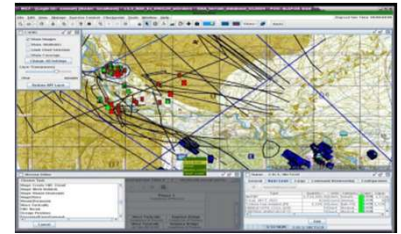


Dignitas Technologies **synthetic environment** core competency includes Computer Generated Forces (CGF) and Pattern of Life (PoL) behavioral, visual and physics modeling, design, integration and testing. These CGF and PoL solutions are extensively used as simulation in testing, experimentation, training and mission rehearsal experiences and are composed of military friendly (BLUE) and enemy (OPPOSING) forces, in addition to civilians.

## One Semi Automated Forces (OneSAF)

- CGF simulation that provides entity-level models and behaviors that are both semi-automated and fully automated.
- As a cross-domain simulation, OneSAF supports the training, test and evaluation, analysis, intelligence, acquisition and experimentation communities by providing the latest physics-based modeling and data, enhanced data collection, and reporting capabilities.
- Models real-world representations of platforms, Soldiers, equipment, logistical supplies, communications systems and networks, emerging threats and aviation assets to achieve the level of fidelity required for a particular application or scenario.
- Previous OneSAF CGF lineage includes OneSAF Testbed Baseline, (OTB) and Joint SAF (JSAF).



## Joint Land Component Constructive Training Capability (JLCCTC)

- The Army's constructive simulation toolkit, supporting institutional and operational unit training for the Active Component, Reserve Component and National Guard units providing capabilities across the range of warfighting functions.
- Software modeling and simulation capability that contributes to the Army's Training Support System by providing appropriate levels of modeling and simulation resolution and fidelity to support unit collective and combined arms training.



## Crowd & Traffic Modeling



- Efficiently models crowd and vehicle traffic that represent typical activities of urban life.
- Balances realism and resource utilization.



## Product/Services Available

- OneSAF and JLCCTC program management, design, integration (i.e. ERC, MCS) and extension development.
- Terrain database (SE Core and other formats) integration and testing with constructive simulations.
- PoL urban simulation (Vulgus) to include crowd and traffic modeling and effects.

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