



DTM

GLOBAL



@dtm-global

www.dtmglobal.com



Company Overview.....1

Fleetman Family of Software.....2

Fleetman Bridge Simulators.....2

Flight Deck Officer Trainer.....7

Fleetman Fire Control Trainer.....10

Insight Recognition Training System.....14

Designs in Detail.....17

Our Partners.....18

Where it all started

DT Media Limited (trading as DTM Global) was founded in the late nineties in Devon with a view to designing and developing software as a training solution for both the military and civilian sector. This has been and will remain the mainstay of our product design and software development as we feel that the marketplace in which we operate is and will continue to evolve, just like software development.

Over the years, DTM Global have worked alongside some of the largest blue chip companies in the world to deliver cutting edge technology to the training domain.

Where is it Going

At DT Media Limited, we craft innovative and custom-build software solutions that align perfectly with your strategic and operational goals — helping you save time, reduce costs, and unlock more efficiencies.

DTM Global is driving forward the future of military training through cutting-edge research and development in mixed reality (MR), augmented reality (AR), and virtual reality (VR) simulation technologies. We’re pushing the boundaries of what’s possible to create immersive, adaptable, and highly realistic training environments that prepare personnel for the challenges of modern operations. By investing in next-generation immersive solutions, we’re shaping the future of defence simulation — delivering smarter, more effective, and mission-ready experiences for tomorrow’s forces.



Our Vision is...

“To deliver excellence as standard.”

Fleetman Family of Simulator Training Systems



Fleetman Product Overview

Fleetman is a multi-layered, state of the art bridge simulation training system. Adaptable to the customer's requirements, delivering a realistic and dynamic training solution. The Fleetman family of computer-based simulators with state-of-the-art graphics, provides a highly realistic environment in which to train your bridge teams. Fleetman can be used for Initial Officer of the Watch (OOW) training as part of their career development up to specialist navigational training for the whole bridge command team. A customer can build their bridge to specific requirements including but not limited to, communications, helmsman, RADAR, Electronic Chart Display (ECDIS), Fire Control Trainers (FCT)), and Flight Deck Officer (FDO)) integration.

DTM Global's accredited Bridge Simulator with a library stocked with ships, maritime air, and harbours, the customer can immerse their students in a fully benign but realistic environment, enabling full feedback by their instructors on ship handling, navigation, emergency procedures and the International Regulations for Preventing Collisions at Sea (Rules of the Road). Scalable and adaptable, Fleetman can and does provide a safe training environment to students of all skill levels and experience.



The Aim of the Fleetman Family

The aim of the Fleetman family of training systems is to provide mariners opportunities to build team ethos and cohesion in their command teams, while also developing new students in the art of ship handling. This is achieved by scaling the customers' requirements from a single console such as desktop Fleetman to a Full Bridge Simulator.



Fleetman Objectives and Training Levels

The Fleetman family of software is designed to develop a bridge command team from a benign ocean running environment, entering harbours and anchorages to specialist operations such as, fleet manoeuvring, Replenishment at Sea (RAS) or Underway Replenishment (UnRep) and operating in close proximity to land such as Traffic Separation Schemes (TSS).

1. Training can be designed and saved to fulfil:

- Instructor defined positioning for each platform,
- Ability for ships to follow predefined course (waypoints/autopilot),
- Collision avoidance (Rules of the Road) by day and night,
- Visual signalling (International Code of Flags and Signals),
- Detailed models (civilian/military) of new ports and coastline can be added,
- Customised to order, complete with accurate depth information,



FLEETMAN
NAVAL TRAINING SYSTEM

- to provide both above-water visual cues and echo sounder,
 - information linked to tidal states,
 - Fleetman can be supplied as a portable option configured on laptops, fixed classroom positions with desktop PCs, or a full-scale bridge with simulation of appropriate equipment and displays,
2. To provide ships bridge teams with a Realistic Working environment (RWE) in the art of ship handling (helmsman), navigation (ECDIS), Communications (fleet comms), weapon systems (Fire Control Trainer) FCT)) and flying operations (Flight Deck Officer) FDO)). Personnel using Fleetman will include:
- Junior Officers in training (build knowledge and awareness of operations at sea),
 - Junior Warfare Officers (develop skills in air, surface and sub-surface scenarios),
 - Navigating Officers (Platform/Fleet/Specialist),
 - Helmsman (Bosuns Mate/Quartermaster),
 - Communications Specialists (Develop skills for message handling, send/receive flashing light (Morse), and tactical voice procedures,
 - Bridge lookouts (using Insight to develop their recognition skills and contact reporting,
 - Full Bridge Teams,
 - Weapons Operators,
3. Operational personnel will use Fleetman within the following levels:
- Specialist bridge teams training,
 - Career Course training,
 - Specialist navigational training,
 - Visual and Blind Pilotage training,
 - Replenishment at Sea (RAS)/Underway/Replenishment (UnRep) training,
 - Man Overboard (MOB) training,
 - International Code of Flags and Signals training,
 - Emergency procedures (engine/steerage breakdown) training,



Key Advantages of Fleetman

The Fleetman family of simulators can be bespoke to the customers requirements. Fleetman offers the following advantages:



Radar. Monitor and build your situational awareness with a realistic Radar display. Using the very latest software to seamlessly integrate with your bridge simulator. You can use all the normal functions of a real radar display including range +/-, bearing lines, range rings, clutter management plus much more.



