

VORTEX STUDIO FOR VBS

Customizable Advanced Vehicle Physics

Bohemia Interactive Simulations is a worldwide reseller of CM Labs Simulations' technologies including Vortex® Studio and serves as the exclusive reseller of the Vortex Studio for VBS integration.

At a Glance

Vortex Studio is a world-leading simulation and visualization platform designed to support the simulation of wheeled and tracked vehicles. Boasting the industry's highest-fidelity real-time interactive vehicle simulation, Vortex Studio is built on validated models and 20 years of simulation expertise.

With the ability to model individual vehicle components, such as suspension, engine, transmission and brakes using mechanical specifications, Vortex Studio accurately simulates ground vehicle behavior in real time. Aspects of tires, engines, braking and steering, and contact models for road surfaces such as sand, snow, wet roads and ice can all be defined and adjusted using Vortex Studio.

Vortex Studio has been integrated with VBS3 and the VBS Simulation SDK to empower systems integrators and OEMs with an out-of-the-box integration between the two technologies to create highly detailed vehicle simulators. Tying the high-definition VBS3 graphics and simulation engine to the advanced, customizable physical behaviors provided by Vortex Studio, this new integration allows VBS3 users to easily create and deploy high-fidelity simulations of vehicles and ground equipment for applications in training and mission planning.

About CM Labs Simulations

For over 20 years, CM Labs has provided physics-based simulation capabilities that set the industry standard for interactive 3D simulation and visualization. Through its Vortex Studio platform, CM Labs provides capabilities for training simulators, mission rehearsal, serious games, virtual prototyping, and testing.

Vortex® is a registered trademark of CM Labs Simulations.



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Benefits

Proven, best-in-class technology: Offers a validated dynamics engine with stable and reliable performance

Ready for use: Out-of-the-box integration for visuals, hardware, motion and interoperability

User friendly: No software development skills required for modeling

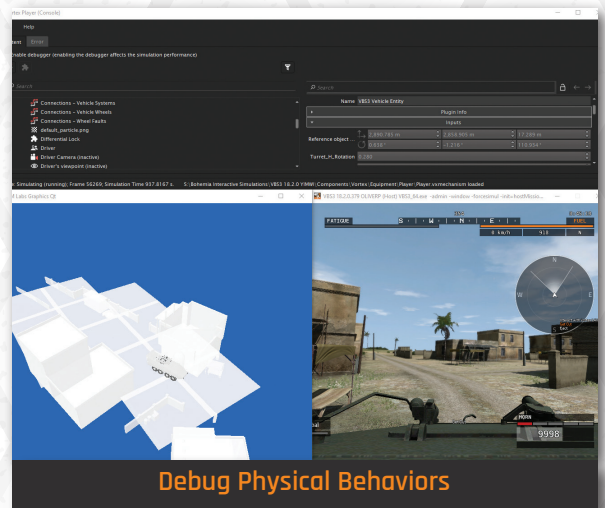
Extensible: Standard and maintained set of APIs to easily extend Vortex Studio

Features and Capabilities

- All basic mechanism models – parts, constraints, attachments, scripting
- Vehicle systems – wheeled and tracked vehicles, including advanced tire and track models
- Cable systems – simulation of cables for tethers, hoisting systems, etc.
- VBS Multi-Player Support
- Contact with static VBS3 objects – buildings, fences, trees, etc.
- Contact/response with dynamic objects with Vortex Studio simulation models

Use Cases

- Driver training simulators
- Engineering equipment operation
- Full mission crew and driver system training
- Gunnery training
- IED disposal robotics



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