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TEAM PROJECT INFORMATION FOLDER – FEBRUARY 2015

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| - | guidance, trainer, VBS, simulation |



PROJECT TITLE:

Rescue helicopter landing guidance trainer

PRODUCT APPLICATIONS:

Any means of training people to use appropriate gestures (if appropriate model will be created) e.g.:

- 1. Rescue helicopter landing guidance,
- 2. Plane launching on aircraft carrier,
- 3. Flag semaphore.

APPLIED SOLUTIONS:

1. Microsoft Kinect is used to recognize user's gestures and position and is an interface to the system.

2. Simulations are created in Virtual Battlespace 2, software created by Bohemia Interactive Simulations for military simulation and game-based trainings.

3. Gesture recognition system analyzes data streams from Kinect device and passes information about recognized user's action and sends them into commands queue in simulation software.

4. VBS 2 uses avatars with predefined set of moves to act on gestures recognized from Kinect camera.

5. Multiple training scenarios can be scripted in VBS solution, depending on training purpose.

PRODUCT FEATURES:

1. System can be run on one PC.

2. Many possible applications if appropriate models will be created.

3. Two modes of operation: one sided (only guiding person is trained) and two sided (both guiding person and pilot are trained).

- 4. System improves muscle memory by using motion tracking as user interface.
- 5. System is portable and have relatively low requirements.