



Simulator System design

the
real
thing

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cost considerations

- budget
- performance
- equipment
- room

significant cost factors

- visualization system
- number of 3D aerodrome models
- number of 3D aircraft models
- consoles equipment
- training

visualization system

3-4 large LCDs
depends on the size

8-12 large LCDs
depends on the size

projection system with high resolution DLP projectors
(typically 6), flat or circular projection screen

projection system with high resolution laser projectors

aerodrome 3D models

custom geospecific aerodromes

3 runways

2 runways

1 runway

modified “similar” aerodromes

seahorse aerodrome

number of 3D aerodrome models

basic package

30 aircraft / livery 3D models

5 ground vehicles 3D models

big package

100 aircraft / livery 3D models

5 ground vehicles 3D models

number of 3D aircraft models

basic package
30 aircraft models
5 vehicles



large package
100 aircraft models
10 vehicles



consoles

plain tables



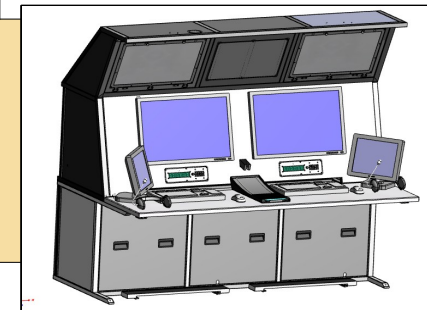
flat consoles, low consoles



medium consoles
typically with very large displays



high ATC fully equipped APP - ACC consoles



equipment

office computer equipment
short service life



high quality computer equipment

high quality ATC computer equipment

Note: ATC determined equipment is 2x to 20x more expensive than high quality computer equipment.

training



factory training
2 weeks instructors
1 week technicians

on-site training absolute minimum, requires self-education
3 days instructors
1 week technicians

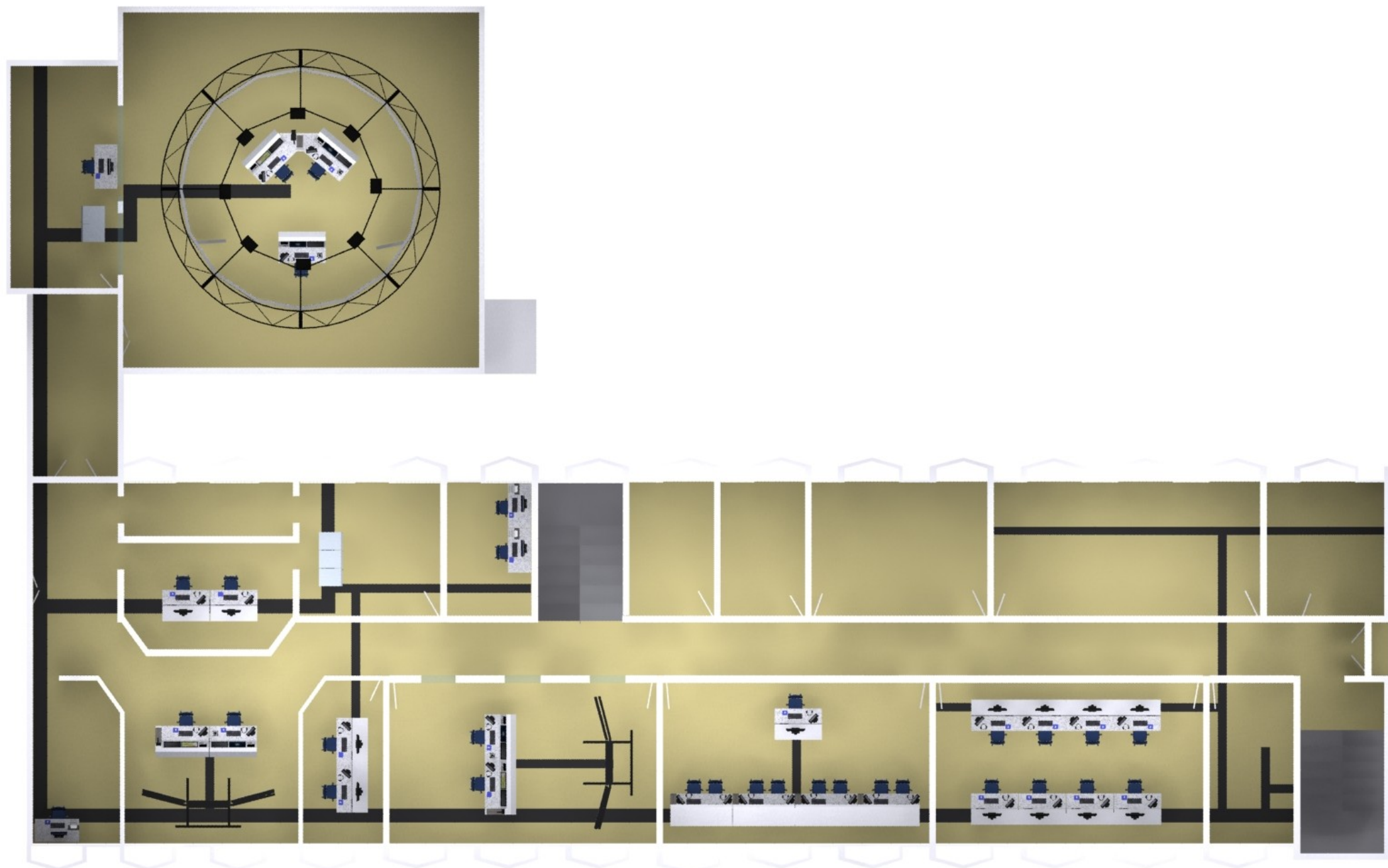
good on-site training, requires some self-education
2 weeks instructors
1 week technicians

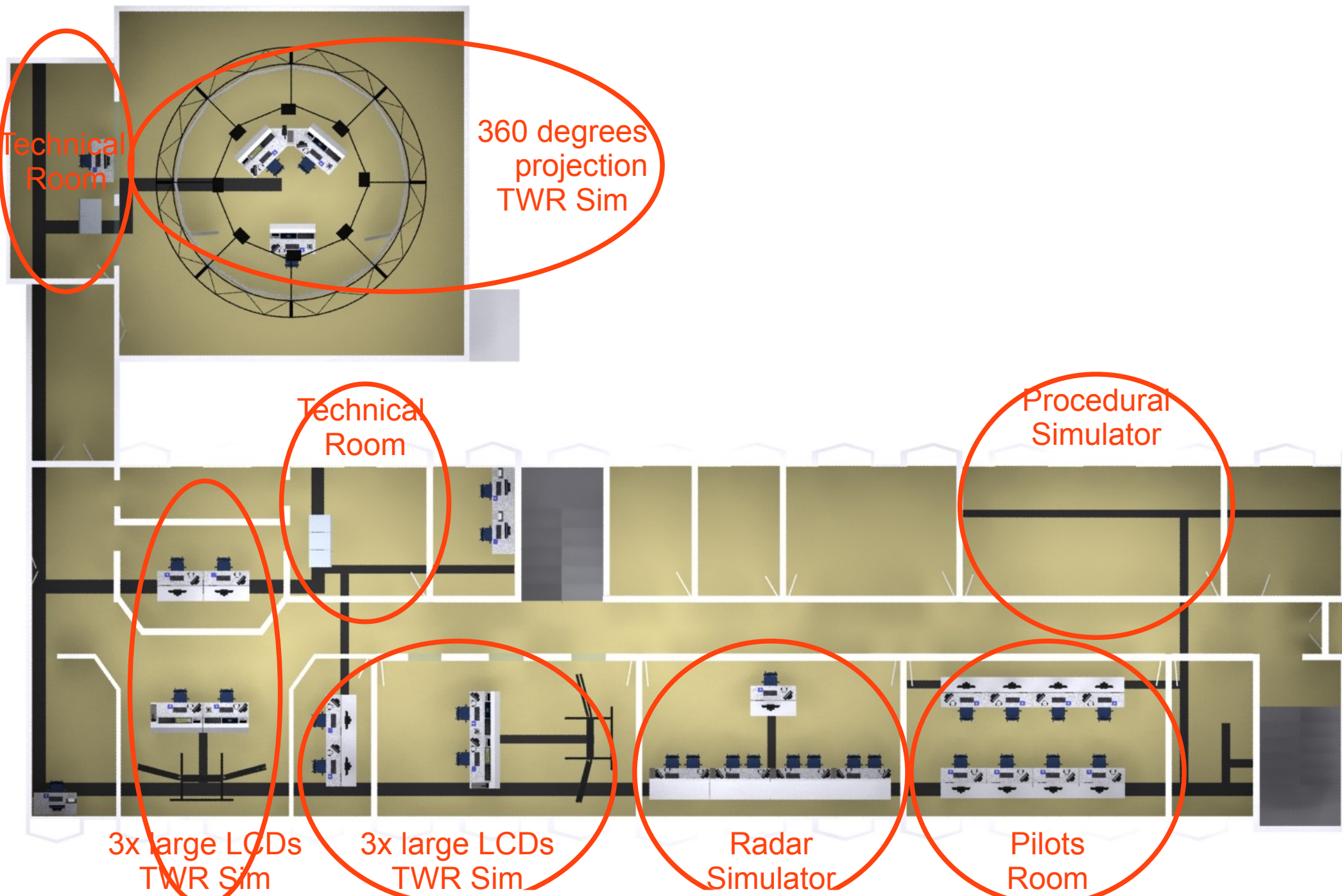
advanced on-site training, recommended after 6 months practise
2 weeks instructors

