



Bohemia Interactive's proprietary VBS2 VTK software is a fully interactive, commercial-off-the-shelf (COTS), three-dimensional training system providing a premium synthetic environment suitable for a wide range of military (or similar) training and experimentation purposes. Within the VBS *Real Virtuality 2* 3D engine, a participant views the virtual environment from the first-person perspective and is able to move, interact and otherwise operate as he or she would in real life.

VBS2 offers large, realistic terrain areas and the ability to operate a myriad of land, sea, and air vehicles. VBS2 allows participants to operate weaponry, drive vehicles, and fly aircraft within the simulation for any training or analytical purpose. Any real-world environment can be replicated within the simulation.

The Australian Defence Force (ADF) was the first country to purchase an enterprise-wide license of VBS2. VBS2 is primarily employed by the Australian Army in their five main battle simulation centres. The RAAF also employs VBS2 at RAAF bases for a variety of tasks.

Bohemia Interactive has provided VBS2-related support, training and development services to ADF customers since 2004. One of our biggest ADF projects to date was a contract to develop an immersive virtual reality trainer for helicopter loadmasters, as a result of which Bohemia Interactive developed and delivered eight turnkey Aircrewman Virtual Reality Simulators (AVRS) over a two year period.

Examples of how VBS2 is used within defence include:

- Mission rehearsal and/or Area of Operation (AO) familiarization
- Tactical training, up to Combat Team level
- Combined Arms or Joint Training
- Convoy training (including integration of virtual reality technology)
- IED defeat training
- Creation of training videos
- Analysis of options (decision support)
- Fire support / forward air controller training
- Mission simulation (for example aviation elements practicing LZ procedures)
- Vehicle checkpoints and area control
- Helicopter loadmaster training
- Procedural training for UAV operators
- Cultural awareness training
- Visualization of weapon effects
- Training in urban environments (eg MOUT)

**VBS2™**

<http://www.bisimulations.com/>