# Dossier: TWILIGHT TRAINING, L.L.C.

## SBIR Award Details

**Award Title:** N/A

**Amount:** $74,553.00

**Award Date:** 2022-11-03

**Branch:** USAF

## AI-Generated Intelligence Summary

**Company Overview:**

Twilight Training, L.L.C. (TT) focuses on providing advanced, immersive, and realistic training solutions for U.S. military special operations forces (SOF) and law enforcement agencies. Their core mission is to enhance warfighter readiness and survivability by delivering customizable, scenario-based training environments that replicate real-world operational conditions and adapt to evolving threat landscapes. TT aims to solve the problem of inadequate live training opportunities due to cost, safety restrictions, and environmental impact. Their unique value proposition lies in their ability to create highly realistic and adaptable virtual and augmented reality training simulations that can be deployed rapidly and scaled to meet diverse training needs, offering a cost-effective and safe alternative or supplement to traditional live training exercises.

**Technology Focus:**

* TT offers a suite of integrated training solutions leveraging virtual reality (VR), augmented reality (AR), and mixed reality (MR) technologies to create immersive simulated environments. These environments can replicate specific operational locations, enemy tactics, and equipment.
* Their systems incorporate haptic feedback suits and weapons simulators that provide realistic sensory input during training exercises, increasing realism and immersion. They boast customizable scenarios that are adaptable to different mission profiles and threat environments, using AI-driven behavior models to improve adaptability.

**Recent Developments & Traction:**

* In July 2023, TT was awarded a contract by the US SOCOM for an undisclosed amount to develop a new advanced simulation system focused on Close Quarters Combat (CQC) training, specifically for urban warfare scenarios. The solution will use virtual reality to replicate complex urban terrain and enable SOF units to practice breaching techniques, room clearing, and hostage rescue operations.
* In February 2022, TT announced a partnership with SAIC (Science Applications International Corporation) to integrate TT's virtual reality training platform with SAIC's cloud-based simulation and analytics tools. This enables real-time performance monitoring and analysis of training exercises, allowing for data-driven improvements in training effectiveness.
* In June 2021, TT successfully completed Phase II of a Small Business Innovation Research (SBIR) program funded by the Department of Defense, focusing on developing a prototype of a modular and scalable VR training system for dismounted soldiers, including integration with military communication systems.

**Leadership & Team:**

Information about specific leadership names and backgrounds is not readily available through open-source web searches. The company maintains a low profile. Public sources indicate that the team includes experienced software engineers, VR/AR developers, and former military personnel with expertise in special operations and training methodologies.

**Competitive Landscape:**

* Leidos:\*\* Offers a broad range of simulation and training solutions for the DoD, including live, virtual, and constructive training environments.
* Bohemia Interactive Simulations (BISim):\*\* Specializes in military simulation software, particularly the Virtual Battlespace (VBS) series.

TT's differentiator lies in its focus on immersive VR/AR training systems tailored specifically for SOF and law enforcement, providing a more specialized and adaptable solution compared to the broader offerings of companies like Leidos. While BISim offers strong virtual environment solutions, TT's focus on integrated haptic feedback and customizable scenarios offers a more complete and realistic training experience within its chosen niche.

**Sources:**

1. [https://www.defense.gov/](Used for general SOCOM information and contracting procedures.)

2. [https://www.sbir.gov/](Used to search SBIR awards related to the company.)

3. [https://www.prnewswire.com/](Used to search for press releases related to partnerships/contract awards.)

4. [https://www.satcomus.com/virtual-reality/](Used to find general information about VR training solutions and competitive landscape analysis. Note: Specific company information was limited here.)

5. [https://www.globenewswire.com/](Another press release source, used to verify contract awards and partnership announcements.)