ROOM AVAILABLE

LARGE SETUP

- 1x 360° circular projection system TWR
- 2x 3/channel large LCDs
- 4x APP-ACC sectors
- 4x procedural
- 14 pseudopilots
- 2x exercise workstations
- 2x technical room







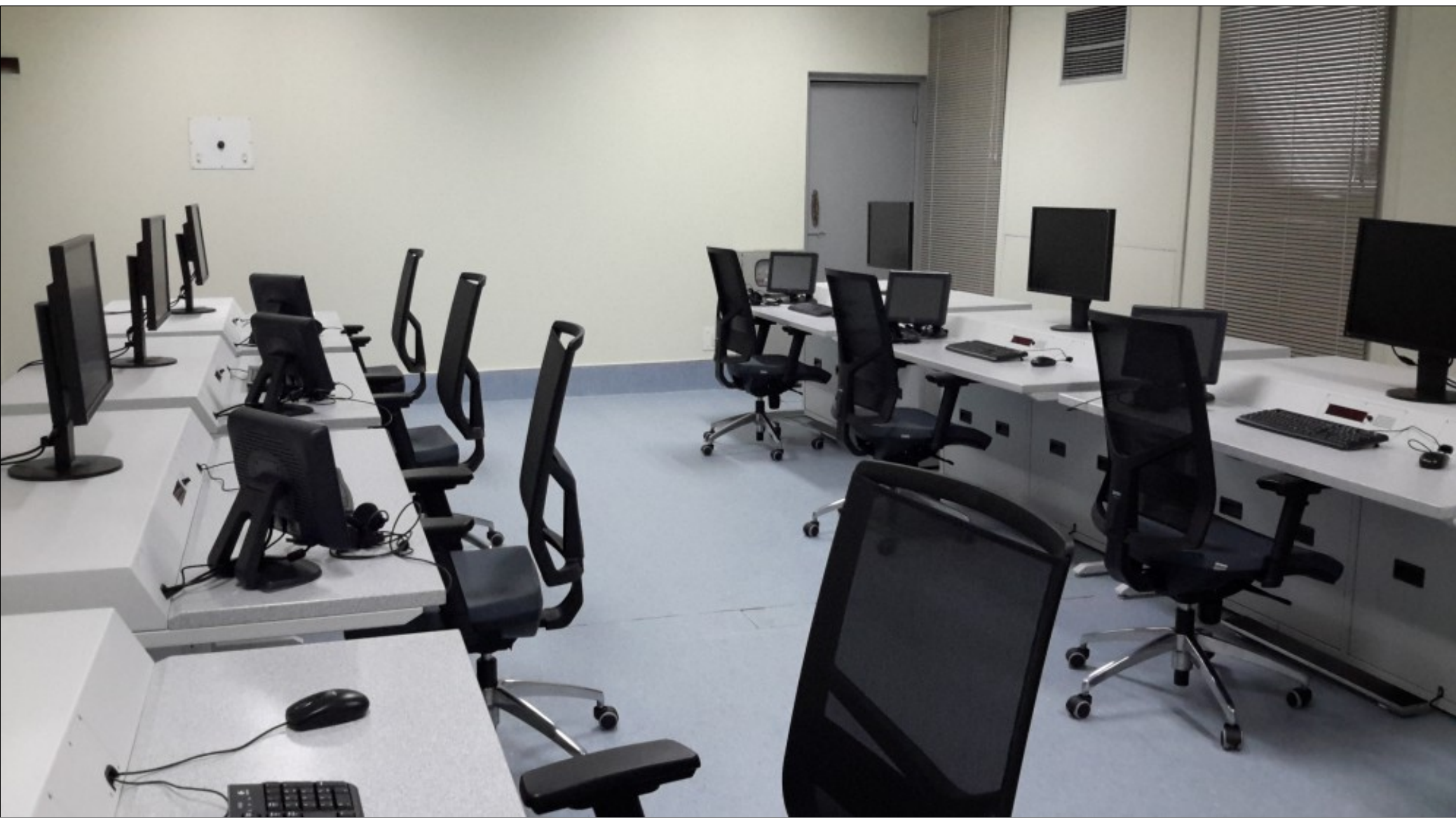
Radar Sim



Tower Sim



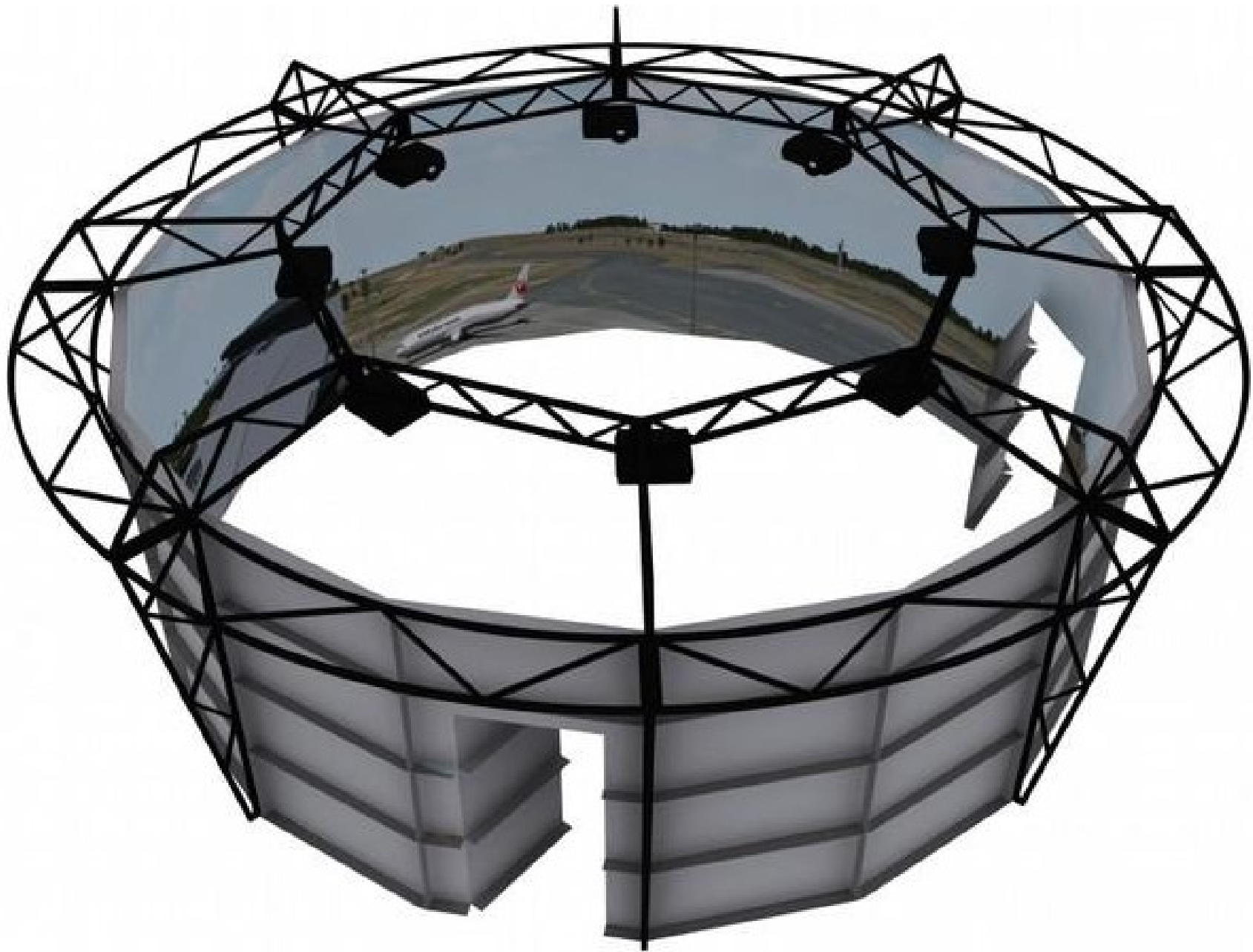
