LIFE
Realistic Content For Realistic Training Scenarios

What is LIFE?

LIFE describes what has often been missing from realistic simulation training…the appearance that a scene is "alive" with friendly forces, enemy forces, non-combatants, cars, trucks, and animals. Recognizing this deficiency, SDS developed its LIFE-based Scene Content capability to add the Artificially-Intelligent (AI) driven content required to support effective Intelligence Surveillance and Reconnaissance (ISR) and weapons delivery training in virtually any urban or open-terrain environment.

LIFE-based Scene Content allows customers to experience realistic virtual-worlds, "alive" with content, while executing scenario-based training using SDS' extensive simulation products. No longer are crews forced to scan a barren landscape dotted with minimal amounts of entities. Instead they are immersed in a virtual environment teaming with activity that replicates the real world. Whether it's insurgents emplacing IEDs, children playing soccer or following a vehicle through a traffic jam in a major city, LIFE provides a means to create realistic and challenging environments well suited for training crew members who are involved in conducting reconnaissance/surveillance, gathering intelligence and/or employing weapons.

*Screenshots of SDS' Character Models and Database

- Special Effects (predictable, random, reactive)
- Fixed-Location (static) ground-based entities
- Dynamic (moving and articulated) air, land, sea based entities
- Scripted and AI entities
- Entity reaction to instructor or trainee input (Action results-in Reaction)
- AI behaviors, collision detection, path change, speed change, heterogeneous actions
- Multiple "AI-Areas" where AI driven entities are contained within a defined area
- Partially active AI Groups (not all members of a defined group or crowd utilize their "AI Brains")
- Path guided AI entities (supports multiple paths, AI interaction with other entities, and node Triggers)
- Triggered behaviors and behavior changes
- Event triggers based on range, time or activities
- Triggers may initiate onset of the scenario, specific actions or reactions
- Looping capability within the scenario

LIFE
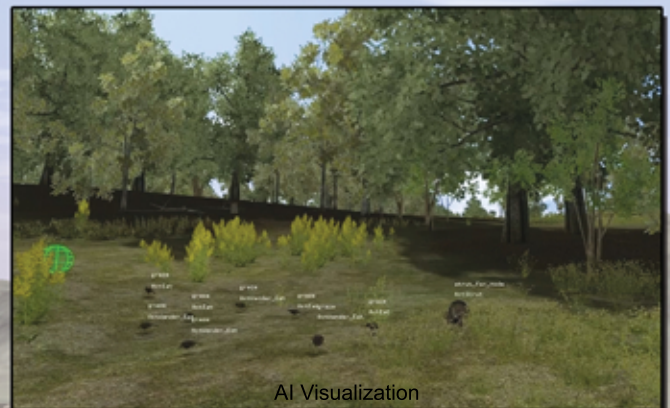## Realistic Content For Realistic Training Scenarios

LIFE Application Capabilities:

Content-rich scenarios provided by SDS' LIFE-Based Scene Content are fully capable of supporting realistic Intelligence Surveillance and Reconnaissance mission training events (such as Patterns-of-Life; Armed-Overwatch, Reconnaissance and Close Air Support) executed in a stand-alone or networked training mode using SDS simulation systems.
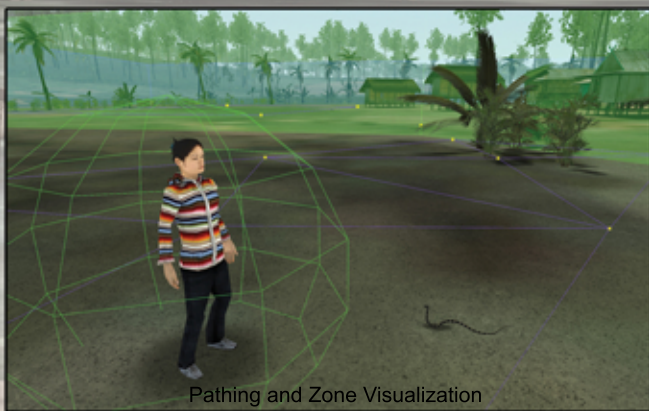
- Scenarios may be delivered as a part of the SDS simulation and training system.
- SDS will work closely with your Subject Matter Experts to tailor specific scenarios to meet your training requirements.
- Scenarios created utilizing the LIFE Application may be distributed to other Local or Wide Area DIS/HLA capable systems.
- New scenarios may be easily downloaded and imported from the SDS website or other users.
- End users may export and share scenarios with other users who have compatible systems.
- End users have the ability to create new scenarios or modify existing ones using the Instructor Operator Station.
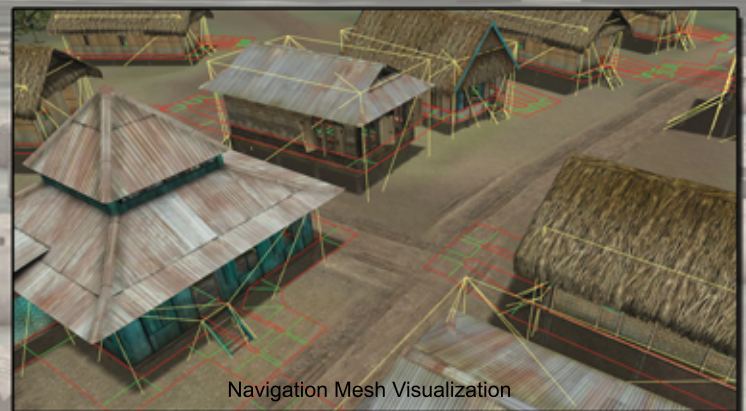

Runtime

AI Visualization

Pathing and Zone Visualization

Navigation Mesh Visualization

LIFE is fully compatable with the following SDS Products:

CYBORG Simulation-Focused, Game Engine Technologies
ROVATTS-Based MQ-9 Mission Training Device (MTD) Simulators
ROVATTS-Based MTD-LITE (Sensor-only) Simulators
RASP (Reconfigurable Airborne Sensor Platform) Simulators
LiteFlite -- Reconfigurable Manned Flight Simulators
Hero-FPS (First Person Shooter) Simulators
Hero-VSS (Virtual Shooting Systems)
Spectator/NEXWARS Viewers

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