



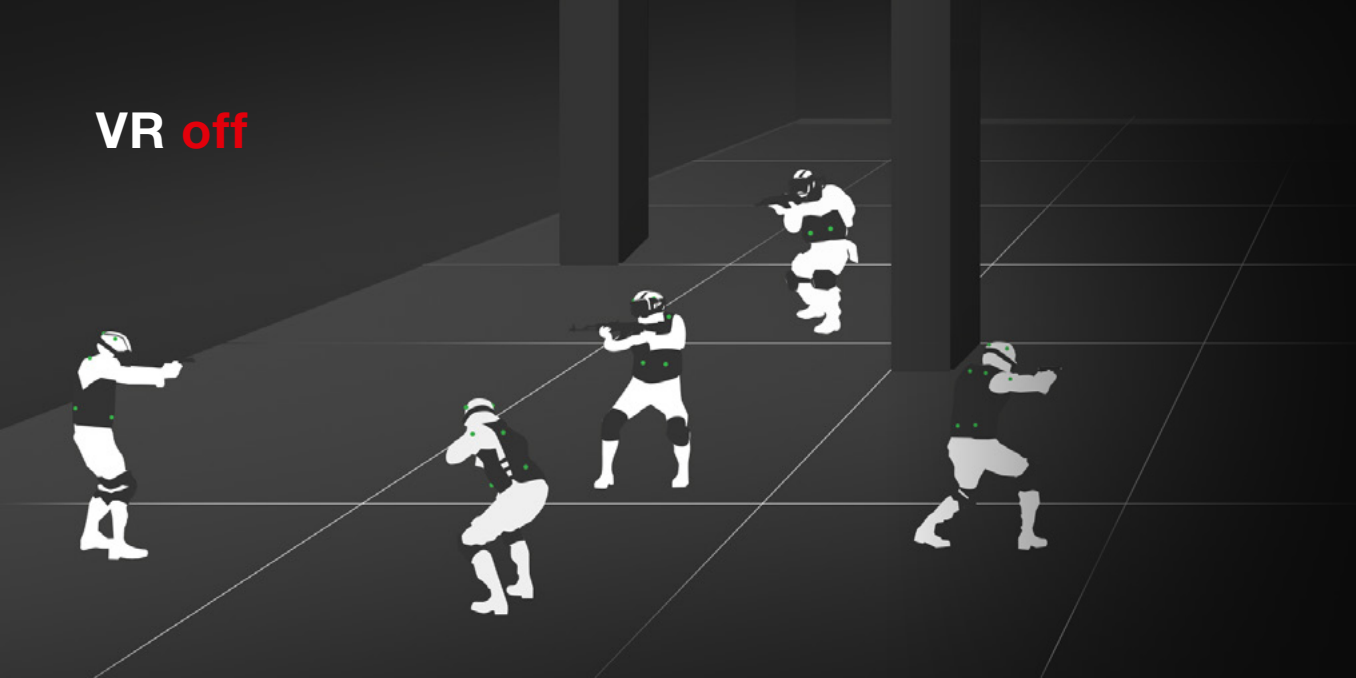
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CATALOG



# **VIRTUAL REALITY** MILITARY TRAINING SIMULATOR

**VR off**



Using Skif technologies VR, trainees are able to work as a unit within the chain of command with a focus on teamwork. Skif VR system is designed with team building in mind, adding to the skills of trainees, making them effective members of their team.

The Skif VR training simulator works by instructing trainees on taking and completing orders.

Teaching the value of the chain of command and the importance of following orders as they are given. Because of the Skif VR training simulator, trainees are able to experience the consequences of failure without the permanence that comes with the real world.

**VR on**





## The advantages of the system for tactical training

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1. Creating training scenarios according to the specified program.
2. Ammunition saving.
3. Practicing the program "Man vs Man".
4. Practicing the program "Man vs Program".
5. Certainty.
6. Visualization of information about the object worked on.
7. Ability to use with all types of troops.

## Technical basis

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### The use of the Skif laser simulator and virtual reality elements

1. Creating scenarios.
2. The commander sees what the soldier sees.
3. The commander can change scenarios on-line.
4. A device for capturing psychophysiological parameters.
5. A device for creating tactile sensations.
6. Ability to quickly apply in the necessary conditions.
7. Summarizing.

