

Hyper-Realistic™ Urban Environment Test Capability

Providing the Ultimate Hyper-Realistic™ Urban Testing Environment

The DoD test community faces a significant challenge conducting Technical and Operational Testing in operationally relevant environments to keep pace with rapidly evolving world situations.

To address this need, our Hyper-Realistic™ Urban Environment Test Capability offers fully realistic testing in relevant Contemporary Operating Environments (COEs). Our capability includes realistic structures, weapons, uniforms, role players and medical injury effects to replicate the threat and urban infrastructure. We also provide the battlefield weapons effects, EM environment and sound needed to replicate the urban effects. Its rapid reload capability accommodates high throughput, and its reconfiguration capability lets you quickly switch between COE's.

Our Hyper-Realistic™ Urban Environment Test Capability includes the instrumentation required to enable data collection on weapon system performance, participant registration, position and location tracking, video capture, real time control of events and recording for both real-time feedback and after action review.

The live urban area is easily scalable for physical size. It is further expandable using LVC tools to create a full spectrum urban environment to maximize flexibility and realism.

The Hyper-Realistic™ Urban Environment Test Capability is a co-development project offered by EWA Government Systems, Inc., in partnership with SAIC, Strategic Operations Inc., and Thinkwell Design & Production.



Your Complete Test Solution

- Realistic, reconfigurable structures
- EM and threat urban environment
- Registration, planning, position/location, tracking and AAR
- Video capture, transmission, and digital recording
- Supports distributed LVC testing
- Realistic Hollywood style effects providing the COE
- Entertainment industry design for rapid transformation/rapid reset
- Testers have real-time control of events, allowing for scenario modification
- Authentic role players: ethnic/cultural and traumatic wounds