360 degrees projection TWR Sim dome



Pilots Room



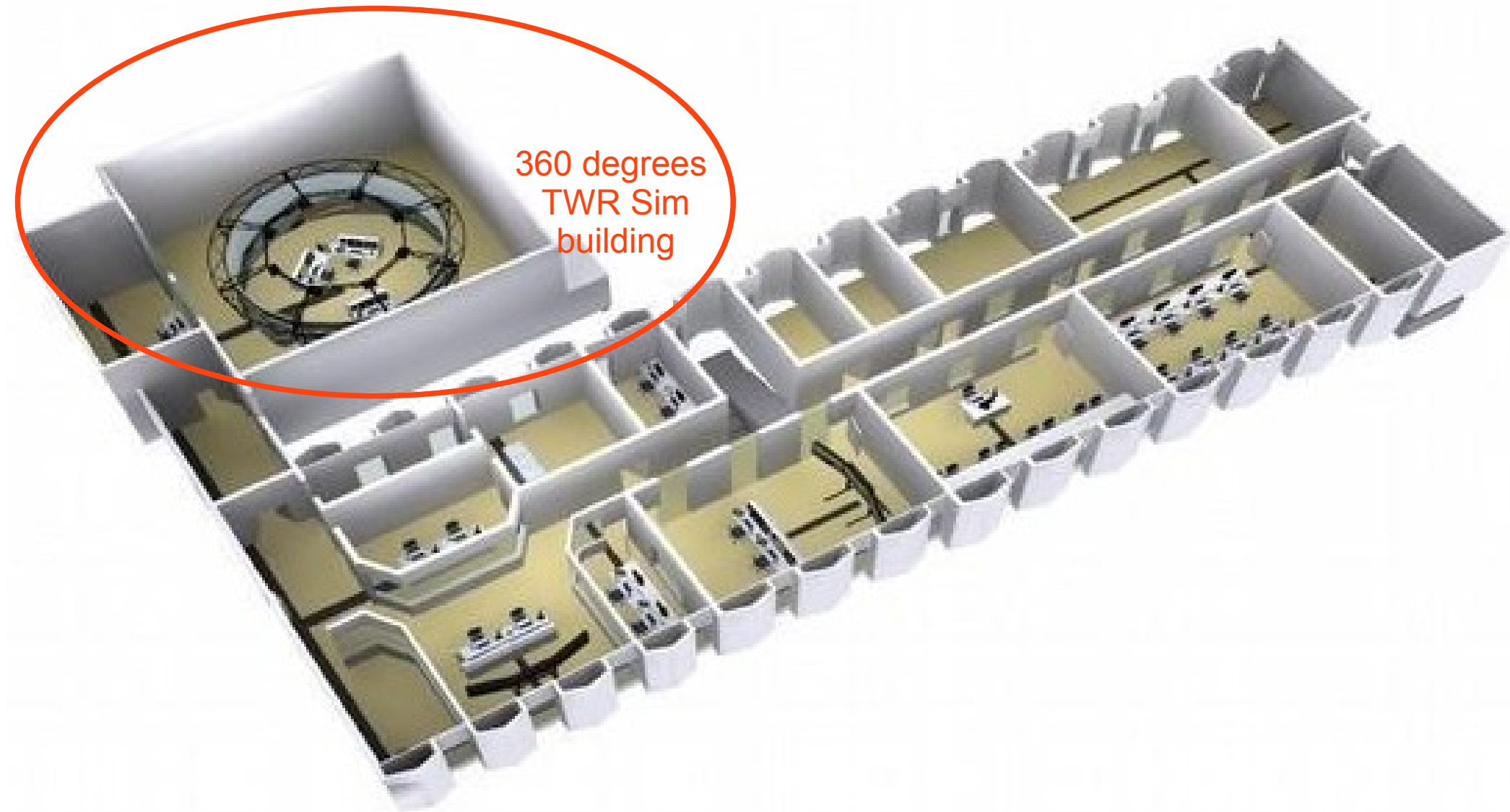
Technical Room



360 degrees projection TWR Sim dome



360 degrees projection TWR Sim dome





360 degrees projection TWR Sim building



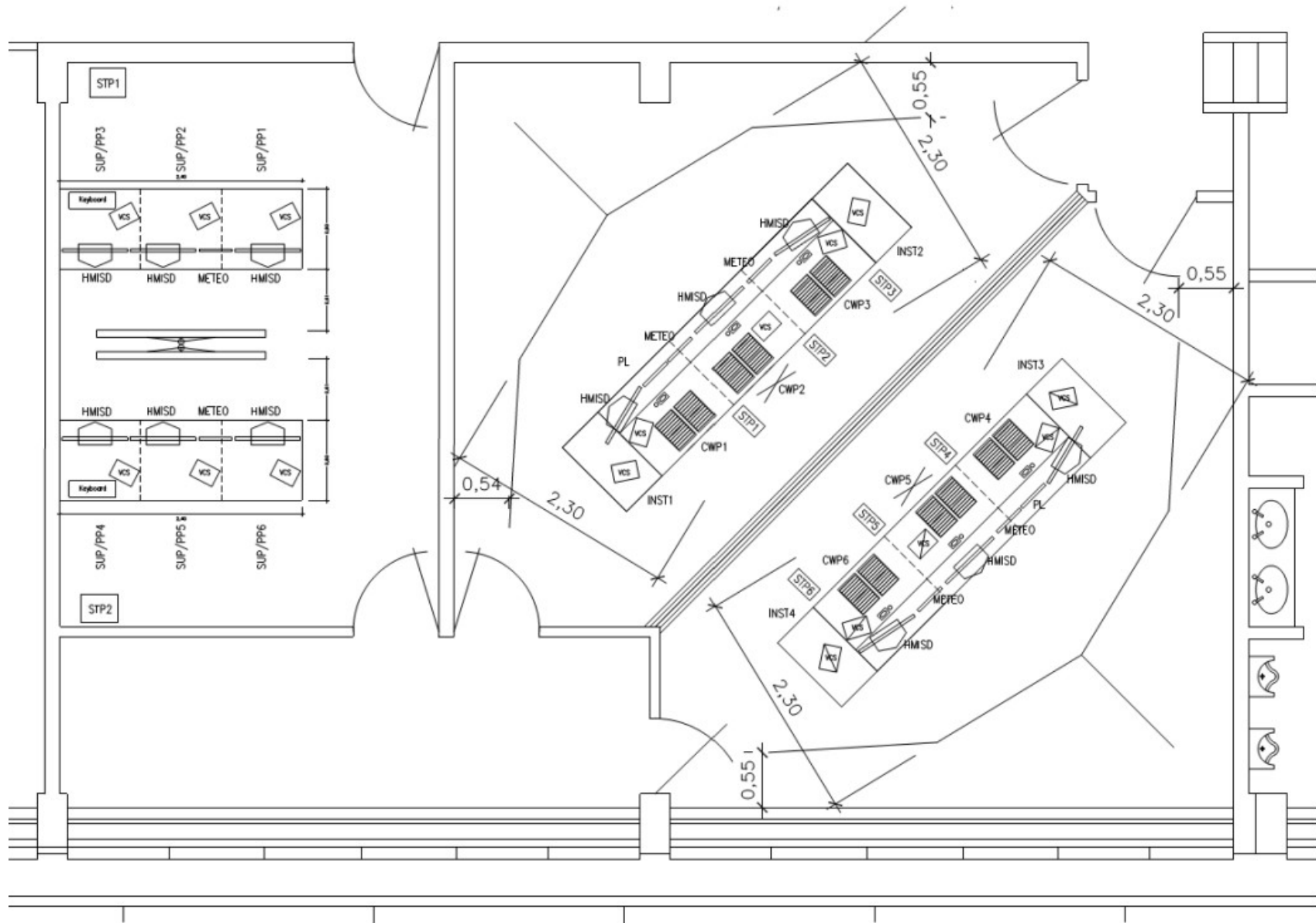
360 degrees projection TWR Sim building

SMALL SETUP

