

UAS Simulator KS-1



Executive Summary

I2M Systems Inc., together with the National Aviation University of Ukraine (NAU) has developed a series of Unmanned Aerial System (UAS) Simulators.

The KS-1 model is field proven and has been used by Government Civil, Military and Educational institutions.

To reduce the cost in some case it may be possible to retain the existing consoles and operational displays, only the central processing equipment such as servers and client computers will be delivered. Included in the server-client architecture is I2M's full featured software.











KS-1 Specifications

High-Fidelity Simulation for Training, Research & Development, Test & Evaluation

Capabilities Include:

Crew and Individual Training;

Stand-Alone and Distributed Training;

Normal and Emergency Procedure Training;

Content-Rich Scenario-Based Mission Training;

Ability to modify the Scenario-based maps, terrain and meteorological conditions;

Recording of flight information;

High-Fidelity Software Includes:

- 1. Aero (Including Wind Effects and Turbulence);
- Heads-Up Displays (HUD) with High-Fidelity Out-the-Window and Sensor Scenes, Environment Effects and Special Effects
- 3. Heads-Down Displays (HDD) and Tracker Displays
- 4. Instructor Operator Station (IDS)
- 5. Ability to Integrate Entire Simulator / Simulator Components into



Instructor-Led, CBT or WBT Academic Courseware; I2M Systems together with its partner, National Aviation University of Ukraine(NAU) has developed a curriculum and the complete courseware materials for 4-year undergraduate degree that has been used at NAU for the last 6 years.

KS-1 Supports

- 1. Normal Procedures / Checklist Functionality / Communications;
- 2. Critical Action Emergency Procedures--Takeoff, In-Flight and Landing;
- 3. Sensor and Auto pilot Operations;
- 4. Open concept architecture allowing the trainees to modify the configuration of Auto pilot and other elements of the simulator;
- 5. Individual and Crew Training;
- 6. Stand-Alone or Distributed Mission Operations (DMO) Training;
- 7. Anywhere / Anytime Geo-Specific Training/Mission Rehearsal Using Terrain Generation Capabilities Content-Rich, Al-Driven Scenario-Based Mission Training Provided by I2M developed based Scene Content Capability (ability to utilize numerous map formats, including the Google maps);
- 8. Content Realism and Density needed to Effectively Simulate Real-World;
- 9. Employment Missions in Virtually any Urban or Open-Terrain Environment.

KS-1 Deliverables

Package contents:

Console with computer and two monitors.

Monitor of the operator-instructor .

The controls of the UAV:



- joystick;
- throttle control;
- pedals;
- keyboard.

Complete Software package.

Documentation:

- Instructor manual;
- Student Manual;
- Standard curriculum for operator training.

