



## Seabed classification in MaxSea

Today, in research and in fishing, there is a real need to better understand what is happening **under** the boat, what the **shape** of the seafloor is, and what the seafloor is **made of**.

Ground discrimination systems, interfaced with standard echo sounders, are used routinely in commercial and research applications, fishing ground assessment, and military projects to produce information about seabed "roughness" and "hardness", and to classify seabed type.

**Interfaced with your MaxSea 2D/3D plotter, such a system becomes a treasure of information that helps maximize your catch.**

- **Whether in shallow or deep waters:**

From 5m to 1000m, ground discrimination systems connected to your standard sounder (via NMEA) will help you detect the type of the seafloor under your boat.

- **Identify the Hardness, or Roughness of the seafloor or the Combination of both:**

Depending on the species you are fishing for, you may need to identify hard grounds (e.g. small pelagics, lobsters, monkfish...), or be aware of the seafloor roughness before you drop your fishing gear (e.g. seiners, bottom trawlers, etc.).

- **Identify the bottom habitat limits for particular species**

Save wasted efforts, and maximize your catch at likely locations.

- **Identify favourable areas:**

The easiest way to use MaxSea with seafloor classification is to actually calibrate your instruments in an area that you know is a good ground for your target species, and then simply **look for the same conditions** elsewhere !

- **Combine with MaxSea 2D/3D seafloor shape representation:**

Presents the data in a way that retains all information and yet allows you to appreciate the bottom environment at a glance.

→ Identify **new fishing grounds** or **better** identify your **usual fishing areas**

→ **Get closer** to a dangerous area to maximize your catch, but without risking your gear or your crew

→ **Maximize** your efficiency, reduce your time at sea, and simply make your fishing technique more profitable !