Electronic Chart Display Information System (ECDIS). DTM Global can integrate ECDIS from a third party supplier so you can plan, practice and execute your passage planning in a simulated environment. Using the latest technology, you can have accurate depth information, critical to entering and leaving harbour. You can execute your route in real time with realistic data, fully integrated within the bridge simulator. ECDIS is used globally by thousands of marine organisations including military and civilian.



Communications. Our Fleetman Fleetcomms trainer enables you to train single or multiple students in the art of communicating on a secure circuit as well as draft and send messages. This system is fully integrated into the Fleetman bridge simulator using state-of-the-art software. Seen here in operation at the Technical Institute of Naval Studies (TINS), Dammam, Kingdom of Saudi Arabia.



FDO. Operate a force asset such as a helicopter for over the horizon searches with a fully integrated Flight Deck Officer system. Using our Virtual Reality trainer, you can simulate all the procedural evolutions carried out by the flight deck team including, lashing on/off, engine start/shutdown, passenger transfers, fuelling, Vertical Replenishment, Inflight refuelling plus others. Emergency procedures including, engine fire, crash on deck, helicopter ditch. You can change the environment to suit your requirements. Our System is delivered in either a classroom setting or mobile, whichever you prefer. Each system has one platform and three helicopters as standard. **A multi spot system is being developed.**



Harbours. Build or import harbours familiar to the customers' requirements and regions. We have numerous harbours ready for you to use with other in active development from across the world, including Plymouth, Portsmouth, Faslane, Duqm, Muscat, Dammam. All of our harbours simulate the real harbours with pinpoint accurate navigation lights, IALA 'A' and 'B' buoyage data as well as accurate depth information.

Catalogue of Vessels and Aircraft. A fully stocked library of both military and civilian vessels and aircraft to build a realistic environment at sea.

Arleigh Burke Class



Khareef Class



Pilot Vessel



Survey Vessel



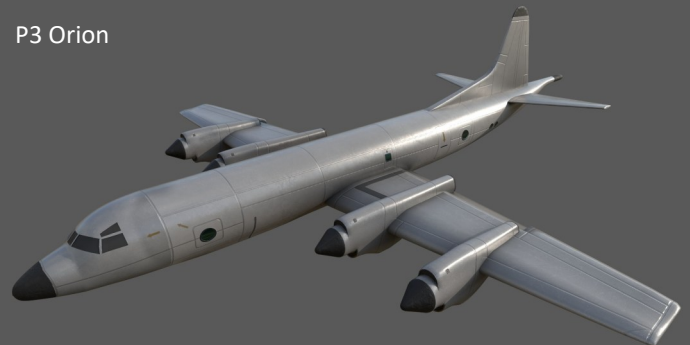
Type 26



Merlin



P3 Orion



Dhow



Jet ski



Components of the Fleetman Family of Simulators

Fleetman comprises of the following:

4. Fleetman Bridge Simulator.
 - COTS Server PC (networked) to operate Fleetman software,
 - Additional software, depending on the requirements for ECDIS, communications, RADAR and Fire Control Trainer (FCT),
 - Instructor Operating Station(s) (IOS),
 - Ships Helm,
 - Throttle controls,
 - Bridge consoles,
 - Chart table (if required),
 - Pelorus
 - Echo Sounder (if required),
5. Fleetcomms:
 - Fleetcomms software on each student PC and Instructor console
 - Commercial-off-the shelf (COTS)PC Hardware,
 - COTS Headset,
6. Fleetworks Training Simulator
 - Fleetman software on a networked server,
 - IOS PC to create and save exercises,
 - Introduce weather conditions for RWE training,
 - Introduce communications failures for RWE training,
 - Place students in specific positions, example, formation one,
 - Hoist flags/signals/shapes on ship's yardarms,
 - Pass ships positions using internal/external comms equipment,
 - Insert other vessels for realistic Rule of the Road situations,

Fleetman Users

Since 2004, DTM Global has delivered various versions of the Fleetman Training System to national and international customers:

- Royal Navy of Oman - Maritime Training Centre, Wudam.
- UK Royal Navy – Maritime Warfare School, HMS Collingwood.
- UK Royal Navy - Close Range Training Element, HMS Collingwood.
- UK Royal Navy – Royal Navy School of Seamanship, HMS Raleigh.
- UK Royal Navy - Communications Training School, HMS Collingwood.
- Kingdom of Saudi Arabia - Royal Saudi Naval Forces, Technical Institute of Naval Studies (TINS), Dammam.
- Kingdom of Saudi Arabia - Maritime Training Facility, King Abdulaziz Sea Port, Dammam.
- Iraq – Um Qasr Naval Academy.

