MVRsimulation introduces FPV Team Trainer at I/ITSEC 2025

Orlando, Fl, 3 December, 2025: MVRsimulation introduces a new FPV Team Trainer simulator at I/ITSEC 2025, designed to deliver comprehensive team tactics and coordination training for groups of four or more users. The FPV Team Trainer supports full spectrum sUAS training operations for the evolving battlefield, from basic flying training through to operating as an integrated Joint Fires tool in the tactical airspace.

The internally-developed system builds on the FPV UAV Simulator, which delivers a highly-realistic training solution for the operation of agile quadcopter attack drones on the contested battlefield. The FPV Team Trainer incorporates this individual flight training capability into a scalable, networked system that allows users to train together for complex mission tactics in groups, overseen by a networked Instructor Operator Station (IOS). Training takes part in a shared virtual world provided by VRSG, including geospecific virtual terrain populated with real-time VRSG 3D military platform model entities.

Users begin with primary drone flight training, where they learn the basics of sUAS flight training in virtual terrain using dynamic, platform-specific physics-based flight models. The second stage of training covers effective navigation, and virtual target acquisition and identification; and introduces team-based tactics such as the use of virtual smokescreens, perch-and-stare missions for ISR, and working with situational awareness and C2 tools, including ATAK and push-to-talk (PTT) radio. In the third phase of training, groups train for complex FPV team operations including ISR and hunter-killer strike, and learn to work as an integrated part of the tactical airspace alongside Joint Fires operators. This includes working with ATAK, utilizing ISR feed and drone feed, coordinating convoy strikes, dealing with adversary EW tactics, coordinating with JTACs, carrying out swarm operations, and conducting effective radio communications.

The FPV Team Trainer is scalable to provide training for groups of four or more students. A single FPV-4SHIP kit provides a dedicated station for four trainees, consisting of equipment to run group FPV UAV training missions in virtual VRSG terrain on the shared network. Equipment is packaged in a single Pelican case with custom foam for easy transportation to training sites. All equipment is configured to boot in a ready-to-fly state once connected and powered-on.

The FPV IOS provides all equipment required to design and manage training scenarios for one or more FPV-4SHIP kits. The instructor/operator can monitor trainee FPV video and ATAK feeds in real-time and communicate with trainees over PTT voice communications. A single FPV-IOS kit can network with up to five FPV-4SHIP kits, and multiple FPV-IOS kits can be interconnected to further expand the training capability, providing training for larger groups in a classroom-style setting. The FPV-IOS station can also record training exercises, including voice communications, for after-action-review (AAR).

The FPV Team Trainer can be networked with other training simulators that run industry-standard DIS/CIGI protocols for joint training operations in a shared virtual world rendered by VRSG.

In booth #727 at I/ITSEC, the FPV Team Trainer is running demonstrations as part of a complex amphibious assault exercise in VRSG high-resolution Ishigaki, Japan, terrain. It is networked with MVRsimulation's Joint Fires simulation systems, including the Deployable Joint Fires Trainer (DJFT)

and Portable Joint Fires Trainer (PJFT); along with simulators configured as Close Air Support aircraft, and MALE RPAS sensor operator simulators.

About MVRsimulation

Founded in 1997, MVRsimulation develops commercial PC-based software and simulators for the military simulation and training markets. MVRsimulation's real-time Virtual Reality Scene Generator (VRSG) provides the fidelity of geospecific simulation with game-quality graphics, enabling mixed-reality training featuring high-speed 3D visualization content and rapid creation of networked virtual worlds using real-world data. Users can build (with real-world photographic imagery, elevation data, and feature data) high-fidelity virtual worlds with our terrain generation tools, and render in real time. For more information, visit http://www.mvrsimulation.com.