EXPERIENCE THE VERSATILITY OF VBS AT ITEC 2017

Orlando, FL (U.S.) - Bohemia Interactive Simulations (BISim), a global developer of simulation and training software, will demonstrate new capabilities in VBS3 and reveal state-of-the-art VBS technologies for artificial intelligence, terrain editing and whole-earth rendering at ITEC 2017 in Rotterdam, May 16 – 18, at Stand 24.

"VBS3 offers users unmatched versatility for training in any domain whether it's land, air, or sea," said Oli Arup, BISim's Vice President of Product Management. "Our stand at ITEC will show a diversity of applications for VBS that can be leveraged by system integrators and defense organizations to develop high-quality training solutions and increase readiness among military personnel."

TRAINING IN THE AIR
The centerpiece of BISim's stand will be a VR-based helicopter door gunnery simulation developed in partnership with Cursive Simulation. Using VBS3 and its VR capabilities, the demonstration will showcase VBS3's flexibility to simulate all elements of the training environment, from blades of grass to entity behaviours to the gunner's eye view.

ON THE GROUND
In addition to the heli gunner simulator, BISim will demonstrate a new VR-based Stryker part task trainer using BISim's whole-earth rendering engine VBS Blue. Users view the virtual environment with an Oculus Rift CV1 headset and their hands are tracked by Leap Motion so that they can flip switches and press buttons within the high-fidelity crew station. The simulation uses SA Simulation's host for the vehicle physics model and vehicle systems.

BISim also will demonstrate work it is undertaking for the Swedish Armed Forces to create a virtual CV9040 part-task trainer that allows gunners and commanders the capability to turn knobs, toggle dials and flip switches as they behave in the actual vehicle. The work also involves more accurate penetration and damage models as well as turret behaviours. While the work is specific to the Swedish Armed Forces, BISim developers can recreate similar complex systems in VBS when requested by customers.
AT SEA
For training at sea, BISim has recently created models for a range of new ships for VBS3 including the Wave class tanker, the Bay class and the Freedom class littoral combat ship. VBS3 comes with advanced sea state settings that provides a visual representation of sea states using the Beaufort scale, variable stern and bow wakes, and allows users to control the height of waves, wave direction, and water color and opacity.

FOR PLANET-WIDE TRAINING
BISim will present the latest advances in its whole-earth rendering technology VBS Blue at ITEC’s Innovation Showcase. BISim will demonstrate how VBS Blue uses global data sources to produce geographically accurate terrain by blending traditional and procedural techniques.

We will also show VBS Blue rendering ultra-high resolution aerial imagery and other common data sources, and how MaterialMAP from TerraSim can be used to further refine procedural data in VBS Blue by combining the realism of high resolution imagery with the benefits of procedural terrain rendering. The Innovation Showcase presentation is scheduled for Thursday, May 18, starting at 11:45 a.m.

Visit BISim at Stand 24 at ITEC in Rotterdam, May 16 – 18. Contact sales.eu@bisimulations.com to arrange a private meeting or demo.

BOHEMIA INTERACTIVE SIMULATIONS
Founded in 2001, Bohemia Interactive Simulations (BISim) is a global software company at the forefront of simulation training solutions for defense and civilian organizations. BISim utilizes the latest game-based technology and a large, experienced in-house team of engineers to develop high-fidelity, cost-effective training and simulation software products and components for defense applications.

LEARN MORE AT WWW.BISIMULATIONS.COM