## Terms of Reference

The use of the Skif laser simulator and virtual reality elements



1

Stand-alone VR headset

2

Rifle with integrated recoil

3

Stress-belt

4

Heart rate sensor



Type of terrain



A tank



A machine gun

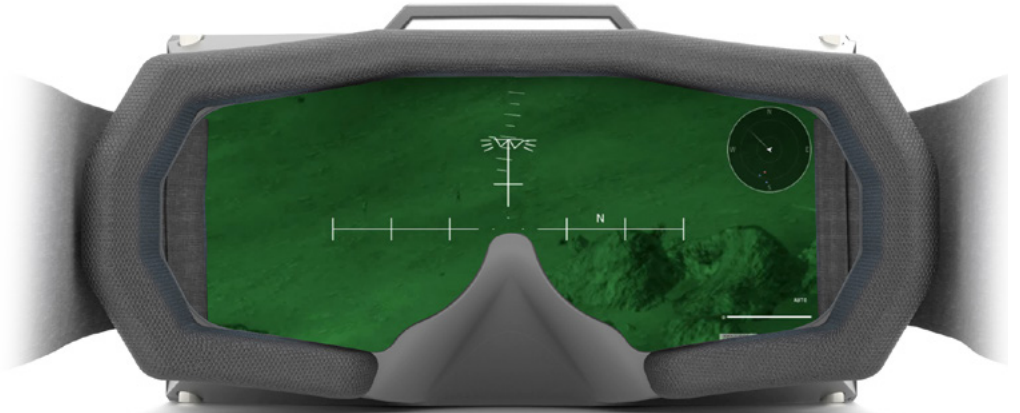


A plane

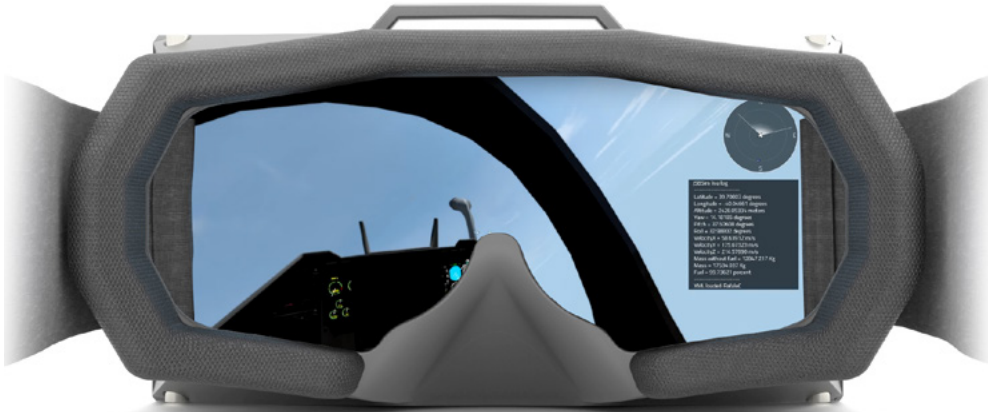




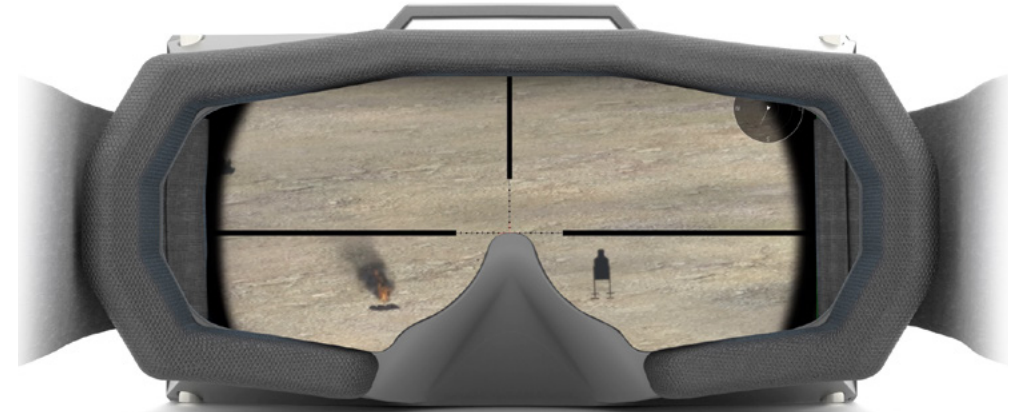
A tank



Air shooting (night mode)

