



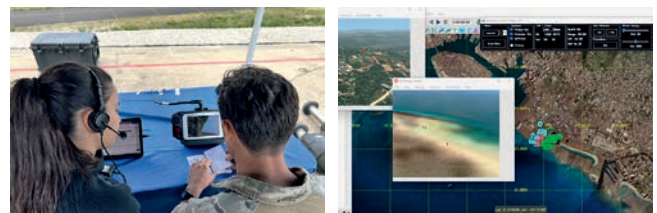
HERO SIMULATOR

VIRTUAL TRAINING EXPERIENCE FOR HERO OPERATORS

The HERO simulator, designed specifically for operators of the HERO family of loitering munitions, offers an immersive virtual training environment, enabling operators to enhance their proficiency in the HERO systems, ensuring they are well-prepared for real-world missions and battlefield challenges.

UVision's Hero Simulation tool enables users of all proficiency levels to train in a realistic environment, covering a wide range of operational scenarios. This comprehensive training approach reduces the need for actual flights to achieve combat proficiency.

Powered by UVision's air-borne core and a rich virtual graphics, the simulator operates on the Hero Fire Control Unit (FCU), providing an authentic training experience. It utilizes the actual Hero-loitering munition core software, ensuring real-life experience during training. The simulator incorporates flight and weather data to further enhance training quality and offers recording and debriefing modes to provide valuable feedback to trainees. Highly flexible and customizable, the HERO Simulator can accommodate new features based on user demand, making it an ideal tool for ongoing operations.



IMMERSIVE AND VERSATILE SIMULATED ENVIRONMENT

The simulator utilizes a 3D terrain model with photo-realistic textures, creating an immersive and detailed environment for end-to-end mission preparations. It accurately replicates lighting and weather conditions, includes models of specific areas of interest, and offers various target scenarios.

REALISTIC EO/IR PAYLOAD SIMULATION

The system generates real-time imagery to simulate the output of the Electro-Optical/Infrared (EO/IR) payload, accurately replicating both optical and IR modes. The video feed is streamed to the actual operational control unit, providing trainees with familiar controls and functions.

ENHANCED TACTICAL ENVIRONMENT

To enhance realism and training capabilities, and/or support mission planning and practices, the instructor can inject computer-generated forces into the synthetic domains- air, land, or sea. Real-time operational scenarios can be dynamically uploaded and/or modified during the training session.

SIMULATOR SYSTEM COMPONENTS



Portable Work Station for the Instructor

KEY FEATURES

- Accurate simulation of the platform and electro-optical camera
- Flexible and versatile scenario generator, simulating end-to-end missions
- Allows integration of unforeseen scenarios and diverse weather conditions, replicating real battlefield challenges during training
- Training on a standard Operator Control Unit (OCU) for maximum fidelity
- One instruction station, multiple trainee stations
- Recording and debriefing modes for “lessons learned”
- Multi Munitions Squad Level Configuration – allows for simultaneous practice of up to 6 operators, involving multi HERO munitions within the same operational environment
- Embedded configuration: the simulator software is installed on the Operator Control Unit (OCU) allowing the operator to practice planned mission until the very last minute.



Seamless transition from mission execution to training with the same Fire Control Unit

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