Information Videos below can be found at our website - www.dtmglobal.com

Fleetman: Naval Training Simulator

Fleetman: Flight Deck Officer Trainer

Fleetman: Fleet Works Trainer

If you have a vision, let DTM Global help you realise it. Our COTS systems are bespoke to your needs and can be delivered in as little as six months, depending on your requirements. Contact us for more information.

www.dtmglobal.com

Unit Seven Bowker House
Lee Mill Bridge
Ivybridge
Plymouth
PL21 9EF



FLEETMAN
NAVAL TRAINING SYSTEM

Fleetman: Flight Deck Officer Trainer



Flight Deck Officer Trainer Overview

Flight Deck Officer Trainer (FDOT) is a PC-based training system that provides users with a high fidelity synthetic environment detailing all necessary 3D visual and audio cues to maritime flight deck operations. A live video facility allows FDO instructors to watch and respond by controlling the helicopter's flight path, to students' marshalling signals, as well as recording exercises for playback and review, all in a fully immersive Virtual Reality (VR) headset worn by the FDO student.

FDOT can be supplied with a specified list of helicopter and ship models, compatible with DTM Global's Fleetman family of naval training systems and Insight Recognition Training System. Scenarios can be created to enable the teaching of correct marshalling techniques during launch and recovery, and also standard emergency procedures. Using entry-level PCs, FDOT runs on COTS PC technology using Microsoft Windows ® operating systems (OS).

The aim of FDOT is to provide positive procedural training for trainee FDOs, with any helicopter and vessel. Positive procedural training infers that no negative training is imparted by DTM Global's FDOT: that is, a trainee cannot learn the incorrect procedure or marshalling signals as it is the instructor that controls the helicopter. It will enable the student to be introduced to and then learn the flight deck procedures in a benign environment, and progressively introduces more complex scenarios under the direct control of an instructor. This will allow students to gain familiarity and confidence with the signals and procedures before being exposed to live flight training.

7. The training provided by FDOT includes:

- Interactive marshalling signals for launch and recovery.
- Simulated flight deck operations.
- Flight deck communications.
- Standard emergency procedures.
- Environment and sea states.

8. The basic configuration for FDOT is:

- One (1) instructor PC workstation running the FDOT software, with display.
- One (1) LCD projector and/or screen.
- One (1) sound system.
- One (1) Virtual Reality Headset (various to choose from).
- Two (2) hand controllers for hand signalling day/night.



FDOT Functional Capabilities

The FDOT provides realistic platforms, ship's flight deck, helicopter & flight deck crew in a virtual environment for effective operational procedures training of FDO students. The FDOT is a standalone training solution to support individual FDO skills training.

The trainer offers the instructor the choice of vessels that are capable of operating helicopters. DTM Global has a large database of 3D models, used within the Fleetman Bridge Trainer and Insight Recognition Training System. DTM Global would provide a generic 3D model ship flight deck. The FDOT VR headset provides the FDO's view of a ship's flight deck, whilst the ship is underway at sea conducting flying operations. Flight deck crew and pilot's hand signals are clearly displayed according to the exercise scenario. The instructor also has a view of the flightdeck through the student's headset via a separate screen at the instructor station.

The instructor is able to communicate with the student FDO via voice or through hand signals from the pilot, depending on the scenario and situational requirements.



The FDO student will give the appropriate marshalling signals for the helicopter pilot (instructor) to follow in order to safely operate on the platform.

The system is delivered with your choice of ship model and three (3) helicopters of your choice. DTM Global possesses a large database of helicopter and unmanned aerial systems (UAS) that can be utilised within the FDOT subject to specification.

The instructor is able to communicate via a wireless headset with the student to simulate command and control orders from key personnel within the ship (such as HC, OOW, PWO etc).

FDOT can simulate day or night operations with fully configurable navigation, landing and high intensity strobe lights (HISL).

The instructor monitors the FDO student remotely via a webcam and corresponding feed to the instructor work-station.

The instructor can control the helicopter using an Xbox controller or keyboard controls as directed by the students hand signals (marshalling signals), or manually, to reinforce emergency situations.