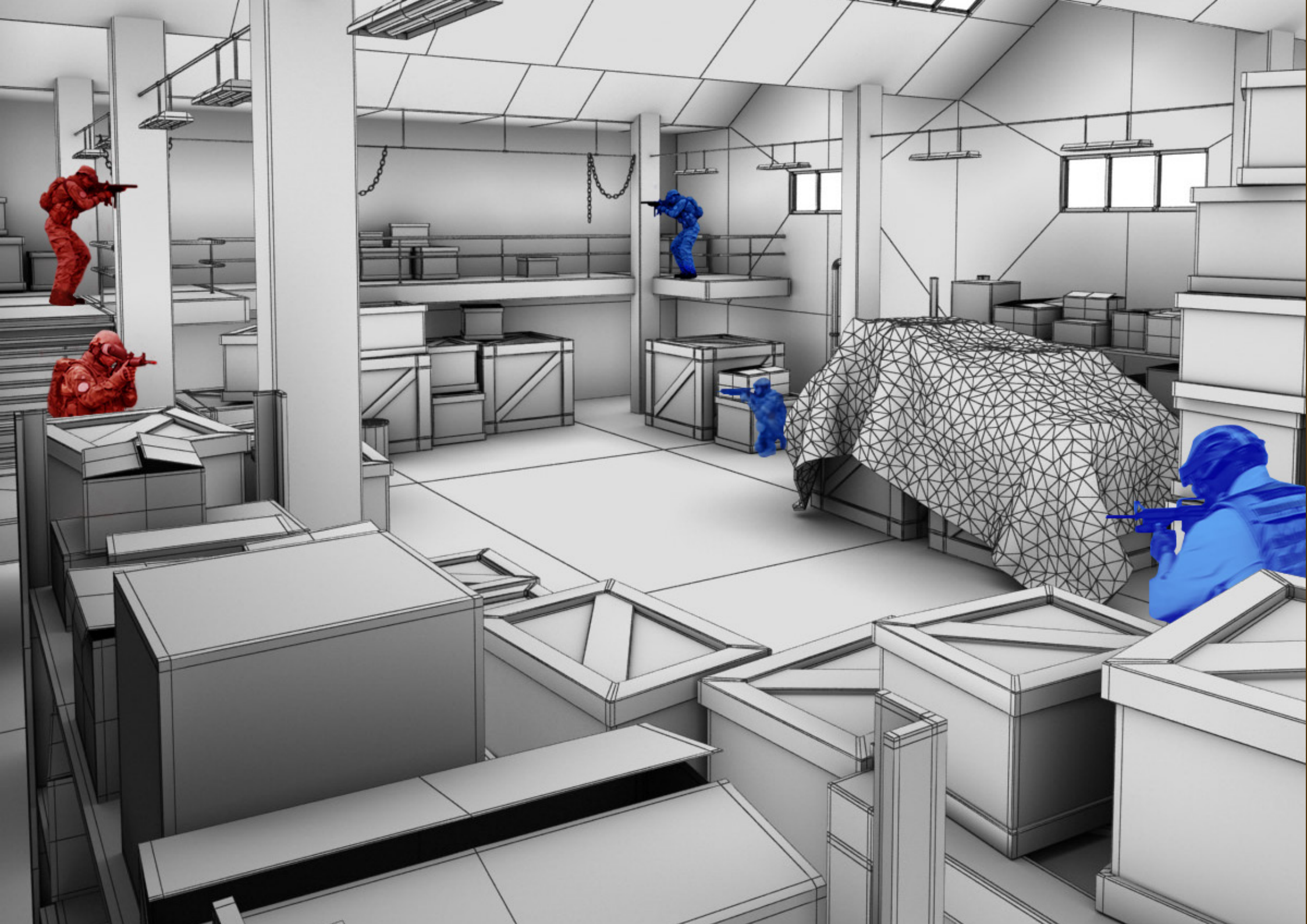


A plane



Sniper

Skif, a manufacturer of VR simulators geared toward the training and perfecting of military and law enforcement personnel. Our system fully immerses trainees to test and harden them using situations they will encounter in their field. We are able to customize any scenario to better prepare individuals to deal with action when the time comes.







The Skif VR training is a valuable resource. Able to do more than traditional training, possessing in it the capabilities and scenarios that cannot be reproduced except in the real combat, where mistakes and failures they cannot come back from. The Skif VR training simulator revolutionizes performance reviews, going in further depth than ever before.

# Control

The equipment is controlled through one device (recommended device is a tablet).

The application can be divided into three main components:

- Setting, stat control. Equipment settings and control allows trainers to set each training kit according to the weather conditions and fighters experience level.
- Using the application trainers may observe the stats of each trainee: the surname and a call sign, weapon type, fire precision etc. It gives trainers the ability to identify common mistakes after the training.
- GPS-tracking of fighters movement on the training ground, with the ability to record information. Helps in identifying all tactical mistakes made during the training.

The stats can include any parameters at the customer's request.

# Stress-belt

The device is made in the form of a bracelet worn on the arm or on the leg of a fighter. It is used together with the SKIF training complex and is synchronised with hit sensors. As a result of a conditional hit, the stress belt makes a short electrical pulse of adjustable power to the body of a fighter, causing short-term muscle contraction. The device is certified.

The generated electrical impulse is absolutely harmless to human health. It is not recommended to be used by people with heart condition or device.







## Personnel training

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Training in handling the training complex occurs in three stages:

1. Study of the material. Provided to those persons responsible for training (junior and middle command staff.)
2. Processing the acquired knowledge of the equipment which will be worked with.
3. Inform subordinates about the working principles of the simulator, practice an exercise and work on mistakes.

At the end of the three stages of training, testing is carried out for the readiness of personnel to work with the simulator. Upon completion of the test, a certificate for the simulator instructor is issued.

## Warranty and post-warranty service

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The warranty for all equipment supplied by SKIF company is 24 months. In a case of confirmed inoperability of a training module, subsequent repair or replacement of the module with a new one will follow.

After the warranty period, the customer will be invited to upgrade the equipment with an extension of the warranty. Throughout the life of the simulator, users are provided with free technical advice and the opportunity to train customer representatives to work with a simulator based on the SKIF company platform or on the basis of the customer's training center.