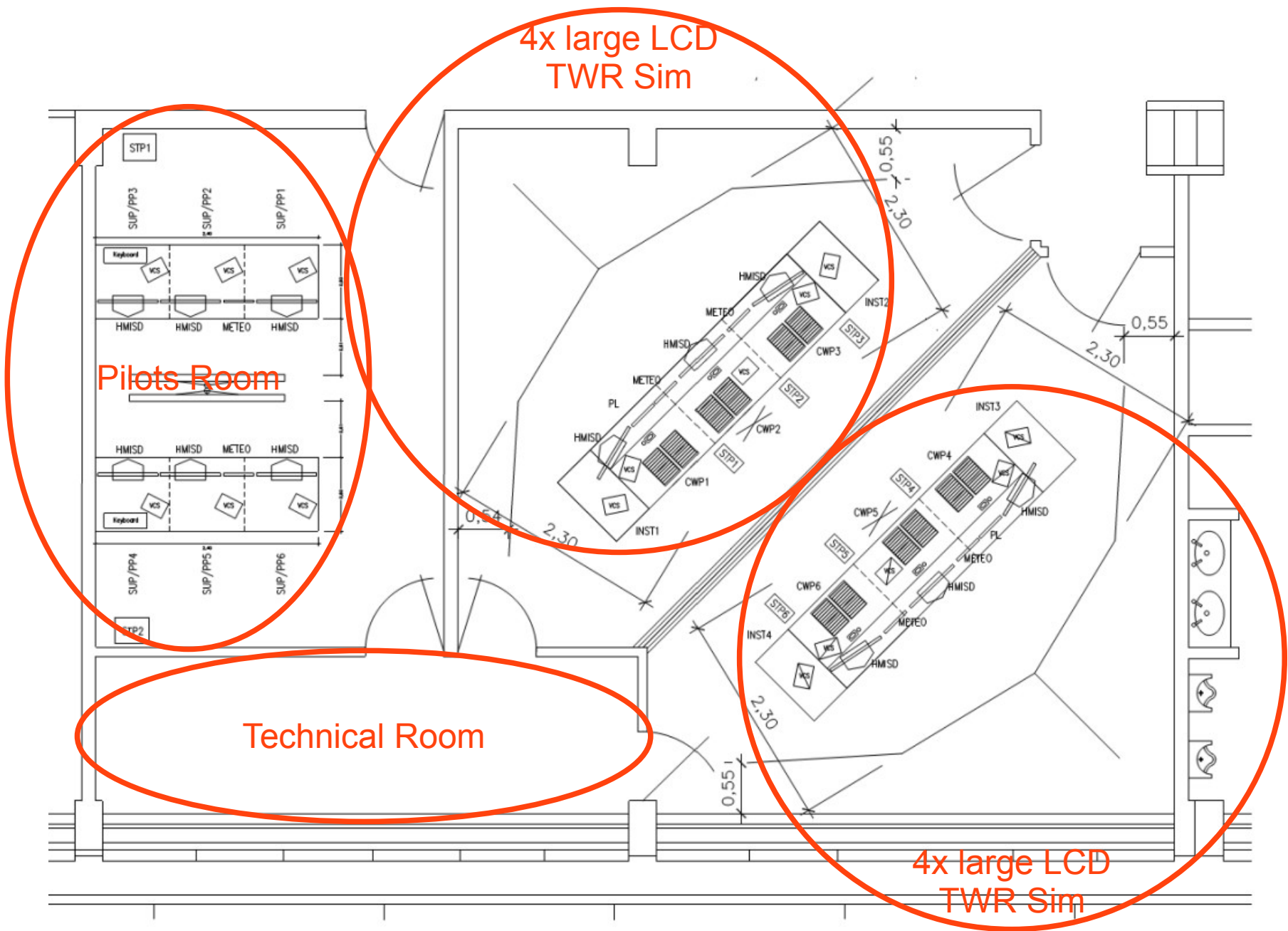
- 2x 4-channel large LCDs TWR

INSTR – CLD – GROUND – AERODROME / APP – INSTR

- 6 pseudopilots
- 5x exercise workstations
- 1x technical room

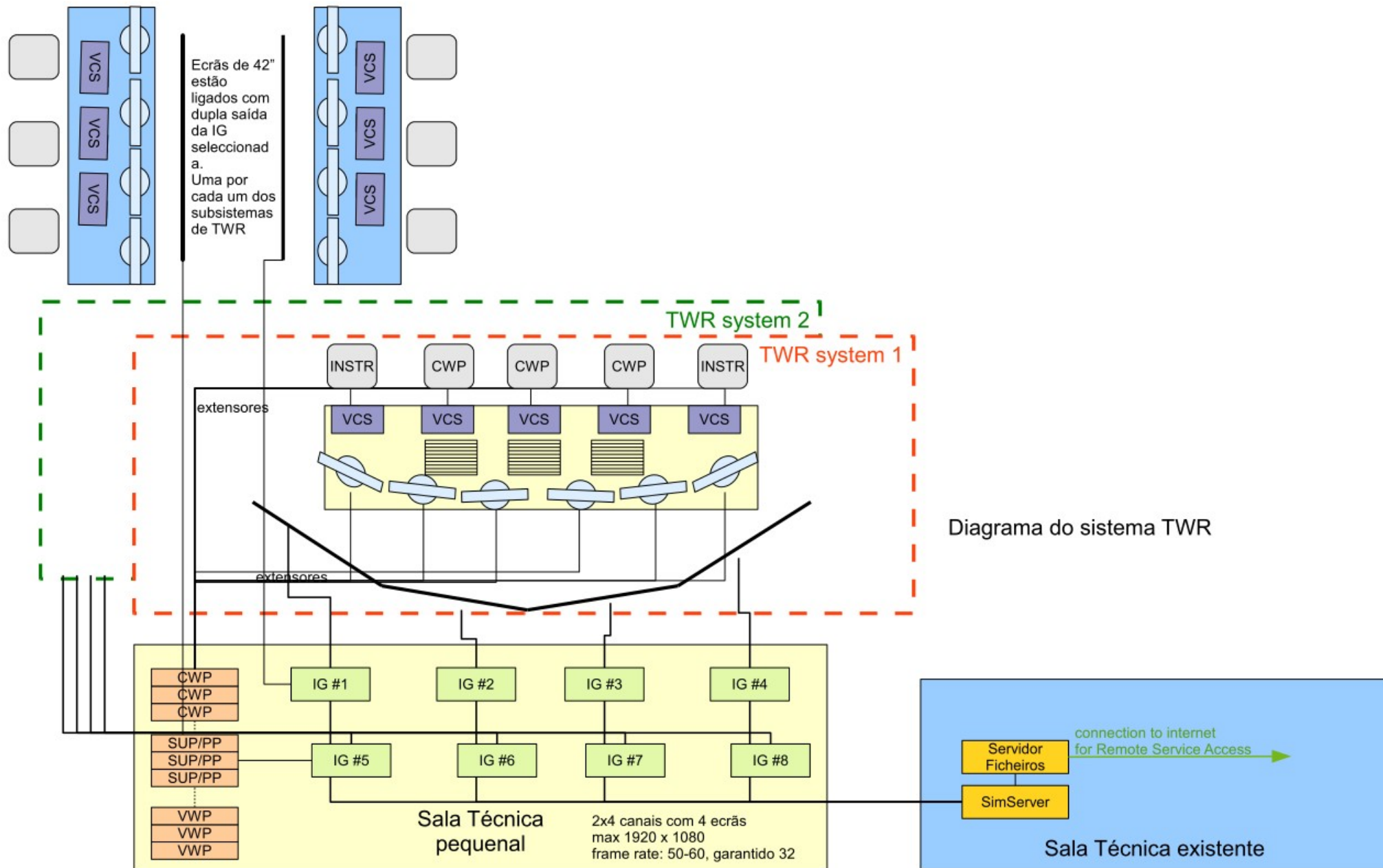


layout of very compact solution 2x TWR Sim





example of aerodrome view on large displays





4x large LCDs 75"



