

Israel's defence industry

Unveiling new, cutting-edge technologies



Elbit Systems SkEye WAPS

Elbit Systems has revealed its innovative wide area persistent surveillance solution, SkEye WAPS. Developed specifically to address requirements raised by defence and law enforcement agencies, responding to natural disaster recovery events, terrorism and homeland security threats, SkEye WAPS comprises advanced capabilities in the field of imagery intelligence gathering, providing a complete high-resolution picture and up to 80 square kilometre coverage of the Area of Interest (AOI) to a large number of users.

SkEye WAPS provides a clearer picture in lesser time, thus exponentially increasing trust in the decision making process. While looking over a large Area-of-Interest (AOI), operators can zoom into multiple Regions of Interest (ROI) simultaneously and understand the connection between them. This is achieved without neglecting rest of the area, which is still being recorded and constantly analysed. At heart of the system is an airborne segment consisting of the EO sensor unit, an advanced image processing unit, a large mass storage unit and analysis applications. Via an embedded data link, the relevant information is transmitted from the aircraft to the SkEye, Control and Management Center (SCMC) (fixed or mobile), which can be integrated with the customer's Command & Control (C2) solution.

Elbit introduces the SkyStriker

At the 2017 Paris Air Show Elbit Systems launched the SkyStriker, a remotely operated electro-optical, precise guided Loitering Munition (LM) designed to "seek, locate and engage" various targets for the tactical level corps. SkyStriker is able to locate, acquire and strike operator-marked targets enabling high-precision performance. The system's electric propulsion provides a low acoustic signature and enables covert low altitude operations. Owing to its flight speed capability, it can cover a distance of tens of kilometers within minutes. Upon reaching the target area, it can loiter and pursue the target for up to two hours.

