



VR-MOTION 200.

Precision Tactical Airdrop - Training Environment.

Dropping cargo from a flying aircraft is a key enabler for mission success in various operational scenarios. Humanitarian organizations often provide resources necessary for nourishment and medical aid through airdrops. And military branches today airdrop anything from food to tanks.

The key challenge for a pilot is to perfectly meet the calculated air release point at first attempt. This requires extensive training. VM-Motion 200 Tactical Airdrop creates an immersive Virtual Training Environment that support a multitude of training task in an innovative new approach.

Pilots can practice to utilize their airdrop guidance system, compare actual and optimal flightpaths and perform the required tactical flight maneuver.





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Problem addressed

Operational military environments are demanding that airdrops are increasingly precise while simultaneously protecting the Air Force assets against various threats. This raises the demand for high-altitude drops with maximum accuracy. Key challenge for a pilot is to perfectly meet the calculated air release point at first attempt.

So being able to master the airdrop guidance system, to compare actual and optimal flightpaths and to finally perform the required tactical flight maneuver is crucial for any airdrop mission success.

Use-Case

Pilots / Crews need to be trained for Precision low- and high-altitude Airdrop Operations. Besides limited live-flying training capabilities, the usage of Full-Flight-/Full-Mission-Simulators (FMS) is a common practice.

In both cases, the effort is very high and the availability of an appropriate FMS is quite often limited. This leads to a demand for additional and flexible training capabilities, allowing focused individual and team training.

Solution Provided

The BRUNNER VR-Motion 200 Tactical Precision Airdrop Training Environment utilizes one or multiple networked VR-Motion 200 Virtual Reality Flight Simulators to embed a Cargo Aircraft Pilot or the complete Cargo Aircraft Crew into a comprehensive virtual mission environment based on Bohemia Interactive Simulations VBS BLUE IG and VBS3.

The VR-Motion 200 Stations are equipped with the necessary controls relevant to the role-player (Pilot, Loadmaster,) and his primary interaction task. All other mission relevant information will be provided via the virtual reality system carried by the trainee on the dynamic motion platform. Supported by real or virtual instructor guidance and tactical team radio, the trainee gets introduced into the various mission phases and performs the training exercise individually or as part of a crew exercise.

