



WHO WE ARE.

Bohemia Interactive Simulations creates software that military and defense organizations use worldwide for tactical training and mission rehearsal. BISim's Virtual Battlespace 3 (VBS3) is the flagship of the U.S. Army's Games for Training program and is used by many NATO countries.

History: Founded in 2001; Released its flagship product VBS1 in 2004, VBS2 in 2009 and VBS3 in 2014; Acquired by The Riverside Company in 2013; Acquired Pittsburgh-based TerraSim Inc. in 2013; Introduced new applications VBS IG in 2014 and VBS Tactics in 2015.

Operations: Offices in the US, UK, Germany, Australia, Poland, and the Czech Republic.

Employees: Approximately 250.

Leadership: Arthur Alexion, Co-CEO; Peter Morrison, Co-CEO; Mark Dzulko, CTO; John Givens, U.S. President; Stephen Grist, CFO.

WHAT WE OFFER.

Our software enables militaries to train warfighters in virtual environments, supporting massive geo-typical and geo-specific terrains. VBS3 includes thousands of models, interoperates with other simulations, and enhances live training by providing a safe and cost-effective place to learn tactics, techniques and procedures.

Integrators who have a Developer Network license can build and sell new applications based on VBS. We resell third-party products that integrate with our products. Other services include terrain generation, 3D modeling and scenario creation. We offer classes on using our products, which are staffed by expert instructors, and we offer highly responsive customer support.

WHO WE SERVE.

We have longstanding relationships with many major western military organizations, and defense industry contractors and manufacturers.

Customers include the U.S. Army, U.S. Marine Corps, U.S. Navy, NATO, Australian Defence Force, UK MOD, Canadian Armed Forces, New Zealand Defence Force, Swedish Armed Force, Finnish Defence Force, French MOD, Bundeswehr, Netherlands MOD, Booz Allen Hamilton, Thales, Rheinmetall Defence Electronics, Lockheed Martin and many others.



VBS3

The Future Virtual Battlespace

VBS3 simulates all aspects of the modern battlespace to help trainees learn techniques, procedures and develop communication and decision-making skills. The software comes complete with Offline and Real-Time Mission Editors, a Massive Content Library, Developer Tools and After-Action Review. VBS3 v3.7 includes VBS Gateway, a new user-friendly HLA/DIS gateway. VBSDN, BISim's developer network license, enables integrators to create and sell add-ons for VBS3.



VBS IG

The Next Innovation in Image Generation

VBS IG leverages our game-based technology to create a highly capable and cost-effective IG solution for part-task trainers and full-mission simulators. VBS IG interoperates seamlessly with VBS3, allowing users to benefit from a vast content library while providing AAA game-quality graphics. VBS IG helps reduce costs by enabling shared assets, such as models, scripting, and scenarios, across training systems.



VBS TACTICS

Make Your Maneuver

VBS Tactics is an intuitive, web-based 2D software interface that allows users to conduct real-time tactical exercises up to the company level. The interface enables users to configure doctrine-based orders of battle, plan a mission, run it in real-time, and review the results in after-action review. VBS Tactics brings traditional map-based exercises into the virtual world. By harnessing the power of the VBS engine, VBS Tactics drives complex doctrine and procedures and allows the user to visualize them in the Virtual Battlespace.



TERRATOOLS 5

The Complete Simulation Environment Toolkit

TerraTools, from TerraSim (a BISim company), is the Complete Simulation Environment Development Toolkit and uses cartographic source data to automatically and rapidly create high-fidelity terrain databases for visual, constructive, and serious game runtimes. TerraTools' strengths lie in its ability to automate the construction of large area databases, create realistic and accurate terrain that corresponds with real world locations, and correlate that terrain across multiple third party modeling and simulation runtimes, such as OneSAF, JCATS, SWORD, VBS3, Unity, and OpenSceneGraph.

VBS IG

Highly Capable and Cost-Effective Image Generation



VBS IG is a highly capable and cost-effective image generation solution that brings high-quality game graphics to part-task trainers and full-mission simulators.

At a Glance

BISim has optimized a commercial game engine to deliver traditional image generation capabilities. VBS IG renders out-the-window and sensor scenes, depicting real-world terrain with large numbers of moving entities across multiple channels.

