RVT

Reconfigurable Virtual Trainer

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Immersive, realistic weapon engagement training

RVT provides tactical training within a 360° degree immersive, realistic battlefield environment, to include ground vehicle and Visual Aircraft Recognition (VACR). RVT is delivered in ruggedized cases for easy transport and scalable to fit most training needs. RVT's visual system, weapons, and training assets are untethered and provide full freedom of movement within the training area. RVT allows users to easily reconfigure each training scenario to target specific training objectives.

The Reconfigurable Virtual Trainer (RVT) was developed for multiple weapons – M4/M4A1 Carbine Rifle, Virtual Stinger Trainer (VST), and Carl Gustaf – for Operational/Tactical Team Training. This is the first and only fielded VR-based MANPADS training device that supports portable or fixed training sites for Stinger Team Training.

Features

- Synthetic environment for individual, crew served, and squad weapons
- Untethered, natural movement
- Open architecture w/ modular core system (tracking system, IOS, HMD)
  - Easily adds new weapons / devices
- Collective training in small or large spaces
- Rapid scenario generation
- Dynamic, realistic, reconfigurable training
- Transportable to point of need
- Integrated Instructor Operator Station
- Insightful AAR

Applications

- M4/M4A1 Carbine Rifle
- Virtual Stinger Trainer (VST)
- M17 pistol
- M249, M240, M27 automatic rifles
- Shoulder launched munitions (Carl Gustaf)
- Other crew served weapons