Military Entity Content

MVRsimulation® Virtual Reality Scene Generator® (VRSG®) includes a combination of over 4,230 unique photorealistic and photospecific, geometrically accurate 3D military entity models in MVRsimulation's model format, including many that meet Combat Air Force Distributed Mission Operations (CAF-DMO) requirements. The models are constructed from data sources that include photographs of actual objects and feature detailed geometry; many also feature multiple paint schemes. Most military entity models also include articulated parts, damage states, and advanced animations such as moving wheels or tank tracks that turn at a rate coupled to vehicle velocity; they are also configured to support real-time, physics-based thermal sensor viewing within VRSG.

577-Sovetsk RU	ACTROS-3340 ISL	C-160F FR	DK-10 MA	Fateh-110 D1 IR
HH-60G US	Kamaz-5350 S-60 SY	Leopard 2A4 TR	Mohajer-6 GCS IR	PGG-618 TW
ROGUE US	Su-27UB UA	TB2 Bayraktar TR	Type-90 JP (Winter)	Ya-Zahra-3 IR

Commercial Entity Content

MVRsimulation VRSG includes over 375 photorealistic and geometrically accurate unique 3D commercial vehicle entity models. All models are in MVRsimulation's model format. The models are constructed from data sources that include photographs of actual vehicles; many also feature multiple paint schemes.

Bahri Jeddah Cargo SA	BRU-33 Dolfijn NL	CL-650 CA	COMIA-C20 FI	FK618J-Tanker UN
Hilux JP	MP1000 NO	K62 Locomotive KP	RMAX Type-IIG JP	Zhong Hua Fu Xing CN

Character and Weapon Content

MVRsimulation's 3D character model library includes over 615 3D character and weapon models and over 1,930 character animations. You can immediately configure and use these models in VRSG and Scenario Editor. The animations portray all common appearances required by the DIS protocol. In addition, you can use your custom characters, weapons, and animations in VRSG.

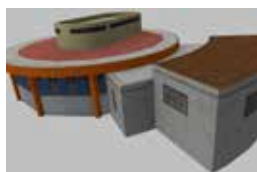|					
Afghan-013	Afghan-019	Arab-003	Business-020	Carrier Deck-003	Chinese Soldier-008
Hazmat Level A-001	Pilot-014	Russian Soldier-003	UAE Soldier-004	US Soldier-036 SOF	HK-417A2 NL

Cultural Feature Content

MVRsimulation's extensive 3D cultural feature libraries include over 5,220 models of buildings and other structures, models of trees, plants, bushes, signage, and sets of street and construction elements. All models are in MVRsimulation's model format; many are constructed from data sources that include photographs of actual objects and detailed geometry. Currently, over 305 buildings have damage states. You can immediately use these models in VRSG, Scenario Editor, and Terrain Tools.

Aden Building-004	Connex Container-006	Hajin Building-111	KAMA Building-023	Kismayo Building-049
Grass-010	Desert Brush-002	Tree Euro-Beech-001	Tree Olive-002	Tree Pyrenean-Oak-001
Airport-Instrument Landing System-001	Malikai Tension Leg Platform	KBWI-Sign-010	Spices-003	STS Container Crane-001

MVRsimulation builds new models and updates existing models on an ongoing basis; all are available free of charge to customers with active software maintenance. To access any models from our Download Server, you can request a download account from downloads@mvrsimulation.com.

For more information, visit www.mvrsimulation.com or contact sales@mvrsimulation.com.