



3D Content Libraries

MVRsimulation® Virtual Reality Scene Generator® (VRSG®) includes a substantial set of 3D Content Libraries with over 10,200 high-resolution 3D models that include military platforms such as aircraft, vehicles, weapon systems and UAVs. The model library also includes commercial and cultural entities to build pattern-of-life scenarios for increased realism in virtual training. MVRsimulation's 3D Content Libraries include many models that support the Combat Air Force Distributed Mission Operations (CAF-DMO) requirements.

The 3D models are constructed from data sources that include photographs of actual platforms and feature detailed geometry; many also include country-specific paint schemes. Most military entity models also include articulated parts, damage states, and advanced animations such as moving wheels or tank tracks that turn at a rate coupled to vehicle velocity. Platform articulating parts can also be animated using JSON files. They are also configured to support real-time, physics-based thermal sensor viewing within VRSG.



Real-time VRSG scene in the devastated urban terrain of Hajin, Syria with the new 3D model of a Russian T-72B3 Turtle Tank. This model of the T-72B3 includes an integrated drone cage with mine plow roller. Attacking in the image is a first person view (FPV) UAV racer-style drone with RPG-7 warhead.



Geospecific building models and bridge in the Ishigaki, Japan terrain database.



F-16 above urban terrain of Tampa, FL; built with MVRsimulation's rapid terrain generation.



The geospecific U.S. Capitol building model as part of the Washington, D.C. terrain database.

Fixed-wing aircraft



Rotary-wing aircraft



Unmanned aerial vehicles



Machine learning training

VRSG's extensive, high-fidelity 3D Content Libraries support Artificial Intelligence (AI) and Machine Learning training for Large Language Model (LLM) programs. VRSG offers the capability to create extensive datasets of visually accurate 3D models in high-resolution geospecific terrain to train LLMs for intelligence, surveillance and reconnaissance (ISR) applications such as combat vehicle identification and target recognition.

With scripted camera settings, hundreds of model images can be taken to create high-volume image datasets of unique platforms in many different environments to effectively train LLMs to accurately and reliably identify the platform from any given angle.

Each model includes highly-detailed geometry with multiple levels of detail (LOD). The majority of vehicle, aircraft and munition models include articulated parts, damage states and advanced animations.

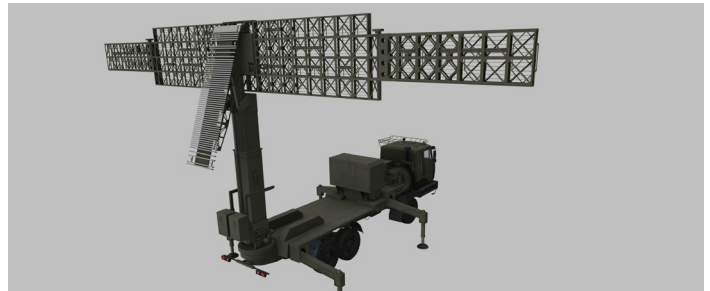
Ground vehicles



Naval vessels



Electronic warfare



New and updated models

MVRsimulation builds new models and updates existing models on an ongoing basis based on current newsworthy and relevant topical information. New and updated models can be seen as at www.mvrsimulation.com/3DContent/WhatsNew.

Browse the complete MVRsimulation 3D Content Libraries at www.mvrsimulation.com/3DContent/model-search.html.

Customers can request new models by sending an email to sales@mvrsimulation.com. Chosen model recommendations are added to the 3D Content Library for all customers at no cost.

All new and updated models are available free of charge to customers with active software maintenance. To access models from our Download Server, you can request a download account at www.mvrsimulation.com/contact/requestdownloads.html.

For more information, visit www.mvrsimulation.com, contact sales@mvrsimulation.com, or scan the QR code.