4x large LCDs 75"



Pilots Room



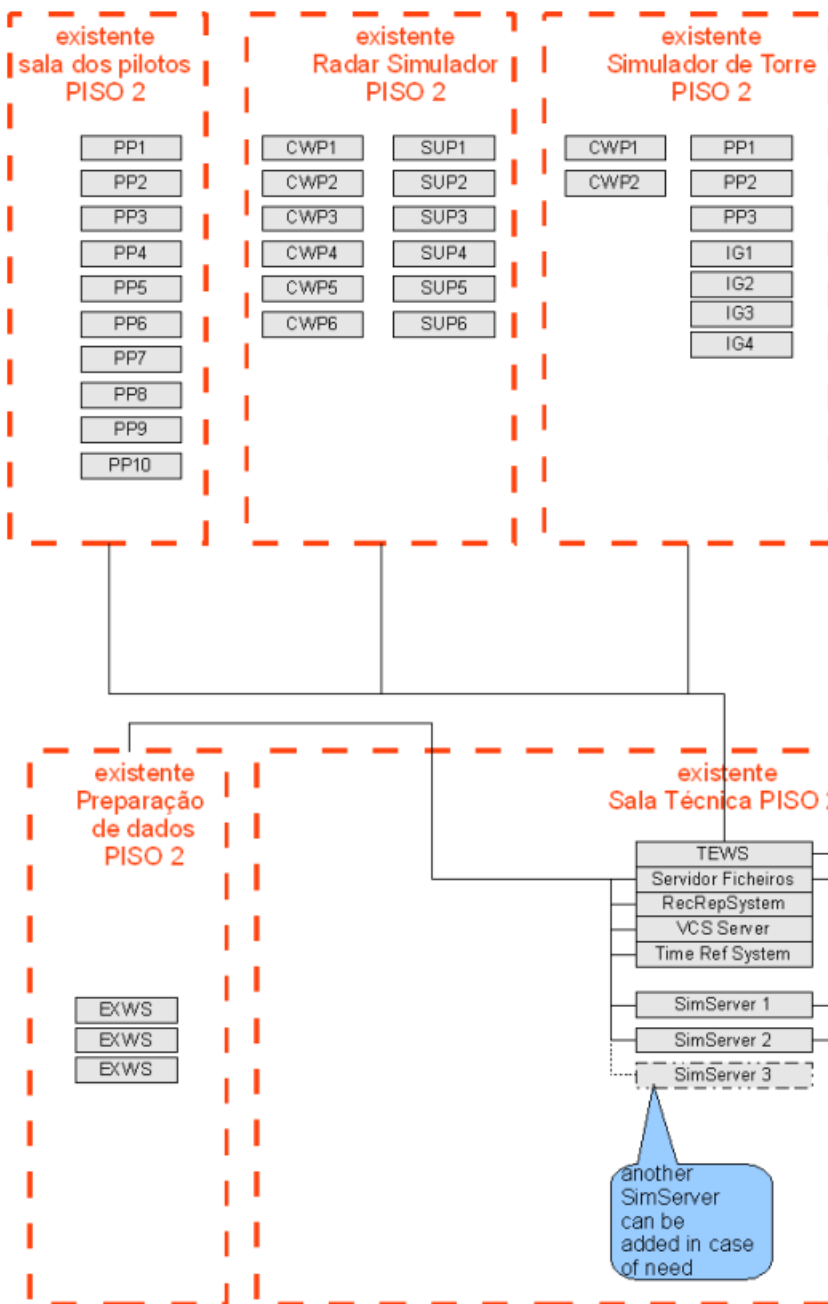
Pilots Room



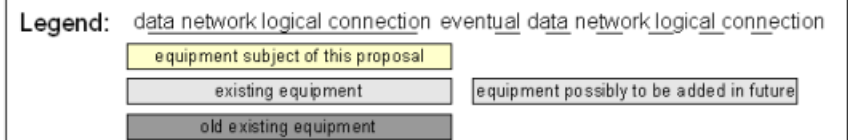
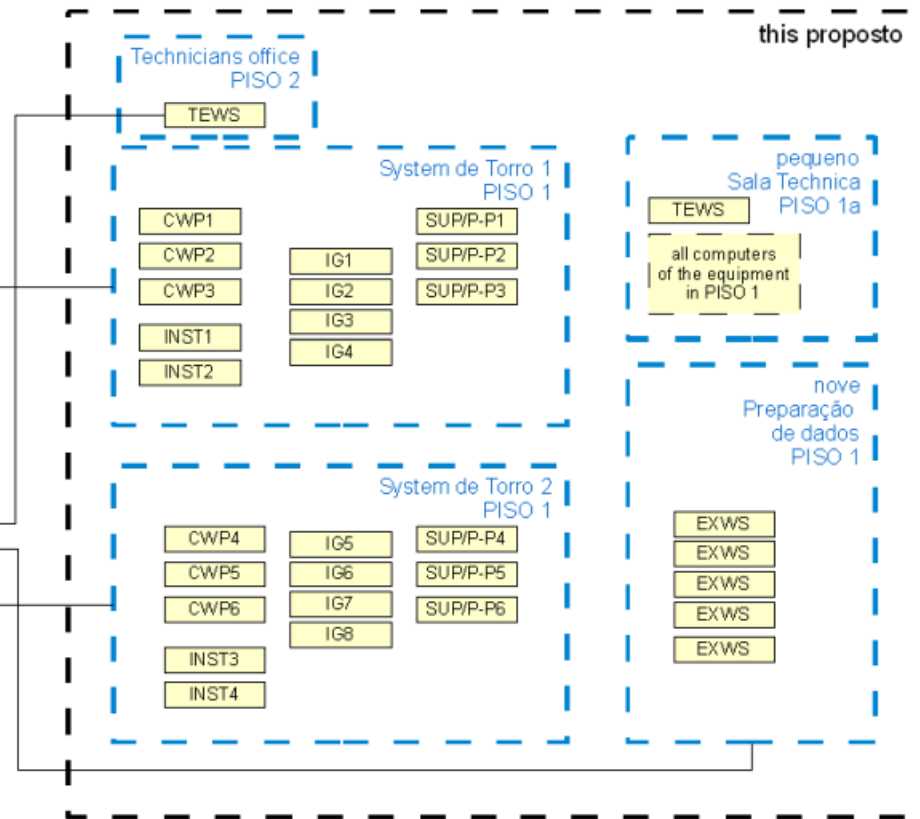
TWR Controllers Room - 4x large LCDs 75", 200 degrees view



