CS6611: CREATIVE AND INNOVATIVE PROJECT Zeroth Review

Application of Extended Reality for Airforce Operations and Training

Team no: 42

Team Members:

- 1. Sandeep Raman R (2021503551)
- 2. Selvam R (2021503312)
- 3. Kavinkumar N (2021503323)

Mentor:

Dr. R Kathiroli

Application of Mixed Reality for Airforce Operations and Training

Domain: Extended Reality

Problem Statement:

The training operations of the Air Force pose significant financial challenges, primarily due to the high cost of fuel required for aircraft operations. Ensuring the highest standards of training for personnel is paramount, especially considering the substantial investment in aircraft and the considerable portion of funds allocated to fuel expenses. To address these challenges, we propose the implementation of a mixed reality system designed specifically for airmen training. This mixed reality system will offer immersive training experiences without the need for actual aircraft flights, thereby eliminating fuel costs and reducing wear and tear on aircraft. By leveraging state-of-the-art technology, such as virtual reality and augmented reality, airmen will be able to engage in realistic simulations of flight maneuvers and navigation through various terrains.

Keywords:

Terrain generation, Virtual reality, Extended reality.

References:

- 1. W. G. R. M. P. S. Rathnayake, "Usage of Mixed Reality for Military Simulations," 2018 International Conference on Current Trends towards Converging Technologies (ICCTCT), Coimbatore, India, 2018, pp. 1-5, doi: 10.1109/ICCTCT.2018.8550993.
- 2. X. Liu, X. Yan, Z. Ding and J. Zhang, "Application of VR technology in simulated attack training of armed helicopters," 2022 IEEE Conference on Telecommunications, Optics and Computer Science (TOCS), Dalian, China, 2022, pp. 178-182, doi: 10.1109/TOCS56154.2022.10016112.
- 3. L. O. Valencia-Rosado, Z. J. Guzman-Zavaleta and O. Starostenko, "Generation of Synthetic Elevation Models and Realistic Surface Images of River Deltas and Coastal Terrains Using cGANs," in IEEE Access, vol. 9, pp. 2975-2985, 2021, doi: 10.1109/ACCESS.2020.3048083.
- 4. P. Longfei, L. Jing, S. Yu, P. Lu and S. Rong, "Design and Implementation of Flight Vision Simulation System Based on Flight Training Data and Flightgear," 2022 2nd International Conference on Big Data Engineering and Education (BDEE), Chengdu, China, 2022, pp. 43-46, doi: 10.1109/BDEE55929.2022.00014.
- 5. L. R. Sahawneh, M. E. Argyle and R. W. Beard, "3D path planning for small UAS operating in low-altitude airspace," 2016 International Conference on Unmanned Aircraft Systems (ICUAS), Arlington, VA, USA, 2016, pp. 413-419, doi: 10.1109/ICUAS.2016.7502528. keywords: {Collision avoidance;Path planning;Aircraft;Sensors;Force;Indexes;Robots},
- 6. S. A. Alexander, J. S. Rozo, B. T. Donadio, N. L. Tenhundfeld, E. J. de Visser and C. C. Tossell, "Transforming the Air Force Mission Planning Process with Virtual and Augmented Reality," 2019 Systems and Information Engineering Design Symposium (SIEDS), Charlottesville, VA, USA, 2019, pp. 1-4, doi: 10.1109/SIEDS.2019.8735617.