



# VR-MOTION 200.

## Waterplane Take-Off and Landing Trainer.

Today's waterplanes are often variants of modern civilian aircraft. They can only take-off and land on water with limited wave action and have trouble in extreme weather conditions. Operating a waterplane requires additional pilot skills far different from what a regular pilot needs. Instead of having a fixed landing ground that is not moving and drifting constantly by wind and currents, waterplane pilots need to understand specific approach procedures and assess the climate conditions and sea traffic specific to above water environments on coasts, seas and rivers.

The BRUNNER VR-Motion 200 Waterplane Take-Off and Landing Trainer create an immersive Virtual Training Environment which allows flying waterplanes in various normal and abnormal water take-off and landing scenarios.





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## Waterplane Take-Off and Landing Trainer.

### Problem addressed

Today's waterplanes are often variants of modern civilian aircraft, usually for light-duty transportation to lakes and other remote areas. They can only take-off and land on water with limited wave action and have trouble in extreme weather conditions. The maximum size of waves depends on the aircraft's size and weight and hull or float design. Flying Boats can typically handle rougher water and are generally more stable than Floatplanes while on the water. Rescue organizations, such as coast guards, are among the largest modern operators of waterplanes due to their efficiency and their ability to both spot and rescue survivors.

### Use-Case

Training of waterplane pilots is mostly done on the real aircraft, since specialized flight simulators able to represent the specifics of this operational environment during take-off and landing are limited or not in reach for the trainees.

### Solution Provided

The BRUNNER VR-Motion 200 Waterplane Take-Off and Landing Trainer create an immersive Virtual Training Environment which allows flying waterplanes in various normal and abnormal water take-off and landing scenarios. The fully immersive mission environment provides highly detailed modelling and simulation of the water surface, of wind and currents and aircraft behavior in special situations like slow flight, steep turns and stalls.

All mission relevant information will be provided via the virtual reality helmet carried by the trainee on the dynamic motion platform. Supported by real or virtual instructor guidance, the trainee gets introduced into the various phases of the take-off and landing operations.

Operating a waterplane creates a set of very specific operational requirements and requires additional pilot skills far different from what a regular pilot needs. Instead of having a fixed landing ground that is not moving and drifting constantly by wind and currents, waterplane pilots need to understand specific approach procedures and assess the climate conditions and sea traffic specific to above water environments on coasts, seas and rivers.

This creates a demand for a cost-efficient and tailored training solution capable of representing the training tasks, allowing waterplane training to cover more training aspects without utilizing the real aircraft.

