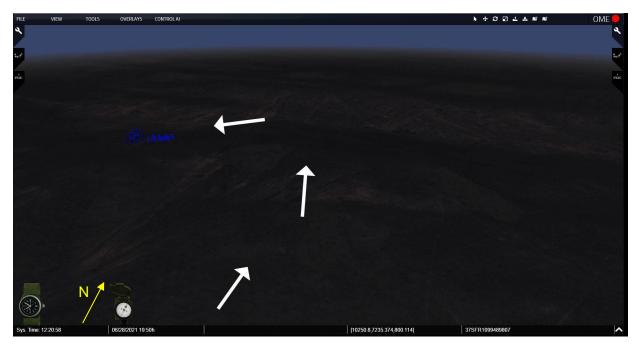
Fly down to approximately this height on the terrain. Fly over to the location center of the circle.



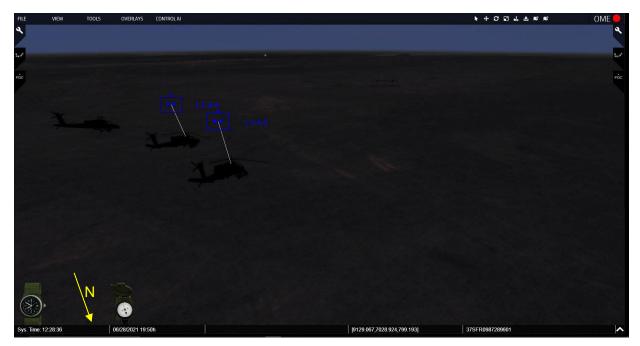
At this point you should be approximately at coordinates: 10223.001, 4352.012, 785.02 Turn the camera, keep the same height, and fly straight ahead to the North.



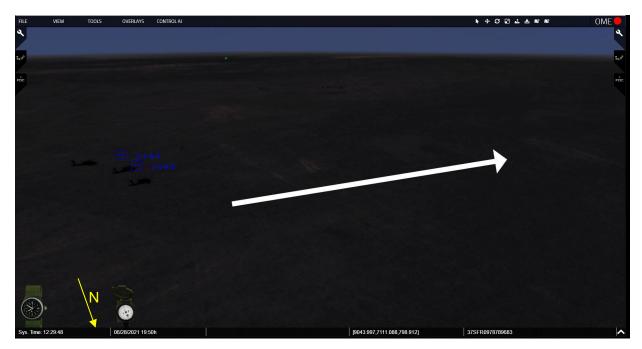
Continue straight until you approach this large sand dune. Coordinates are 9891.773, 4867.398, 791.337



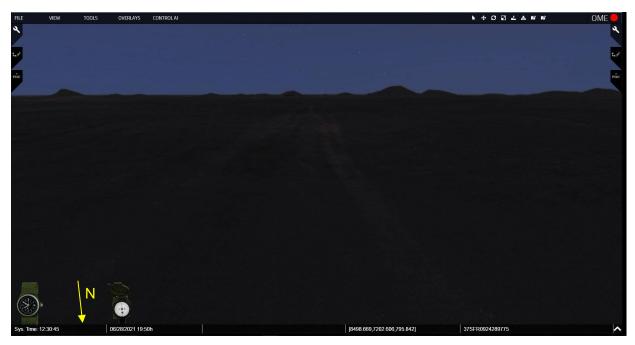
Do a "U-turn" around the large sand dune. Coordinates are 10250.8, 7235.374, 800.114.



Align camera to this view, coordinates: 9129.067, 7028.924, 799.193 **Camera needs to be to the right of the 3 Apaches.**



Move the camera and lower the view. To match the view on the next frame. Coordinates are 9043.997, 7111.088, 798.912



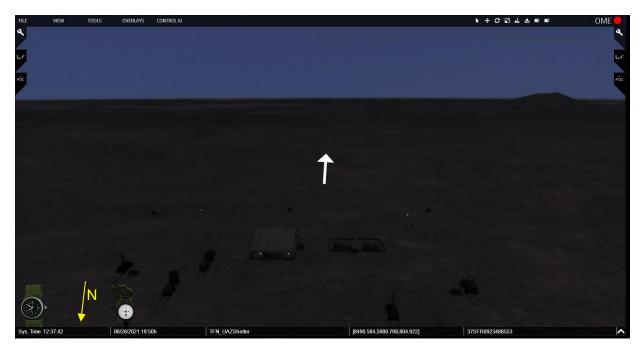
At coordinates 8498.669, 7202.606, 795.842. Keep this height and move the camera slowly forward. **You should be pointing South**



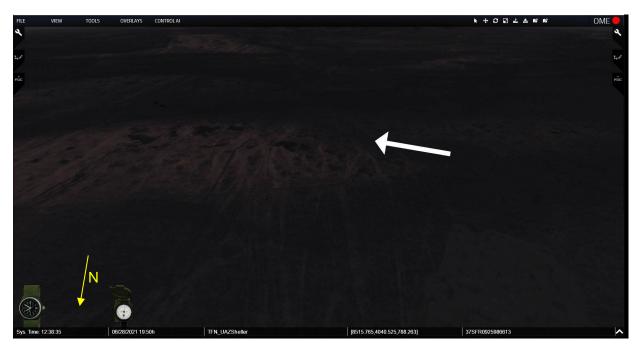
Move the camera forward until you reach this view, coordinates: 8510.126, 6104.461, 804.981. Then raise camera height and point camera down slowly until you match the next slide.



You should hover over the encampment at the approximate coordinates: 8508.031, 6050.795, 807.723



Slightly lift camera and move south. Coordinates are 8490.584, 5980.768, 804.922.



When you arrive at the multiple mini-sand dunes patch, turn camera to the left and continue moving toward the Pave Lows. Coordinates are 8515.765. 4040.525, 788.263.



Land the camera slightly above goring level and behind the Pave Lows at coordinates: 9228.288, 3436.051, 787.335

Daytime Fly-Through

Scenario time should be set to 12:00h. Coordinates: 8588.265, 5958.391, 805.418



Move camera to right side of the base, and slightly angle down, to replicate similar view. Adjust camera angle and height as needed. Until you can view the entire base and identify all the equipment.