Technical Room

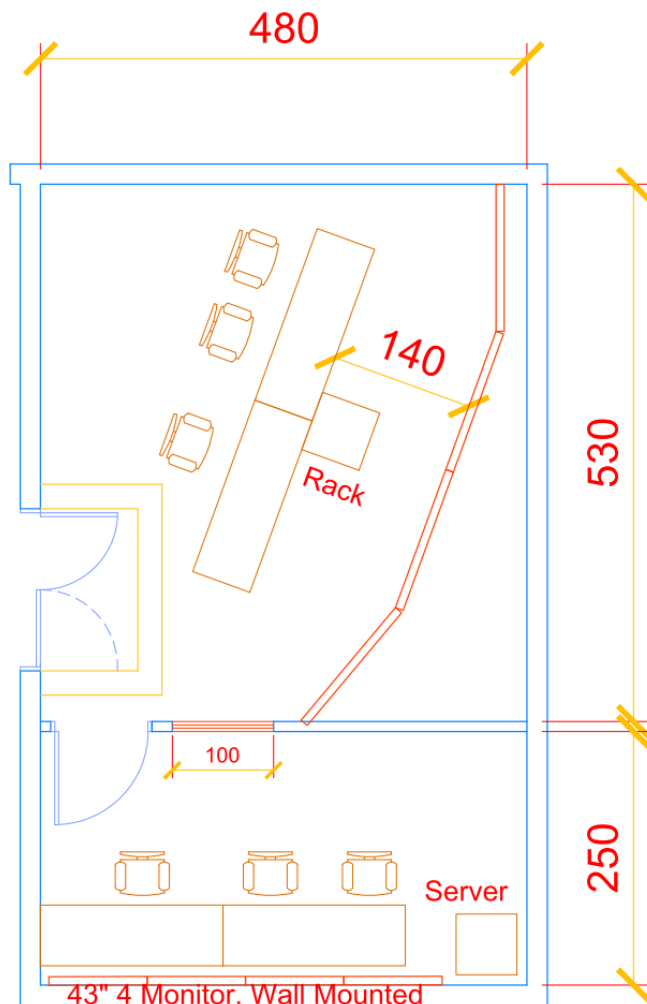


future solution vision
after full consolidation of the system



SMALL SETUP

- 1x 4-channel large LCDs TWR
INSTR – GROUND – AERODROME / APP
- 2 pseudopilots
- 1x exercise workstations
- 1x technical room



