

SIAT



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Integrated Training System for Land Forces



SIAT Program (Integrated Training System for Land Forces) involves Vitrociset, in cooperation with CUBIC Defence New Zealand in the implementation of a modern and sophisticated Constructive and Live integrated simulation system.



The SIAT program will develop an enhanced Constructive Simulation capability at the Simulation and Validation Center of the Italian Army and the Combact Training Centers for the Live Simulation at the Infantry and Cavalry Schools and in dedicated Training Ranges.

CONSTRUCTIVE SIMULATION

Constructive Simulation is based on the action of simulated entities in the simulation environment, lead by real people with the target to train various grades Commanders and their staff, in the fulfilment of their Command and Control function (C2).

That simulation allows the drill of operations in joint and combined environments and its main feature is an extreme flexibility on the definition and evolution of operational scenarios (symmetrical and asymmetrical threats).

The use of Constructive system provides a high definition, multilevel, high realistic environment where Commanders and their staff can train on the entire variety of operations:

- Commanders interact through their C2 systems with the dependent units;
- The subordinate units act in the simulated environment using their C2 systems to provide their Commanders with the information on the evolving situation;
- The evolution of the operations can be watched from a Control Room;
- The system is able to control over 100.000 entities in a wide range of dynamic environments where more than 20 different parties (hostile, allied and neutral forces) can interact.



The Constructive Simulation is designed for:

- Military training;
- Analysis and testing;
- Planning;
- Mission rehearsal.

The simulator is able to manage both aggregate and individual entities; includes models for air and naval support, either allied or hostile artillery, logistic, intelligence etc.

The simulation can support multiple different operations and scenarios dedicated to Army, Navy, Air Force, Police and, generally, to all national Armed Forces.

LIVE SIMULATION

Live Simulation enables the military units to operate in real environments using both individual weapons and unit weapon and unit weapon systems; its target is to train all the military units from “Tactical Group” level unit to the individual fighters on field.

The simulation allows the play of the fight on battlefield typically between opposite forces (i.e. Blue & Red Forces). Soldiers and vehicles are provided with dual simulators, dramatic and fire effects are reproduced without using real weapons, also involving virtual entities.

The battlefield, conveniently equipped, is built to be close to reality either in mounted urban scenarios or in open fields. The simulation is monitored and played by a control system.

LIVE & CONSTRUCTIVE INTEGRATION

Combining the two systems in the implementation phase, it is possible to extend the targets of the simulation enabling to train at the same time both various ranking Commanders and individual fighters on field.

This, adding to the flexibility features and the complexity of scenario, run by Constructive Simulation, the true-life effects of a battlefield.





VITROCISET S.p.A.

Via Tiburtina, 1020

00156 Rome - Italy

+39 06 8820 3027

difesa@vitrociset.it

www.vitrociset.it