



Night Vision Training System (NVTs) for Distributed Mission Training (DMT)

Goals

- High fidelity NVG simulation in real time (60 Hz)
- Low cost, deployable, stand alone or integrated with cockpit simulator
- Support mission training, preview, rehearsal
- Provide night combat capability for DMT

Approach

- Physics-based sensor and radiosity model
- Sensor-independent database, per-texel materials
- Modular architecture, image generator independent
- Helmet-mounted display with head tracker maintains form, fit, and function of actual NVG
- NVG effects (halos, gain response, scintillation)
- Realistic visibility (volumetric weather and obscurants)
- Lunar phase and angle effects, per-texel directional illumination
- Combat effects (fires, explosions, flares, tracers, bombs)

