

VBS DEVELOPER NETWORK

Highly interoperable

With a subscription to the VBS Developer Network, system integrators, service providers and product developers can capitalize on the most widely used PC-based simulation software in the defense industry.

This one-year, renewable VBSDN subscription gives commercial organizations

- The right to sell new VBS-derived products (subject to contract)
- Access to pre-release VBS3 builds
- Updates to future VBS releases
- Timely, knowledgeable support

Expert VBS3 Support

Purchase of a VBSDN license includes our Software Upgrades and Support plan, which gives customers access to our global support team, knowledgebase and user forums. Bohemia Interactive Simulations also offers Professional Services support to support more complex development tasks, at an additional cost.

Use Cases

- Build VBS plug-ins to integrate with other hardware and software solutions.
- Integrate new AI behavior through VBSFusion, the official application programming interface.
- Develop VBS content (scenarios, terrain, 3D models) for commercial sale.

What is VBS3?

VBS3, developed by Bohemia Interactive Simulations, provides an immersive virtual environment that helps users train on tactics, rehearse for missions, and practice standard operating procedures. With its after-action review tool, the system is designed to help users learn to think, make decisions and improve communications before heading to the field for live exercises.

VBS3 includes

- **Runtime environment** - leverages game technology to provide real-time rendering of terrain and 3D models at varying levels of fidelity, depending on simulation, training or development need.
- **Content library** - includes more than 9,000 different models including characters, vehicle and weapon representations.
- **Developer suite** - includes all the tools needed to create VBS3 content, from import of terrain to 3D models in a variety of formats.



Build high-quality models



Exploit high-fidelity graphics



Develop large, geo-specific terrains

