

4<sup>th</sup> International Conference and Expo on

# Computer Graphics & Animation

September 25-26, 2017 Berlin, Germany

## Training simulator for air defense artillery

**Javier Edgardo Luiso**  
CITEDEF, Argentina

In time of peace, training is the most important activity for the military forces. The main goal is to allow their staff to be instructed by performing their specific activities in conditions as close as possible to the reality. Computer-graphics-based military training simulators fulfill this essential requirement as one of the most efficient ways. Argentine Army was interested in a simulator to train a complete section of the air defense artillery. A section is composed of 4 gunners that work in a coordinated way. Therefore, the simulator we built allows the simultaneous training of the section. This means that all gunners are immersed in the same virtual environment so as to be trained to avoid the attack of enemy aircrafts in a coordinated way. We describe the solution developed for the simulation of enemy aircrafts that was part of the design and development of the simulator. The behaviours of these aircrafts, the way they move and attack, were implemented with goal driven agents combined with steering behaviours.

### Biography

Javier Luiso is an Electronic Engineer (Universidad de Buenos Aires). He works for CITEDEF (Scientific and Technical Research for Defense Institute) as project manager for the Computer Graphics and Visualization Division. He has work in the design and development of training simulators for army forces. In particular the simulator for advanced observer and air defense artillery. As an engineer he is part of GPSIC, Research laboratory at the Electronics Dept. of FIUBA, with focus on signal processing, system identification and automatic control.

javierluiso@gmail.com

Notes: