



Media Contact:
Lindsey McMicken
Marketing and Communications Manager
Aegis Technologies Group
256-922-0802
lmcmicken@aegistg.com
www.AEgisTG.com

For Immediate Release

Aegis Technologies Exhibiting Full Spectrum Solution at I/ITSEC Conference, Orlando, FL

Huntsville, Alabama (November 19, 2019) – Aegis Technologies is exhibiting at the I/ITSEC Conference Dec 2-6, in Orlando, FL. Visit Aegis Booth #2300 for demos on its theme of Full Spectrum Solution, featuring VR, AR and High Fidelity STE-spec 3D Content.

Aegis is highlighting the latest solutions involving Virtual Reality and Augmented Reality and our High fidelity STE-spec 3D Models. We're featuring a VR shooting range, an Augmented Reality shoot/don't shoot scenario and our 3D models within every demo.

Demonstration Areas include a Virtual Reality (VR) Small Arms Shooting Range, an Aegis Elements VR demonstration of models, Aegis Elements ARCARD Application Demonstration, Augmented Reality (AR) Shoot-Don't-Shoot Scenario Demonstration, and a Virtual Stinger Trainer (VST) / Reconfigurable Virtual Trainer (RVT) Carl Gastav & Stinger Weapons Demonstration.

VIRTUAL STINGER TRAINER™ (VST)

VST provides a commercial off-the-shelf (COTS), ruggedized, affordable and reliable training solution for Man Portable Air Defense System (MANPADS) warfighter training. This VR-based Stinger training product leverages our MANPADS (Stinger)/Improved Moving Target Simulator (IMTS) experience by coupling MANPADS payload dynamics, high fidelity target models and proven software components with the latest in Virtual Reality (VR) technologies. VST provides for a 2-person (Gunner and Team Chief) integrated and immersive Stinger training solution.

RECONFIGURABLE VIRTUAL TRAINER™ (RVT)

RVT provides tactical training within a 360-degree immersive, realistic battlefield environment, to include ground vehicle and Visual Aircraft Recognition. RVT is delivered in ruggedized cases for easy



transport and scalable to fit most training needs. RVT's visual system, weapons, and training assets are untethered and provide full freedom of movement within the training area. RVT allows users to easily reconfigure each training scenario to target specific training objectives.

HIGH-FIDELITY 3D MODELS

The Aegis 3D Modeling Team is dedicated to producing the highest-level 3D model fidelity, realism and real-time presentation and is a recognized leader in customized 3D content, multi-platform integration within all areas of simulation, Interactive Multimedia Instruction (IMI) and serious gaming. 3D models shown will highlight their latest in AAA game-quality model content displayed within Unreal Engine 4 (UE4). Aegis has led the way and is also setting the standards in simulation gaming as the go-to producer of 3D model content for numerous large 3D content programs including:

- Primary provider of 3D database models, and exclusive developer of Common Moving Models (CM2) for the Synthetic Environment Core CVEM (SE Core CVEM) Program
- Prime contractor on the Army Game Studio (AGS) 3D modeling contract producing AAA game-quality 3D vehicle models that will ultimately be distributed on the MilGaming website for use throughout the Department of Defense (DoD) for easy integration into UE4 and other simulation game engines.

About The Aegis Technologies Group Inc.

About Aegis Technologies provides advanced engineering solutions for a variety of space superiority, directed energy, missile defense, C4ISR, training and simulation, and analytics programs. The Company was founded in 1989 and has served its core customer base as a trusted partner for decades. Aegis employs more than 350 professionals and is headquartered in Huntsville, Alabama with additional facilities in New Mexico, Florida, Colorado, Virginia, Rhode Island, and Texas. www.aegistg.com

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