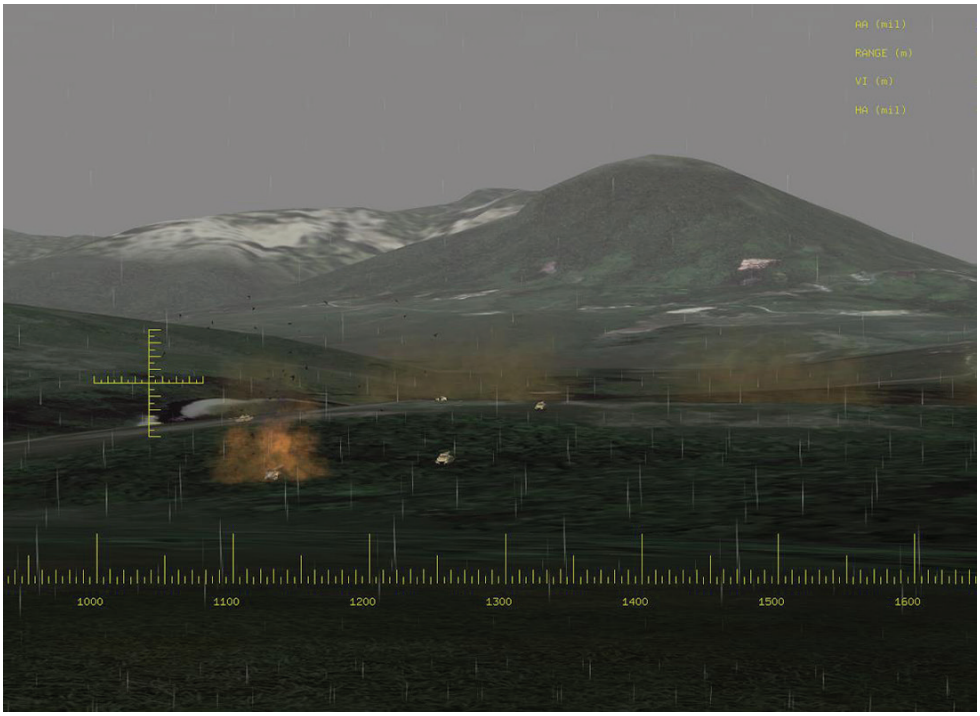
QUANTUM3D
TRAINING. SIMULATION. TECHNOLOGY.

Artillery Forward Observer Training Simulator



The Artillery Forward Observer Simulator (AFOS) is a computer based training system designed to enhance the level of training of forward observers and firing direction center personnel. Enhanced training in the use of firepower, anywhere and anytime.

Designed and developed for

- Achieving a superior level of observer firing training including target detection, fire request, and fire organization. Training management includes creating scenarios with static and moving targets on a variety of terrain views
- Training of observers to become faster and more precise while developing observer skills by working with firing control center personnel
- Creating real battle conditions with realistic visual and sound effects
- Using howitzer weapons of all sizes and various ammunition and fuse combinations to observe impact on static and moving targets
- Saving ammunition and time

Features

- Realistic 3-D battlefield simulation
  - Geo-specific or geo-typical terrain databases
  - High resolution satellite images and elevation data
  - New terrain addition (optional)
  - Integration of digital cultural data (optional)
- Weapons and targets simulation
- Instructor-controlled scenarios/battlefields/trainee viewpoints
- Full weather effects
  - Day/night
  - Time of day
  - Rain/snow
  - Fog/smoke
  - Shadows
  - Sun & moon
- All weapon types, including mortars and howitzers (all varieties of weapons and munitions can be simulated using range tables or advanced ballistic models)
- All munitions types, including smoke, illumination, etc.
- NATO weapons and artillery techniques compatible
- Surround sound effects
- Weapons firing and ammunition effects and tracer simulation
- Simulated military equipment (binocular, LRF, laser designator, etc.)
- Record and replay
- After action review
- Easy and flexible creating and editing training scenarios
- "User-friendly" interface
- Multi-language support (can be translated all languages)
- Voice and digital communication (optional)
- Computer-generated forces (optional)

Training Capabilities

- Individual or collective training
- Ground and aerial observer training
- Realistic object behaviors and movement
- Realistic fire and weapons effects simulation
- Incorporates simulated observer aids/devices
- Integrated simulated military equipment (laser designator, rangefinder)
- Visual system enables trainees to detect, recognize and identify targets at appropriate ranges
- Collects pre-determined evaluation data for after action review