

# FOR IMMEDIATE RELEASE

## Quantum3D, Inc.

[www.quantum3d.com](http://www.quantum3d.com)



Quantum3D ET Press Contact  
Mary Trier +1 (407) 620-3357  
pressinfo@quantum3d.com

Quantum3D ET Sales Contact  
Leslee Schneider +1 (408) 361-9933 x 2  
salesinfo@quantum3d.com

## QUANTUM3D EXPEDITIONDI FIELDIED BY U.S. ARMY FOR VIRTUAL SQUAD TRAINING SYSTEM (VSTS) INITIAL DEPLOYMENT AT SCHOFIELD BARRACKS, HAWAII

*Quantum3D ExpeditionDI Man-Wearable Immersive Platform for Dismounted Infantry Training Combined with AIS SVS Software and Integrated by JTSII Fieldied by U.S. Army PEO STRI for Virtual Squad Training System (VSTS) Initial Deployment at Schofield Barracks, Hawaii*

**SAN JOSE, CA – JULY 10<sup>th</sup>, 2007** - Quantum3D<sup>®</sup>, Inc., a leading provider of COTS, open architecture, realtime visual computing solutions, today announced that the Company's ExpeditionDI<sup>™</sup> Immersive, Man-Wearable, Open Architecture, COTS Platform for Dismounted Infantry synthetic environment training and mission rehearsal has been fieldied by the Project Manager for Combined Arms Tactical Trainer (PM CATT) within the U.S. Army Program Executive Office for Simulation, Training and Instrumentation (PEO STRI), as part of the Virtual Squad Training System (VSTS) deployed at the Battle Command Training Center (BCTC) Schofield Barracks, Hawaii.



Photo of Quantum3D<sup>®</sup> ExpeditionDI<sup>™</sup> System in U.S. Army VSTS Initial Deployment at Schofield Barracks .  
*Photo Courtesy U.S. Army*

As part of VSTS, the ExpeditionDI systems employ wireless connectivity to provide un-tethered, man-wearable, fully immersive, individual and collective Dismounted Infantry training and mission rehearsal capabilities. VSTS is designed to provide scenario-based training for Dismounted Infantry across a range of virtual training environments including Mobile Operations in Urban Terrain (MOUT). VSTS is intended to complement live training by providing elements of the Contemporary Operating Environment that are too difficult or expensive to replicate at home station training.



Realtime Screenshot of AIS<sup>®</sup> SVS<sup>®</sup> as Used in ExpeditionDI-  
Based VSTS Field Ready Prototype at 25<sup>th</sup> ID  
*Image Courtesy AIS and U.S. Army*

The initial VSTS consists of five (5) un-tethered, field-ready soldier simulators that employ Quantum3D ExpeditionDI platforms along with four (4) tethered soldier simulators, a Semi-Automated Force (SAF) workstation, a BattleMaster station which provides Instructor Operator Station (IOS), a Scenario Authoring station and an After Action Review (AAR) station. The tethered soldier simulators, BattleMaster and SAF stations all utilize Quantum3D Quicksilver<sup>®</sup> PC-based Image Generators.

The VSTS virtual environment runtime software for the soldier systems, as well as the BattleMaster IOS is SVS<sup>®</sup> from Advanced Interactive Systems (AIS<sup>®</sup>), a leading supplier of virtual training software and solutions for dismounted infantry and first responder applications. The VSTS system is supported and integrated by JTSI, Inc., a small-business provider of information technology services, products and support to the U.S. Government. For more information on AIS or SVS software, please visit [www.ais-sim.com](http://www.ais-sim.com). For more information on JTSI, Inc., please visit [www.jtsii.net](http://www.jtsii.net).

"The initial VSTS deployment at the BCTC Schofield Barracks illustrates the flexibility of ExpeditionDI as a COTS platform. Expedition DI is a deployable, immersive, man-worn wireless dismounted Soldier training and mission rehearsal system," said Ross Q. Smith, Quantum3D Co-founder and President. "All of us at Quantum3D are pleased to be working

with JTSI and AIS in support of PM CATT on VSTS project and to be part of the Army/Industry team developing this critical training capability for our troops.”

### About Quantum3D ExpeditionDI

ExpeditionDI is the first COTS, open-Architecture, un-tethered, field-ready, Man-Wearable, Immersive Training (MWIT) Platform that enables soldiers and police to participate in individual and collective synthetic environment training and mission rehearsal exercises without being tethered to a facility. This unique freedom provides unparalleled level of natural movement and interaction through a wide range of virtual environments while conducting infantry or SWAT-related tasks including target engagement and physical actions including crawling, walking, running, climbing stairs, opening doors and throwing grenades.

Developed in collaboration with the U.S. Army Research, Development and Engineering Command (RDECOM) Simulation and Training Technology Center (STTC), and based on the Quantum3D Thermite<sup>®</sup> Tactical Visual Computer, ExpeditionDI features high-fidelity training weapons, including M4, M16 and M249, equipped with Quantum3D's patent-pending Wireless Controller. ExpeditionDI systems are self-contained, fully-integrated, battery-powered, wireless systems that also includes industry leading COTS components such as eMagin<sup>®</sup> Head Mounted Displays (HMDs), Intersense<sup>®</sup> precision trackers and Blackhawk<sup>®</sup> Load Bearing Vests—all of which are integrated into the ExpeditionDI system.

Designed for field-ready deployment, ExpeditionDI is highly portable and does not require any specific facility infrastructure, making it ideal for deployed training applications and for use in ad-hoc environments such as National Guard Armories, conference rooms and other home station and forward environments.



ExpeditionDI's open architecture is compatible with a wide range of game-engine and conventional simulation and training software, which enables training system providers and researchers to integrate MWIT into stand-alone and DIS/HLA networked environments using their choice of realtime software, Semi-Automated Forces (SAF) and virtual environments. To simplify software integration, the Quantum3D ExpeditionDI Software Development Kit (SDK) provides a Hardware Abstraction Layer that enables developers to adapt their software to ExpeditionDI for optimal performance and in record time. The ExpeditionDI SDK also provides technology insertion capabilities, since it enables new system components to be integrated into the system for improved performance and/or to enhance product life cycle without affecting software compatibility. For production dismounted infantry MWIT applications, Quantum3D recommends AIS SVS software, which is widely deployed in numerous U.S. installations.

ExpeditionDI is available as a single unit with the ExpeditionDI SDK for R&D efforts and as Fire Team and Squad Kit level assemblies with AIS SVS for collective training applications.

### About Quantum3D

Quantum3D develops and markets COTS realtime, open-architecture IG solutions, embedded visual computing systems and subsystems, development software and support services for the Visual and Sensor Simulation and Training (VSST) and Embedded Visual Computing (EVC) markets. Quantum3D is a privately held company headquartered in San Jose, California, with development centers located in Phoenix, AZ, Huntsville, AL, and Orlando, FL. For more information about Quantum3D and the Quantum3D family of open architecture visual computing solutions, please see [www.quantum3d.com](http://www.quantum3d.com).

###

*Quantum3D, the Quantum3D logo and Thermite are registered trademarks and ExpeditionDI and ExpeditionDI Squad Kit are trademarks of Quantum3D, Inc. All other trademarks are the property of their respective owners.*