OPTION 7

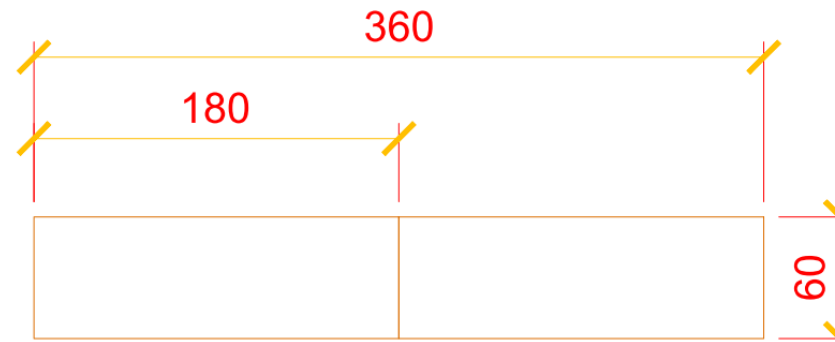


TABLE DETAILS

65" TV Approximate Dimension

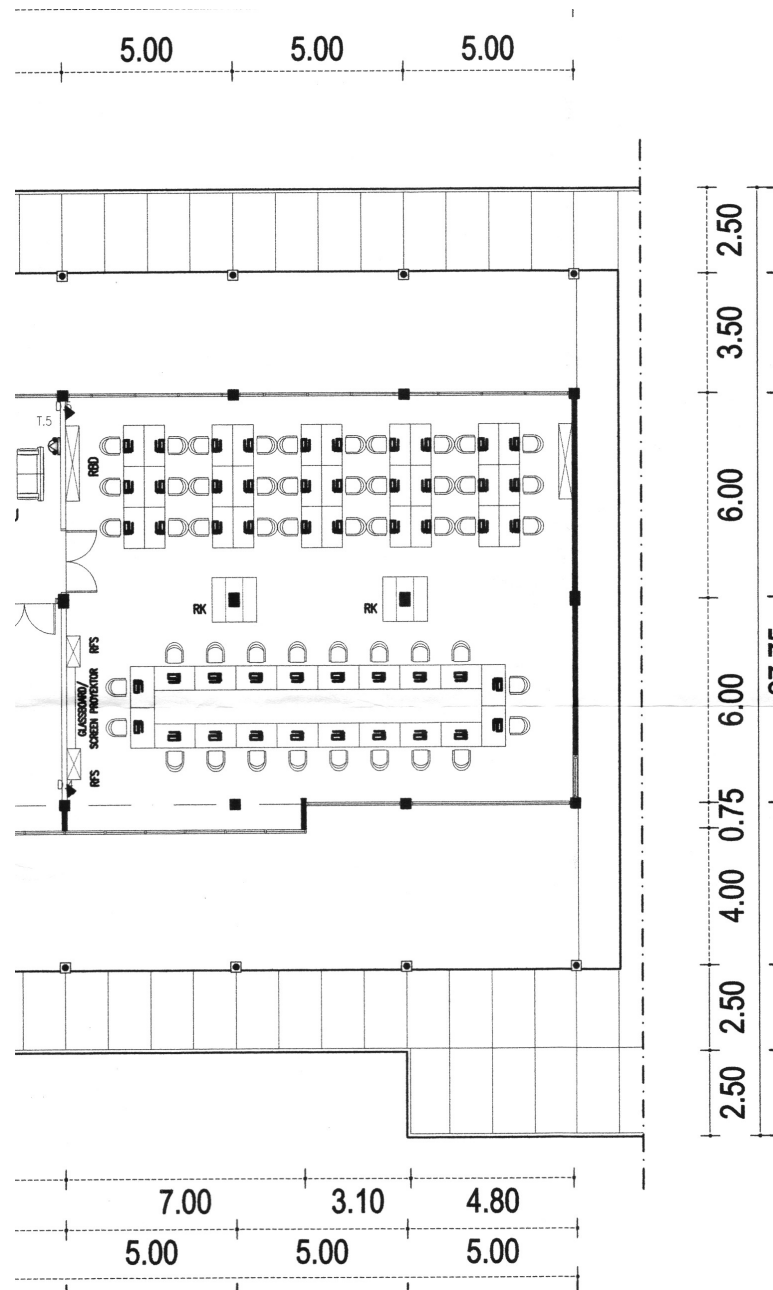


TV Layout

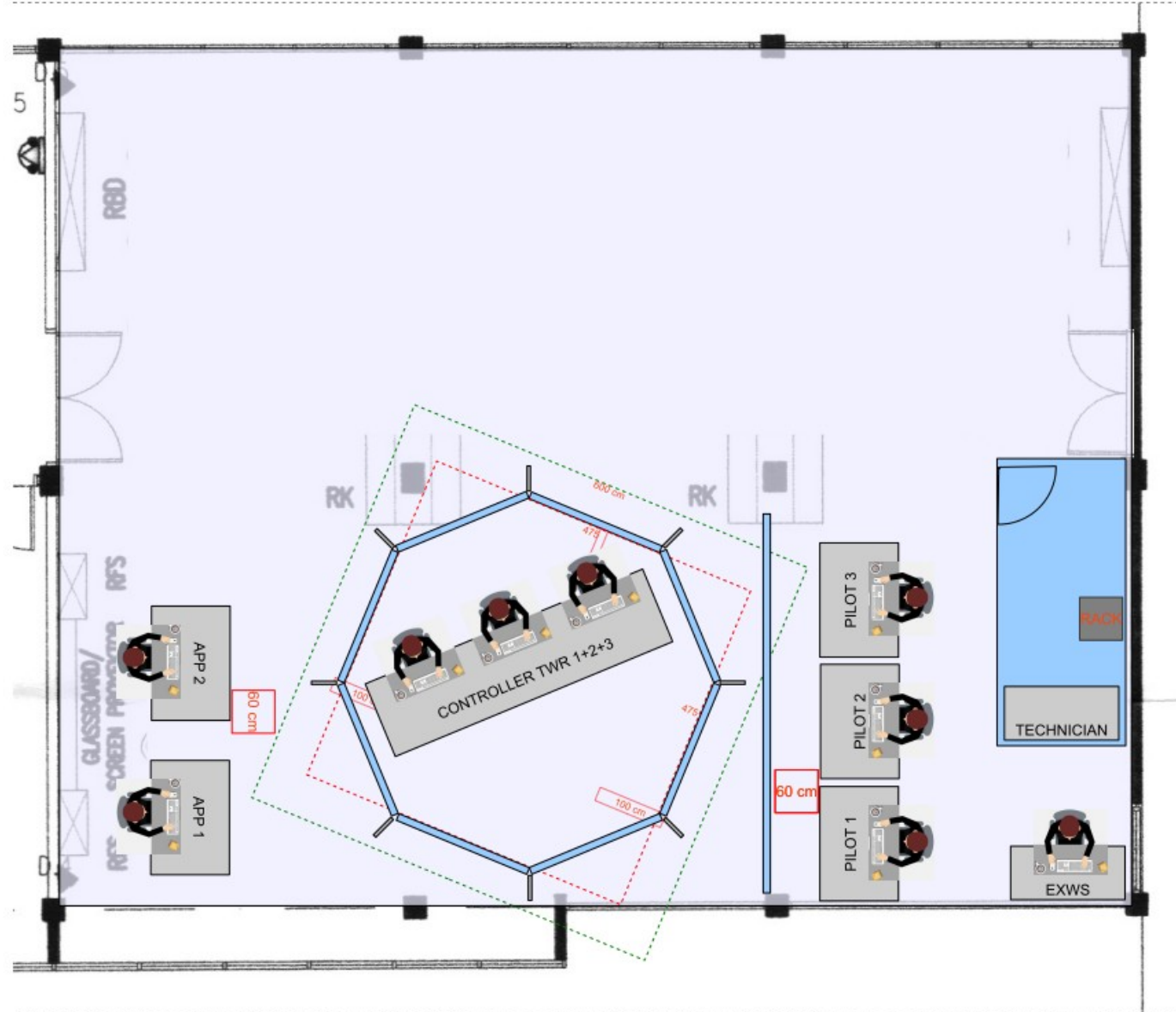
MIDDLE SETUP

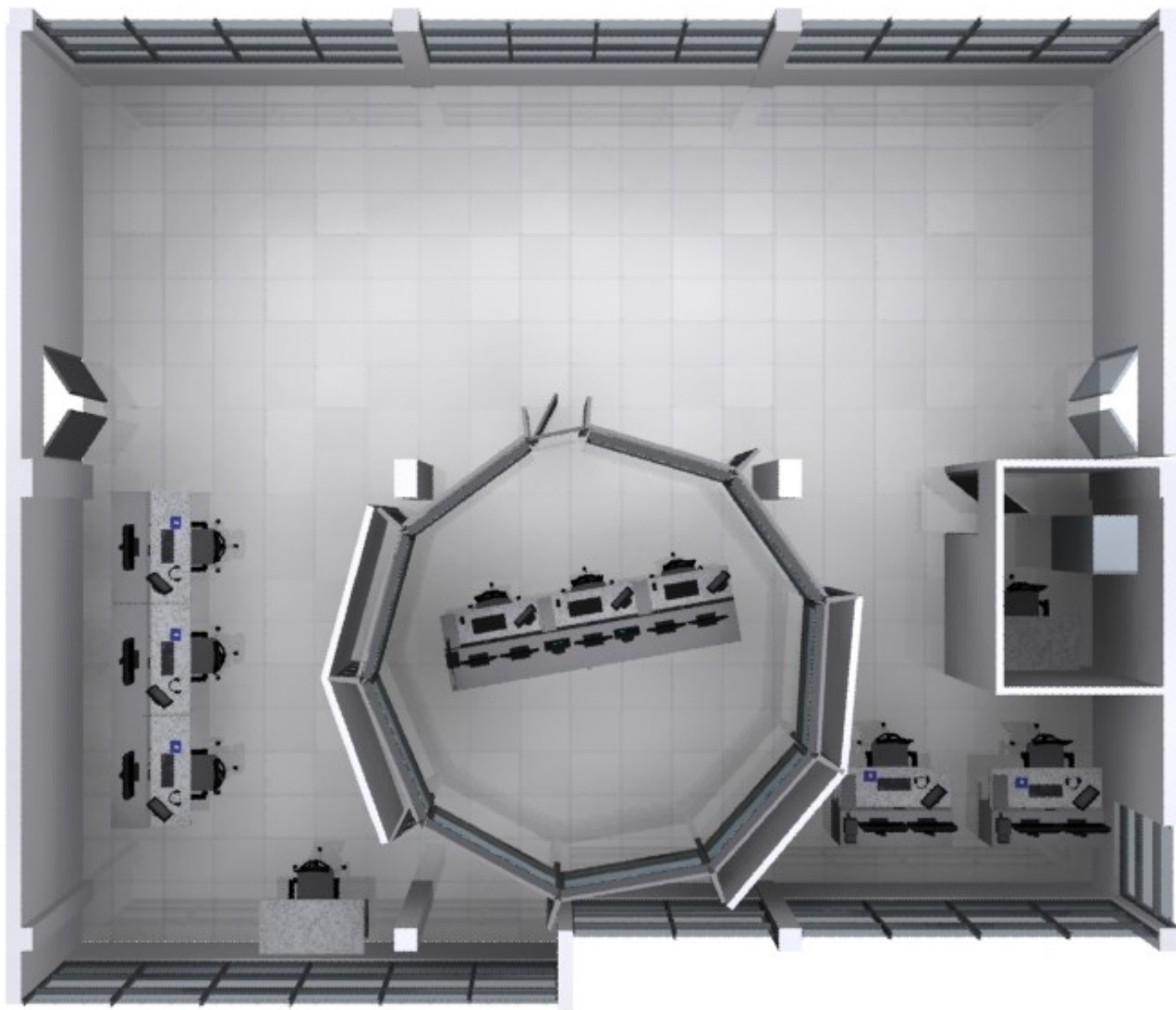
- 1x 9-channel large LCDs TWR
CLD – GROUND – AERODROME / APP
- 2x ACC-APP
RADAR – ASSISTANT / PROCEDURAL
- 3 pseudopilots
- 1x exercise workstation
- 1x technical room

