



Cybernet Systems Corp.  
3885 Research Park Drive  
Ann Arbor, MI 48108  
734-668-2567

# Augmented Reality Live Fire Training



## Results

Cybernet built and demonstrated a soldier training immersive augmented reality trainer, featuring accurate immersive world/real-world position and orientation correlation technology.

## Benefits

- Improved range of dismounted soldier training within a constraint training environment space
- Ability to overlay virtualized threats over actual terrain in a MOUT facility

## Problem

The U.S. Army trains both in live mode with MILES and in virtual mode with various training simulators. Combining these training modes would provide realism with the range of scenarios possible in training simulation.

## Solution

Cybernet demonstrated a prototype system that:

- Projects 3D training virtualization to the soldier through head mounted display
- Provides accurate weapon, soldier position, and soldier view point determination measured through a set of fused compact MEMS solid-state position and orientation sensors

## Contact Data

PI: Charles Cohen, Ph.D.  
PM: Katherine Scott  
Contracts Dept: Robert Neer

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3885 Research Park Drive  
Ann Arbor MI 48108  
734-668-2567  
info@cybernet.com

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