



Lockheed Martin's Land Training

Evolving technology to meet customers' needs

Scaled Immersive Land Training Solutions

Proven Live, Virtual and Constructive land training systems based upon an open and scalable architecture providing insertion of emerging technologies to meet warfighter training needs.

An enhanced solution for results:

- Scalable to meet the training mission
- Develops individual, crew and collective skills with robust planning and After Action Review Tools
- Point of need delivery with flexibility to conduct large training missions from geographically disbursed locations
- Delivering long term sustainment solutions
- Leverages proven programs of record solutions

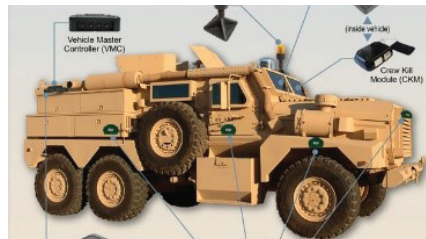
Live Training Systems



Digital Live Fire Ranges (DLFR)

Make Every Round Count

- Immerses crews in integrated, realistic live fire training exercises with threat, neutral and friendly simulations



I-MILES Vehicle Tactical Engagement Simulation System (VTESS)

- Next Generation Force on Force Training
- Open Architecture Delivers True Interoperability



Urban Training Solutions (UTS)

Squad to brigade level exercise capability in complex urban environments

- Tracking and analysis of Sustainment Training and Mission Rehearsal for the Full Spectrum of Operations

Synthetic Training Systems

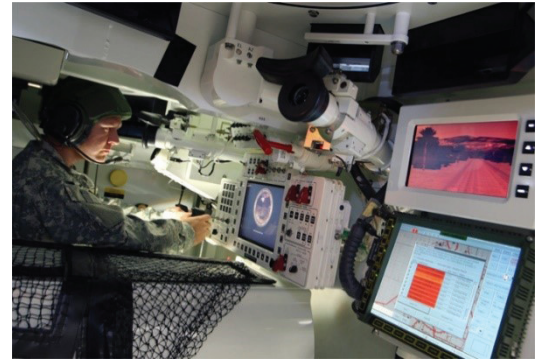


Reconfigurable Virtual Skills Trainer (RVST)

- Utilizes the latest COTS virtual reality technology to provide both semi-immersive and fully immersive training experiences while retaining the physical fidelity of grips and controls required to maintain soldier muscle memory
- Utilizes our additive manufacturing, improves affordability of maintaining concurrency, and flexibility at the point of need
- Use of hardware and software abstraction layers within the RVST open architecture promotes improved interoperability, ease of integration, and improved component health monitoring



Joint All Domain Operations Staff Trainer (JADOST) Covering the Full Spectrum of multi domain Operations



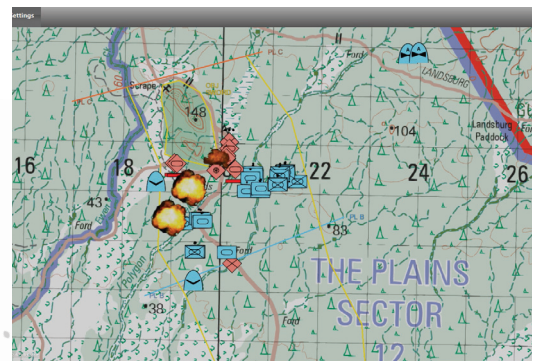
Gunnery Training Solutions

- Enhancing precision gunnery skills for individuals, crews, and platoon
- Qualification training and preparation for live fire and maneuver training



Scalable Advanced Graphics Engine (SAGE)

- Advanced image generation system uses commercial gaming graphics to deliver incredible realism to warfighter training



Enhanced Perception and Integrated Control (EPIC)

- Common operating picture for all Live, Virtual, and Constructive exercises