Instructor Options:

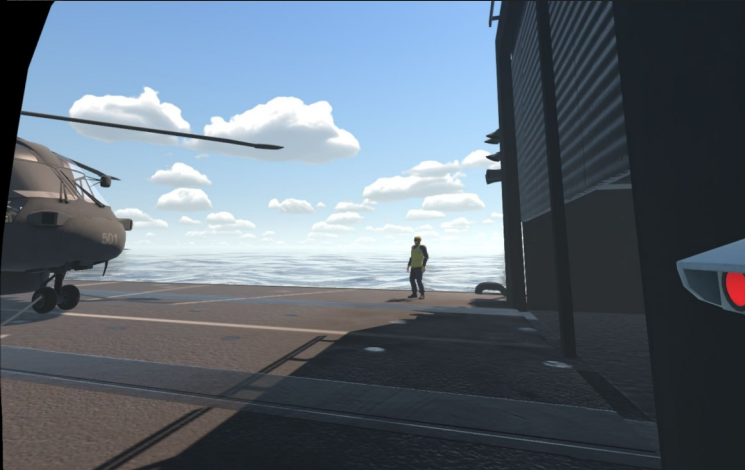
- Control of the helicopter, responding to the FDO's marshalling signals
- Control of visual requests and commands from the pilot and aircrew
- Simulation of command and control orders
- Monitoring of student marshalling signals
- Control of environmental conditions
- Playback of video of correct marshalling signal to the students
- Selection of landing platform (flight deck)
- Selection of helicopter model



Note: Detailed flight deck models of customer specified vessels can be added and customized to order (cost option). The production time for the creation of a 3D vessel is approximately 3 days. The customer is required to provide photographs of the vessel's, specifications, dimensions and lighting arrangements etc. DTM Global modellers and technical artists would use this information to create a working model.

Key features of FDOT include:

- Training for single-spot helicopter operations
- Realistic helicopter manoeuvring
- Own ship manoeuvring
- Dynamic sea states
- Environmental effects
- Correct execution of standard and emergency procedures
- Identification of and response to incorrectly executed procedures
- Response to aircrew visual signals
- Control of flight deck personnel (avatars)
- Identification and correction of any helicopter operations procedural errors
- Start-up and shutdown routines (including engine fire)
- Fore and aft landings and launches
- Relative wind launch and recovery
- Rotors-running refuel
- Rotors-running refuel with fuel spillage
- Passenger transfers
- VERTREP
- Hold on deck/wave off
- Crash on deck
- Ditching
- PC based (VOIP) communications between instructor and student positions.
- Student activity can be recorded for playback and de-brief.
- Emergency Low Visibility Approach (ELVA)



www.dtmglobal.com
Unit Seven Bowker House
Lee Mill Bridge
Ivybridge
Plymouth
PL21 9EF

Fleetman: Flight Deck Officer Trainer
[here](#)

Fleetman: Fire Control Trainer

Product Overview

The Fire Control Trainer (FCT) is a simulator that encompasses a simulated marine environment where naval and coastguard gunners can learn and practice the skills required for the remote operation of Automated Small Calibre Guns and was initially designed to replicate the functionality of MSI Defence Systems Remote Operator Console (ROC) and behaviour of the Seahawk Gun Weapons System. FCT can be easily modified to any ASCG with a Below Deck Assembly (BDA) or ROC. The FCT is capable of standalone and integrated modes of training. In the standalone mode, the FCT can be used to support individual gun ROC operator skills training. In the integrated mode, the FCT simulation can be interfaced with the Fleetman Bridge Simulator and multiple ROCs positioned on a single virtual ship or multiple ships within the simulation environment, enabling synchronized whole/integrated team gun engagement training exercises and command safety team (CST) training.



The Aim of the Fire Control Trainer

The aim of the FCT is to increase mission effectiveness by providing a simulated but realistic weapons system that enables ROC operators to learn, practice and perfect their skills in a benign training environment. Instructors can use pre-determined scenarios or build their own to gradually increase the difficulty of the scenarios to which the ROC operator has to adapt to, as they would in a live situation, no two scenarios could be the same. This ASCG simulator functions the same as the live system, but without wasting valuable ammunition thereby saving costs. The weapons team are able to plan, set and conduct recognition, tracking and target engagement within a virtual environment.

Objectives and Training Levels

The FCT has been designed to fulfil the following objectives and training levels:

9. Procedural training for naval gunners:
 - Operation of MSI-Defence Systems Remote Operator Console (ROC) for the Seahawk Gun Weapons System and derivatives.
 - Operation of Seahawk Electro-Optic Device.
 - Pre-mission modes.
 - Safety drills.
 - Look-out procedures and target acquisition.
10. Target engagements:
 - Single targets.
 - Multiple targets.
 - Manoeuvring targets.
 - Targets within variable sea states, time of day and visibility.
 - Integrated multiple ROC modes.
11. Standard operating procedures including FCT component failures.
12. Collective training for members of a Command Safety Team (CST), using Fleetman Bridge or Desk-Top Simulator for:
 - Conducting Officer (Gunnery Officer or Principal Warfare Officer).
 - Command Blind Safety Officer.
 - Command Visual Safety Officer.
 - Command Equipment Safety Officer.
 - ROC Operators/Gunners.

