

U.S. ARMY TO BEGIN FIELDING NEW IMAGE GENERATOR SOFTWARE FOR ITS CLOSE COMBAT TACTICAL TRAINER

ORLANDO, FL (April 2, 2015) The U.S. Army trains teams for a host of armored vehicles and mechanized units on the Close Combat Tactical Trainer (CCTT), a computer-driven, manned module simulator. These simulators replicate vehicle interiors in close combat units such as the M1 Abrams Tank, the M2 Bradley Fighting Vehicle, the M3 Cavalry Fighting Vehicle, the Humvee and others.

In late 2012, CCTT began investigating the use of a game engine based solution as an Image Generator for the CCTT. Orlando-based AVT Simulation, the prime contractor of the Post Deployment Software Support (PDSS) for the CCTT program, was selected by CCTT to lead the task.

Bohemia Interactive Simulations (BISim), which develops the Virtual Battlespace 3 (VBS3) software series used for Army's Games for Training Program of Record, joined the team as a subcontractor and significantly modified VBS3 to serve as the CCTT image generator software.

On January 5th – 8th, representatives from US Army Training Capabilities Manager - Virtual (TCM - V) and the Maneuver Center of Excellence (MCoE)

participated in the VBS IG assessment for training readiness. The core CCTT tenets of Move, Shoot, & Communicate were successfully demonstrated in a variety of maneuver exercises and gunnery scenarios on the Ft. Hood and National Training Center terrain in both daylight and nighttime conditions. At the completion of the testing, the TCM-V concurred that the VBS IG was acceptable for training.

"This effort was the result of over two years of work on the part of AVT Simulation and Bohemia Interactive Simulations. The effort was focused on reducing sustainment and licensing costs, leveraging gaming technology for CCTT, and providing an unprecedented level of realism to the soldier in the CCTT Training System," said Matt Jemtrud, AVT Program Manager for CCTT PDSS.

"THE USE OF A VBS-BASED IG SYSTEM PROVIDES HIGHER FIDELITY, ENABLES GREATER CUSTOMIZATION AND ULTIMATELY ENHANCES THE TRAINING CAPABILITIES OF OUR WARFIGHTERS."

- JOHN GIVENS

PHOTO CREDIT: SGT. WILLIAM HOWARD VIA DVIDS



CAPTION: Pfc. Christopher Gray, motor transport operator, Company A, 4th Brigade Support Battalion, 1st Stryker Brigade Combat Team, 4th Infantry Division, engages a target with a mounted M240 machine gun during a scenario of the Reconfigurable Vehicle Tactical Trainer in the Close Combat Tactical Trainer at Fort Carson, Colo., March 12, 2015.

“We are pleased to have achieved this important milestone toward upgrading the IG software in the Army’s CCTT,” said John Givens, U.S. president of Bohemia Interactive Simulations.

“The use of a VBS-based IG system provides higher fidelity, enables greater customization and ultimately enhances the training capabilities of our warfighters.”

The new image generator provides CCTT with higher fidelity terrains, rendering complexity and gives more control over the software.

Through its work on the CCTT project, BISim has developed Computer Image Generated Interface (CIGI) compliant image generator software. This means that other customers using legacy or existing image generators can take advantage of VBS image generator capabilities for synchronized

multichannel simulations.

“Decoupling the simulation from the image generation was a tremendous effort,” Givens said. “CCTT served as a proving ground for our new product VBS IG. There were quite a few performance enhancements to VBS that came directly from working with CCTT. We look forward to supporting CCTT in the coming years.”



“It was an exciting challenge for our team to integrate the latest gaming technology into this US Army legacy institutional trainer,” said Founder and CEO of AVT Simulation, Robert Abascal. “The technology transitions the program to take advantage of the tremendous advancements occurring in

the gaming arena. All of this will bring better training to our warfighters. This is the most gratifying part of tackling this important project and that is to make a difference in the preparation of our Army’s training needs and readiness.”



AVT SIMULATION

Founded in 1998, is an Orlando-based, full-service modeling and simulation minority-owned small disadvantage business and is a certified ISO 9001:2008 company. AVT provides professional engineering services and training solutions to the simulation, training and entertainment markets. Since its inception, AVT has been fortunate to provide our highly specialized staff of engineers to some of the top leaders in the simulation industry. With an average of over 20 years of simulation experience, our dedicated staff provides specialized solutions for customers requiring point solutions to complex problems. Located in the University of Central Florida Research Park, AVT has forged relationships and partnerships within the simulation industry to bring together a synergistic team of highly specialized expertise to provide our customers with the best products and services the industry can offer.

BOHEMIA INTERACTIVE SIMULATIONS

Founded in 2001, Bohemia Interactive Simulations (BISim) is a global software company at the forefront of simulation training solutions for military and civilian organizations. BISim develops high-fidelity, cost-effective technologies for tactical military training. We apply game-based technology to a range of breakthrough, military-specific training and simulation software products.

For more information, visit our website at www.bisimulations.com.