VIPE Holodeck™ provides a high-fidelity immersive environment that provides a series of mission-centric uses, including simulation and training, mission rehearsal and data visualization. This innovative, affordable design is comprised of low-cost hardware components that make it easy to maintain and upgrade. VIPE Holodeck™ was designed and constructed to be lightweight and portable, allowing for quick use in any environment, simulation center, home station or in-theater.

This solution maximizes training time and reduces overall costs by providing the trainer complete system and scenario control, as well as visibility of the trainees inside the VIPE Holodeck™ and a real-time view inside the virtual world. After action review (AAR) capabilities through recording and playback of the complete training session result in more thorough training practices and mistake correction capabilities. Furthermore, VIPE Holodeck™ can be networked to provide multi-player/multi-user visualization for state-of-the-art gaming, telepresence, and simulation in addition to being integrated with external systems in support of Live, Virtual, and Constructive (LVC) simulation and training exercises.

Capabilities:
- Affordable immersive training at all levels (crawl-walk-run)
- Realistic cues, indicators, and distracters to enhance situational awareness, improve predictive reasoning, and reinforce correct decision making
- Non-kinetic and kinetic team training
- Cultural and language training
- Support for ground, air, and remote platform training

VIPE Holodeck™ provides:
- Interactive environment for extremely complex and powerful serious games
- Proven capability with fidelity levels suitable for next generation training
- First class platform scalable to the growing line of immersive products
- State-of-the-art visual environment for use in LVC simulations.

For more information, please contact:
Ryan Frost
Project Manger
757-638-4118
ryan.frost@ngc.com

Jan Ward
Director, Training and Simulation Solutions
757-638-4117
jan.ward@ngc.com