Key Advantages of the Fire Control Trainer (classroom system)

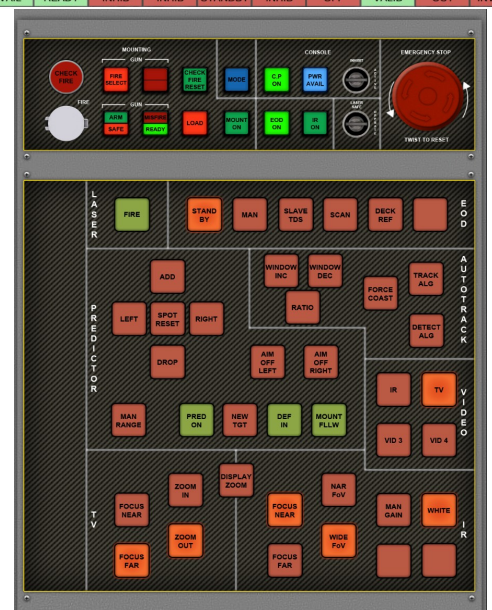
The FCT offers the following advantages:

13. **Cost-Effective.** Use of the FCT negates the use of costly live firing exercises and the use of real equipment.
14. **Scalable, Realistic Procedural Training.** The FCT promotes positive training through realistic simulation of the ROC panel controls and interaction with the immersive environment.
15. **Scenario-Based Training.** The use of a synthetic environment to create exercises allows instructors to create an infinite number of scenarios which ordinarily would not be available on a single live firing exercise.
16. **Collective Training Solution.** FCT offers the capability to train Command Safety Teams and multiple ROC operators using a single, low-cost training simulator.
17. **Rapid Customization.** FCT can be easily adapted to simulate different gun types and EODs.
18. **Distributed Interactive Simulation (DIS) Compliant.** FCT uses its advanced SimHub protocol to enable a wide variety of software components to communicate (NMEA 0183) in real-time. This technology is well proven and deployed on a number of customer sites. The FCT is Distributed Interactive Simulation (DIS) compliant and uses this protocol to connect with Full Mission Bridge Trainers.

Components of the FCT

A basic FCT comprises of the following:

19. An Instructor Operating Station, allowing instructors to:
 - Create training exercises.
 - Position students at specified ROC operator positions.
 - Insert FCT component failures.
 - Control targets.
 - Control the environment (time of day, sea state).
 - Record student actions.
20. Maritime virtual simulation environment, including terrain or harbour models and variety of naval targets.
21. Weapon ballistics simulation.
22. A Remote Operators Console (ROC) Position, replicating upper and lower panels, control grip and video display of the MSI-Defence Systems Seahawk A2 ROC.



Key Advantages of Fire Control Trainer (Mobile system)

The Mobile FCT offers the following advantages:

- **One Peli Case.** Can be moved from training base to training base, not fixed.
- **Train anywhere, anytime.** Training can be conducted anywhere there is a power source.
- **Easy to Transport.** Could be transferred from ship to ship.
- **Set-up in five minutes.** The instructor can have the system ready to use quickly.
- **Plug & Play.** Does not need to be networked, completely standalone system.
- **Always Available.** The weapon system onboard the ship doesn't have to be available in order to train.
- **Worldwide Support.** Can be support remotely via Team viewer.



- Train to operational standards
- Maintain operational effectiveness of operators
- Record and extrapolate data for accurate record keeping
- Save the service money in ammunition wastage
- Train remotely, not just at the training school/ college.
- Windows based laptop (supplied)



Customization

Although FCT represents a turn-key solution for the MSI Defence Systems Seahawk A2 ROC, the FCT can be customized to specific end-user requirements. These may include:

- Other small calibre guns - The FCT can be configured to emulate any gun fitted to an MSI Defence Systems mount or similar lightweight mount. End users will need to supply the ballistic characteristics of the gun system fitted.
- Customer-specified terrain and harbour models.
- System supplied with 20 sea platforms which can be increased if requested.
- Customer-specified ship 3D models.
- Integration with associated simulators through DIS protocol.
- System can be configured for weapon systems up to 40mm.



Iraqi Navy Swift boat Crew Training Facility, Um Qasr

The FCT application was originally developed for the Iraqi Navy's 30mm Automated Small Calibre Gun (ASCG) as mounted on the 60m Al Basra class offshore patrol vessel (OPV). The FCT is required to operate in a stand-alone mode for individual ROC operator training, and also in an integrated mode with the Iraqi Navy's full mission bridge trainer, facilitating collective training. Following the success of this project, a second FCT was purchased for the 35m inshore patrol vessel (IPV). Following an upgrade in 2020, both the 35m IPV and 60m OPV FCTs have been fully integrated into the Iraqi Navy Full Mission Bridge Simulators (FMBTs), enabling full command team training. (DTM Global also supply the FMBTs software.)

UK Royal Navy Maritime Warfare School, HMS Collingwood

Primary procedural trainer for the UK Navy's ASCG-equipped vessels.

