Convergence of civil Virtual Reality development technology and military training



Large-space hybrid simulation training system based XR technology for strengthening of combat power



Large-space hybrid simulation training system based XR technology for strengthening of combat power







Large-space hybrid simulation training system based XR technology for strengthening of combat power



HYBRID Virtual Movement

Both large-scale tactical training and CQB (Close Quarter Battle) training are possible by mixing walk-through and controller operation methods.



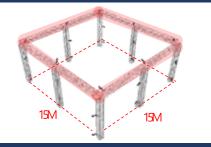
Up to 8 multi-play

Up to 8 or individual or team play



Haptic & Real-like device

Real-like gun Glove for hands tracking



Large Space Virtual **Training**

The Largest Training Area



Scenario Editor

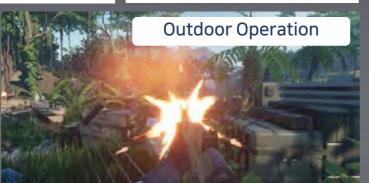
Detailed training settings such as environment, climate, Al, etc.



Real-like Graphic

High quality of graphic for real-like experience









The world's first VR gun shooting game development and large space virtual reality training simulator specialized developer.

Limitations of Existing Military Training

Increasing demand for advanced Science training

Limitations

Lack of location, cost, time & Training content

Lacking teamworking

Training program

15014001:2015

1509001:2015



Testing facilities for a large space-based training



Large-space hybrid simulation training system based XR technology for strengthening of combat power

