



Virtual Reality in Land Training (VRLT)

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Overview

- Bohemia Interactive Simulations (UK) Ltd selected to lead Training Capability Branch, HQ British Army Virtual Reality in Land Training (VRLT) pilot study:
 - *Aim: 'to identify the opportunities that VR offers the Future Collective Training System (FCTS)...to investigate the opportunities of VR, the Army approach seeks to conduct a VR in Land training (termed VRLT) Pilot, which explores the strengths, weaknesses, opportunities, threats and benefits of the technology and its employment. The pilot would consider the effectiveness, fidelity, practicality/ constraints, architecture, scale, interoperability, infrastructure and mobility of useable VR capabilities. Insights would be harvested for the FCTS.'*
- BISim delivered 3 Sprints, 'crawl, walk, run' with VR, as 'Innovation as a Service',
- Each Sprint was a Platoon in a Company Context executing a Combined Arms Armoured Infantry Company attack





Delivery - video (You Tube)

- Sprint 1 - the baseline - 17 players
- Sprint 2 - 37 players, high fidelity model, avatar customisation, crew trainer, cloud architecture, AAR and data
- Sprint 3 - 54 players, (37 in VR), mixed reality, face and voice analysis, instrumented live gun, briefings