Following the successful delivery and installation of the FCT in Iraq, DTM Global teamed with MSI-Defence Systems to supply two four-position FCTs in the Maritime Warfare School at HMS Collingwood. The unique configuration allows stand-alone training for single ROC operators or integrated training for multiple ROC operators, such as 2-positions vessels (Type 23 Class) or 4-position vessels (Ocean Class and Queen Elizabeth Class).

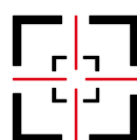


The FCT uses a high quality 3D marine environment to immerse Weapon Operators, Warfare Officers and members of the Command Safety Team in a virtual naval environment. Weapon Operators learn initial operating procedures in a benign environment leading up to weapon firing exercises.

The FCT from DTM Global is a comprehensive and cost effective training solution that delivers considerable safety benefits and cost savings by allowing student skill levels to be developed to near-operational standards prior to discharge of live ammunition.

www.dtmglobal.com

Unit Seven Bowker House
Lee Mill Bridge
Ivybridge
Plymouth
PL21 9EF



Insight Recognition Training System



Insight Product Overview

Insight is a multi-faceted software product that provides state-of-the-art platform recognition training, as well as facilitating operational roles in intelligence, surveillance and combat identification (CID). This has been achieved by combining high-resolution 3-dimensional (3D) imagery and a series of powerful relational databases within an easy-to-use, graphical user interface (GUI). Initially developed for military recognition training, Insight has embraced a network-enabled capability, allowing the rapid dissemination of information to the war-fighter, resulting in increased operational effectiveness and higher readiness levels. The multitude of data and methods of visualisation can easily be customized to specific end-user needs. Additionally, the system can be adapted to add new databases and tools.

The Aim of Insight

The aim of Insight Recognition Training System to provide effective recognition, combat identification and intelligence training to operational joint forces personnel, through the improvement of visual and multi-spectral combat identification skills. The improvement of combat identification will save lives through the reduction of fratricide and will lead to an increase in mission effectiveness.



Insight Objectives and Training Levels

Insight Recognition Training System has been designed to fulfil the following objectives and training levels:

23. To provide combat identification (CID), electronic warfare (EW), intelligence and C4ISTAR instructors with software tools to create, manage and analyse instructor or student-led courseware, through lessons, tests, courses and an embedded learning management system. Instructors will use Insight at the following levels:

- Initial training in the recognition of friendly and hostile platforms.
- Role-specific training, such as within EW, C2, air defence, Special Forces and intelligence organizations and training centres.
- Theatre-specific pre-deployment training, such as peacekeeping and coalition operations.

24. To provide operational personnel with a performance support tool for mission preparation, joint sensor-signature database and continuation training regarding CID, EW and C4ISTAR operations.



Insight Recognition Training System

Advantages of Insight

Insight has evolved through wide-based research into pedagogical approaches to recognition training, supplemented by significant subject matter expertise (SME) input from recognition experts worldwide. Insight offers the following advantages:

Multi-Faceted Training and Operational Utility.

Insight can be used for initial recognition training, operational role recognition training and theatre-specific pre-deployment training.

End User-Updateable/Portal Access.

All multi-media files and libraries are fully user updateable. Unclassified imagery is supplied, but customers can enter their own classified imagery. This allows customers to develop, maintain and operate Insight according to their own needs.

Immersive 3D Visualization.

Accurate 3D models provide a unique CID training capability. Platforms can be rotated to any aspect, compared against similar platforms from any angle and range.

Distributive Training Solution. Built-in utilities are provided for creating interactive CID training tutorials and tests. These use a CBT format, with tutorials and tests easily and rapidly created from Insight's multimedia files and data. This facilitates student-led learning and standard methods of instruction.

Rapid Customization. Insight has been designed as a service-orientated architecture, allowing rapid reconfiguration and optimization to provide specific weapon system and sensor training. Examples include periscope training, anti-armour weapons systems, ground-based air defence and air-to-ground targeting pods.