Using the CIGI standard, VBS IG integrates with existing host software. Users can build databases for VBS IG with standard GIS products and can use existing databases built with any commercially available tools that support the VBS terrain format including TerraTools by TerraSim.

Key Benefits

- **Immersive:** Leverages commercial video game technology to create realistic and visually appealing cinematic effects for representing the real world.
- **Compatible:** Supports industry standards, protecting investments in systems and content.
- **Comprehensive:** Supports land, sea and air use cases and comes with nearly 10,000 models for rapid support of virtually any military training scenario.
- **Flexible:** Available SDK to customize and configure VBS IG to support extensibility and most any simulator configuration.
- **Cost Effective:** Comprehensive IG capability, sensor simulation, vast model library and high-quality graphics offered at highly competitive pricing.

Features

- Day/dusk/night & all weather operations
- 60-90 Hz frame rates supported by comprehensive scene management
- Synchronized multi-channel support
- Large area terrain and WGS-84 coordinates
- Mission functions include collision detection, height above terrain, and laser range finding
- Sensors including electro-optical, infrared and night vision
- 3D spatial sound
- Supports an array of display configurations and distortion correction
- Point lights



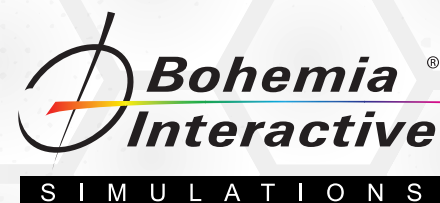
Seamless correlation with VBS IG and VBS3



Immersive visual effects



Use on any simulator



For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.

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VBS IG SDK

Highly Capable and Cost-Effective Image Generation



VBS IG is a developer-focused image generation development framework.

At a Glance

VBS IG SDK allows developers to customize and extend VBS IG by providing a framework and suite of tools. It includes a library of APIs and source code allowing developers to customize virtually every aspect of VBS IG and produce custom applications. The APIs form a modular C++ plug-in architecture that enable developers to integrate third-party technologies effectively and efficiently.

Key Benefits

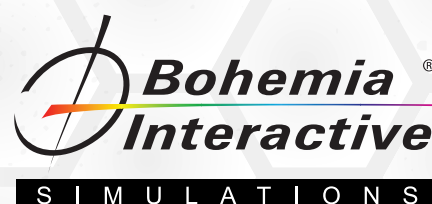
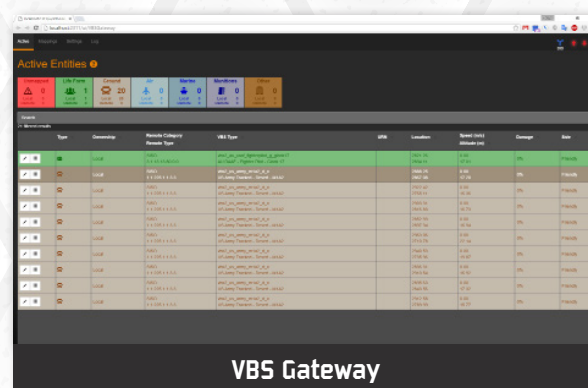
- Highly efficient 'author once' for all use cases workflow
- Open & modular C++ development framework with plugin API architecture
- Customizable runtime and tools
- Fully supports existing VBS3 terrain, models, and scenarios
- Supports industry standard file formats for terrain and 3D models
- Native connectability to simulation hosts via VBS Gateway

Features

- VBS Gateway - for HLA, DIS and CIGI interoperability
- VBS IG Studio - for configuration and development
 - VBS IG Multi-Channel Client/Server Management
- C++ APIs and API source code for customization and integration
 - Plugin Development Framework
 - Allows extension and modification of core VBS IG components
- Debugging Tools & Visualization for optimization and performance feedback
 - Frames per second
 - Memory usage
 - Entity count
 - Draw mode control
- VBS3 to IG Host Connectivity
- Detailed Documentation
 - Tutorials
 - Videos
- Industry-leading support team dedicated to VBS IG SDK customers

Support

Bi-annual product updates, Tier 3 engineering support, and Professional Services for complex integration work are available.



For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.

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