

ready 2 train™ - A Purpose-Built Military/LE Simulator



Vision

Enabling Technology

- | | |
|----------------------------------|--|
| Mixed Reality | ➤ VR HMD combined with ~100% real gear, fastest video link |
| True Human vision | ➤ Peripheral Vision Immersive Device (HMD) |
| True Human motion | ➤ Wireless system, variable size spaces |
| Unobtrusive instrumentation | ➤ Light Rigid Body MOCAP plates using glint tape |
| Infinite space in confined space | ➤ Individual tracking (nav override)/mounted & dismounted |
| Real equipment | ➤ Weapon Sensor "skins", lightweight rigid body trackables |
| Portable/deployable | ➤ Wide FOV MOCAP cameras, rugged cases |

Wide applicability to other training – firefighting, industrial, medical, sports



ready2train™ is a platform for fully immersive training/testing for a variety of skills and equipment

**Serious Simulations...
...SAVES LIVES!**

HAZMAT/Infectious Disease Containment Training

Industrial Training

Police Training

Fire Fighter Training

Tactical Training



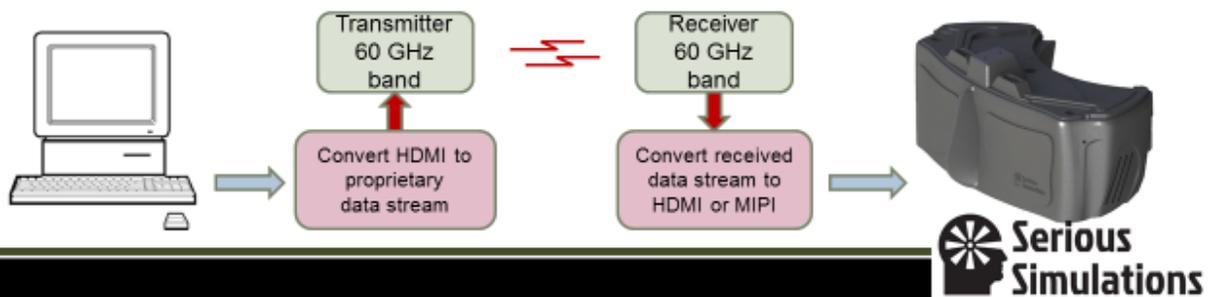
Using portable MOCAP to accommodate large or small tracking areas, individuals and teams can accomplish a variety of training or testing of equipment. Since this photo, Serious Simulations has replaced its unique wireless Head Mounted VR Display with a much improved model (see below) and we replace the spherical plastic markers with reflective tape markers wherever the 3D spheres might be cumbersome to use.

Serious Simulations new wireless, dual screen, 130 deg field of view Head Mounted Display
(physical prototype is being produced now)



Serious Simulations' Wireless VR system is a Better System

- Serious Simulations' custom electronics convert the video signal between standard HDMI, at various resolutions and frame rates, and the type of signal used by the Transmitter & Receiver.
- Our electronics also process the video data in other special ways (e.g. targeting specific users).
- Transmitter & Receiver modules carry data over-the-air in 60 GHz "Unrestricted" band.



Wireless VR™ (Wireless Virtual Reality) – Patent Pending

- Video Image Delivery System without Commercial Wireless link
 - Patent pending
- Next Gen System broadens the system to higher refresh rates (90 Hz) and higher resolution displays (4K) meeting stated VR industry design goals for *wired* systems but in a wireless environment



At left is Serious Simulations' Custom steerable antenna for 60 GHz line of sight video transmission

Unhindered human movement including combat rolls (video available)



Human in Simulator



3rd Person/Buddy view in Simulator



**Only simulator in the world
enabling this much freedom of movement**