Insight System Architecture

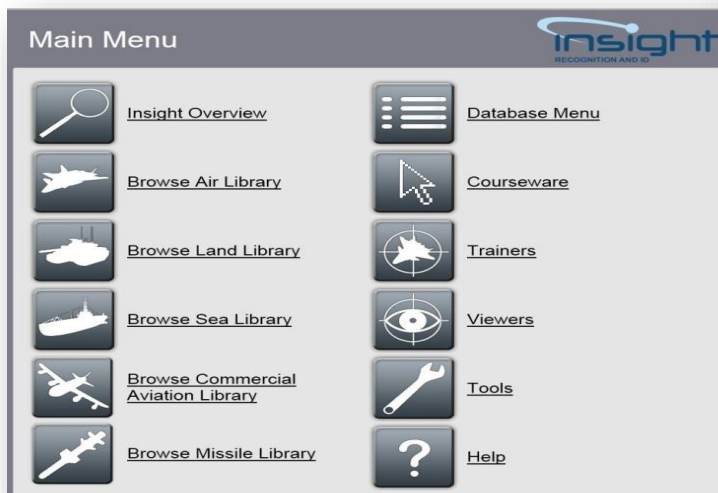
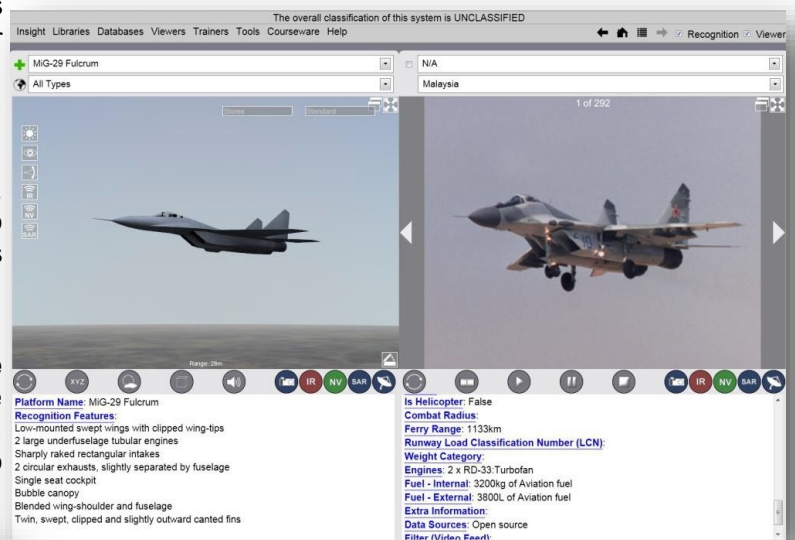
Insight uses a common kernel of 3D models and related databases, from which specific applications can be generated. The basic Insight system architecture consists of:

Insight Learning Management System (LMS). This facilitates the statistical analysis of individual, unit or force level recognition/CID training proficiency levels, and verification and validation of training standards. The LMS is SCORM[®] compliant.

Insight Computer-Based Training (CBT) System.

This allows recognition and CID training curricula to be created and edited according to specific end-users needs, using tutorial and test templates and multi-media files.

Insight Recognition Training Curricula (Core Lessons). Pre and post-tutorial tests would provide statistical evidence to validate training objectives. Standard CBT tutorials are provided on How to Use Insight.



Insight Platform Libraries. Within Air, Land and Sea libraries, a common format is used to display and interact with 3D models and a wide range of media such as digital video, audio and still images of any representation. The platform libraries provide an interactive e-book reference capability, all libraries are end-user updateable.

Insight Tools. These include threat visualization, editing and administration tools to create new threat view-points, multi-spectral textures and to amend databases and libraries, as well as accessing on-line help, video conversion and print options.

Insight Customization

Although the Insight Recognition System represents a turn-key solution to recognition training, all versions of Insight can be customized to specific end-user requirements. These may include:

25. Language – up to 180 languages.

26. Different types of libraries:

- Air platforms.
- Land platforms.
- Sea platforms.
- Ballistic missiles.
- Commercial aviation.

27. 3D Viewers:

- Insight 3D Viewer for Air-to-Air, Air-to-Ground, Ground-to-Ground, and Ground-to-Air Visualisation.
- Insight Thermal 3D Viewer.
- Insight SAR 3D Viewer.
- Insight Night Vision 3D Viewer.

28. Relational database tables:

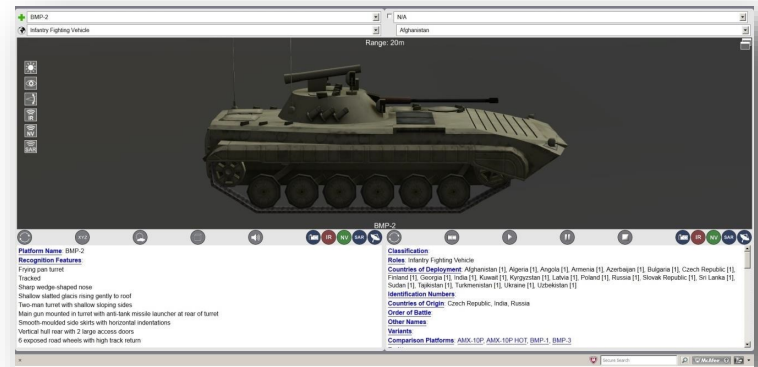
- Air platforms.
- Commercial aviation platforms.
- Land platforms.
- Sea platforms.
- Emitters.
- Weapons.

29. Types of trainers:

- Generic sight trainer – for testing recognition and identification skills through a weapon sight.
- Multi-role trainer – for creating recognition and identification training simulation vignettes, using multi-spectral textures of 3D models and digital terrain, and editable lens optics.

30. Training tools:

- Order of battle generator – for the creation of training posters relevant to geographical threats.
- Missile engagement zone – for the 3D depiction of missile threat zones on digital terrain.
- Thermal editor – for end-user editing of thermal textures.
- Night vision editor – for end-user editing of night vision textures.
- Stores editor – for adding external stores to aircraft.



Insight Recognition Training System

31. An Insight Recognition Training System is delivered with the following:

- Insight Recognition Training System software removable hard disk.
- System configuration, installation and activation service.
- Train-the-Trainer and Administrator Courses.
- Software support.

32. The Insight Recognition Training System software consists of the following:

- Password-protected log-in access.
- Insight LMS, which facilitates:
 - Recording and analysis of student progress and performance.
 - Instructor-led recognition and CID training.
 - Student-led recognition and CID training.
 - Design of recognition and CID lessons and tests.
 - Creation of recognition and CID training courses.
- Five hundred (500) 3D models, with corresponding multimedia files, including images, 2D graphics and digital video or digital animation if available. (Additional 3D models may be purchased at a later date.)
- Embedded Help and Insight Recognition Training System User Manual.

Insight Users

Since 2001, DTM Global has delivered various versions of the Insight Recognition Training System to thirty one (31) international customers in 12 countries.

Designs in Detail

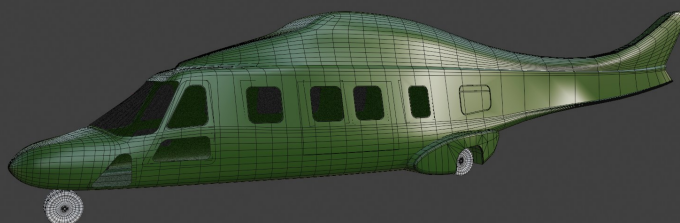
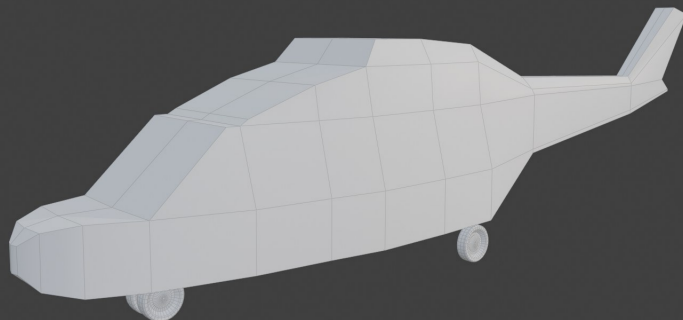
When a customer comes to DTM Global for a particular model or platform, our 3D Artists will work with the customer to obtain exact details of their requirements. This ensures that the customer not only gets what they want but also reduces time and effort during the design and modelling process. If the model or platform is new to our library, our 3D artists may request images to work from or carryout extensive research into the characteristics of the platform, including but not limited to; livery colour, additional features required, weapon loads (if appropriate), sliding or opening doors, operational rotors, etc.

Our 3D artist will begin with a basic shape or outline of your model/platform. We may use numerous shapes to build the outline before bringing them together to create your basic model. We may, at this stage add any wheels or additional features the customer has requested or is required, depending on the variant required for that particular scenario.

Once the 3D artist is happy with the basic shape, we will begin to build on that shape by rounding edges or smoothing lines to begin to resemble the shape required from his extensive research or from details provided by the customer. Adding Windows where required, fuel caps or cargo compartments where additional storage or operational requirements require this to be part of the design, build and user requirement.

When the design is complete, our 3D artist will begin to layer further details to the model. This will include, external features such as antenna, lighting, wings and propellers. If the customer has required wheels that fold during take-off or landing, these will be added, or maybe ski's, depending on its role. This process begins in a similar way as the initial design and follows the path shown to the right, and once complete, will be added to the overall shape of the model.

The next and final stage is detailing and texture. This is what really brings the model to life, in a simulation scenario obviously. Adding wiper blades, shadows in areas where sunlight may reflect off shiny surfaces. If required by the customer, we may add crew to the aircraft, such as pilot, navigator or ground crew for fuelling or loading weapons or stores for example. Here you see the finished model, a Westland AW149, ready for the customer.



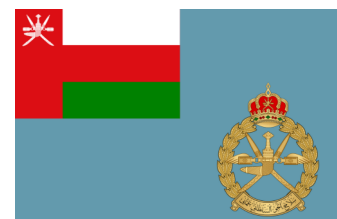
Our Partners

Over our 25 + years of business, DTM Global have and are still collaborating with some of the worlds largest organisations to deliver state-of-the-art simulated training solutions to the worlds military. We pride ourselves on our work ethic and philosophy of :

**Innovative Software + Realistic Training
= Force Readiness**



trusted to deliver





DTMTM

GLOBAL



@dtm-global

www.dtmglobal.com



Unit 7 Bowker House, Lee Mill Bridge
Ivybridge, Plymouth
Devon, UK, PL21 9EF
Tel: +44 1752 371650
Email: sales@dtmglobal.com



ISO 9001