original room



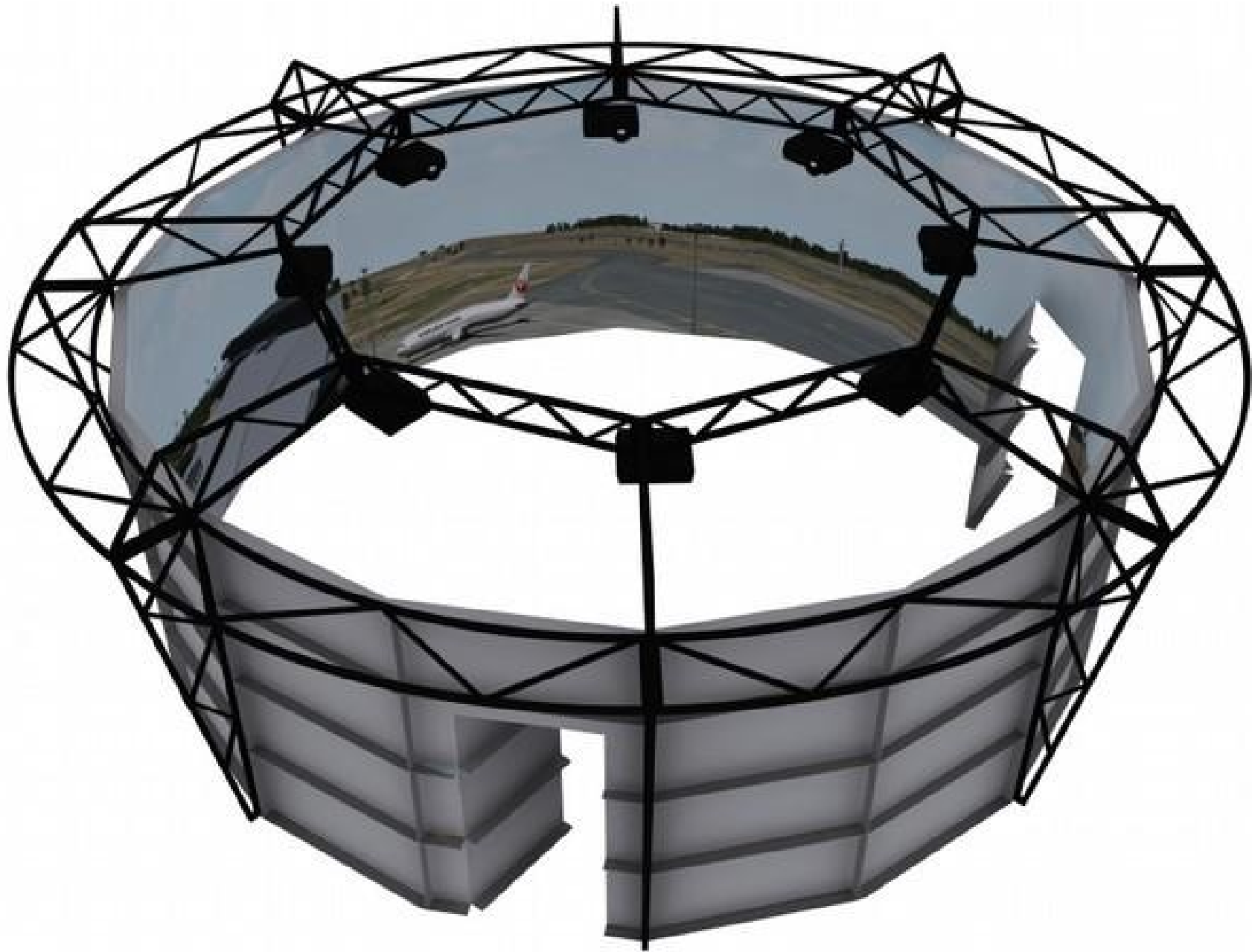
Sim room setup

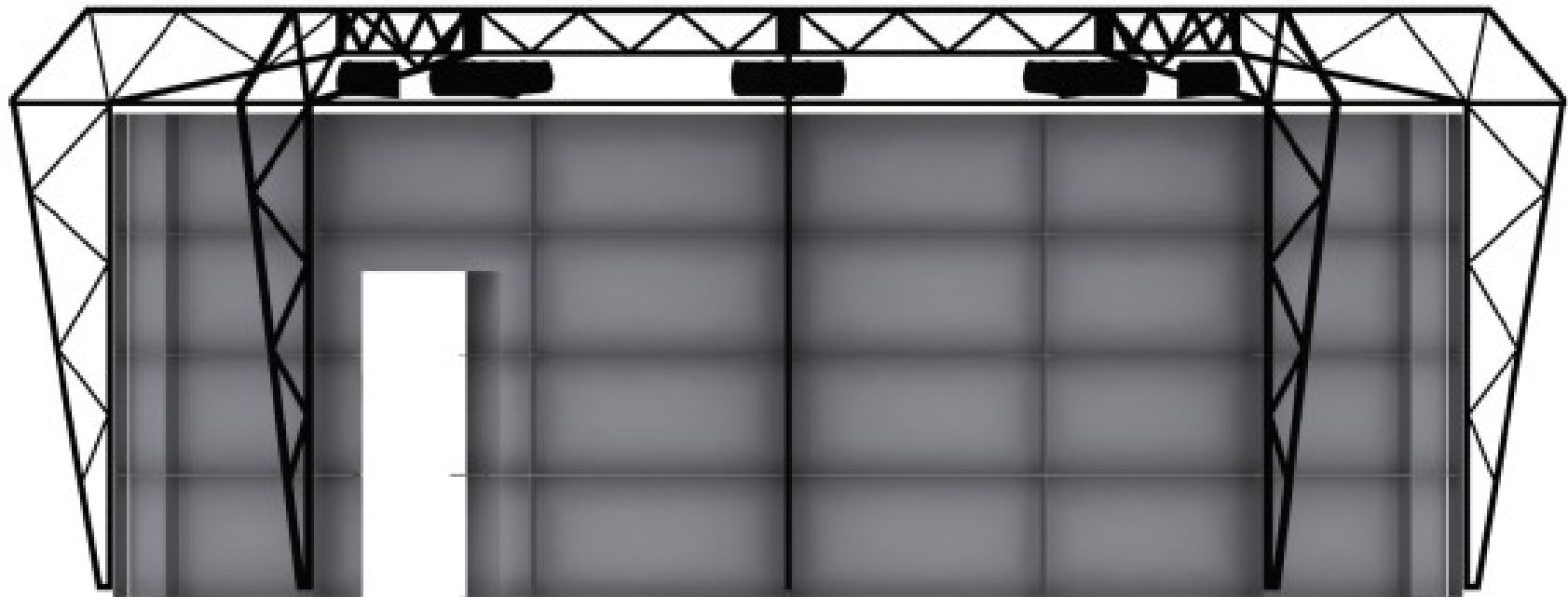


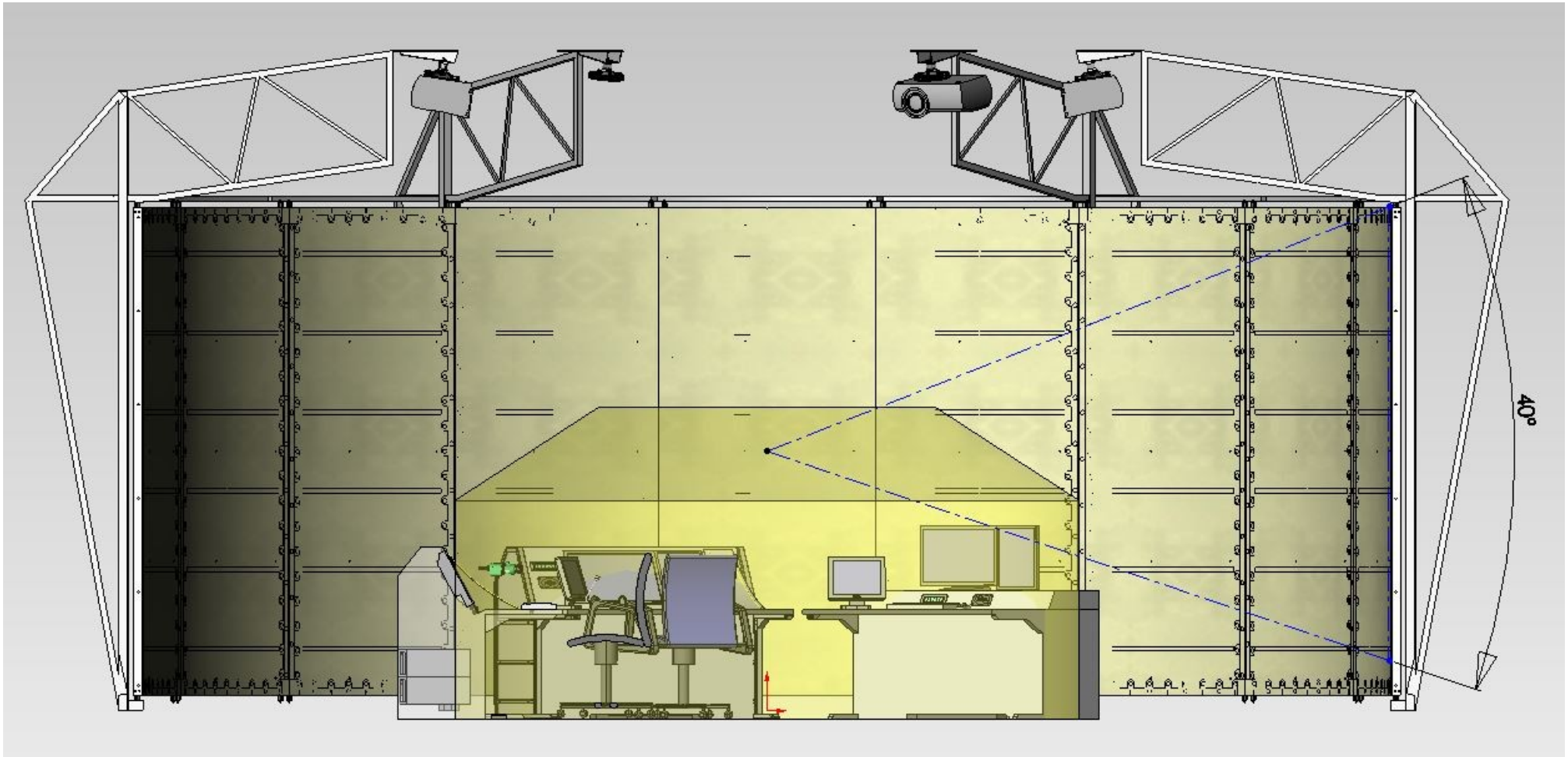


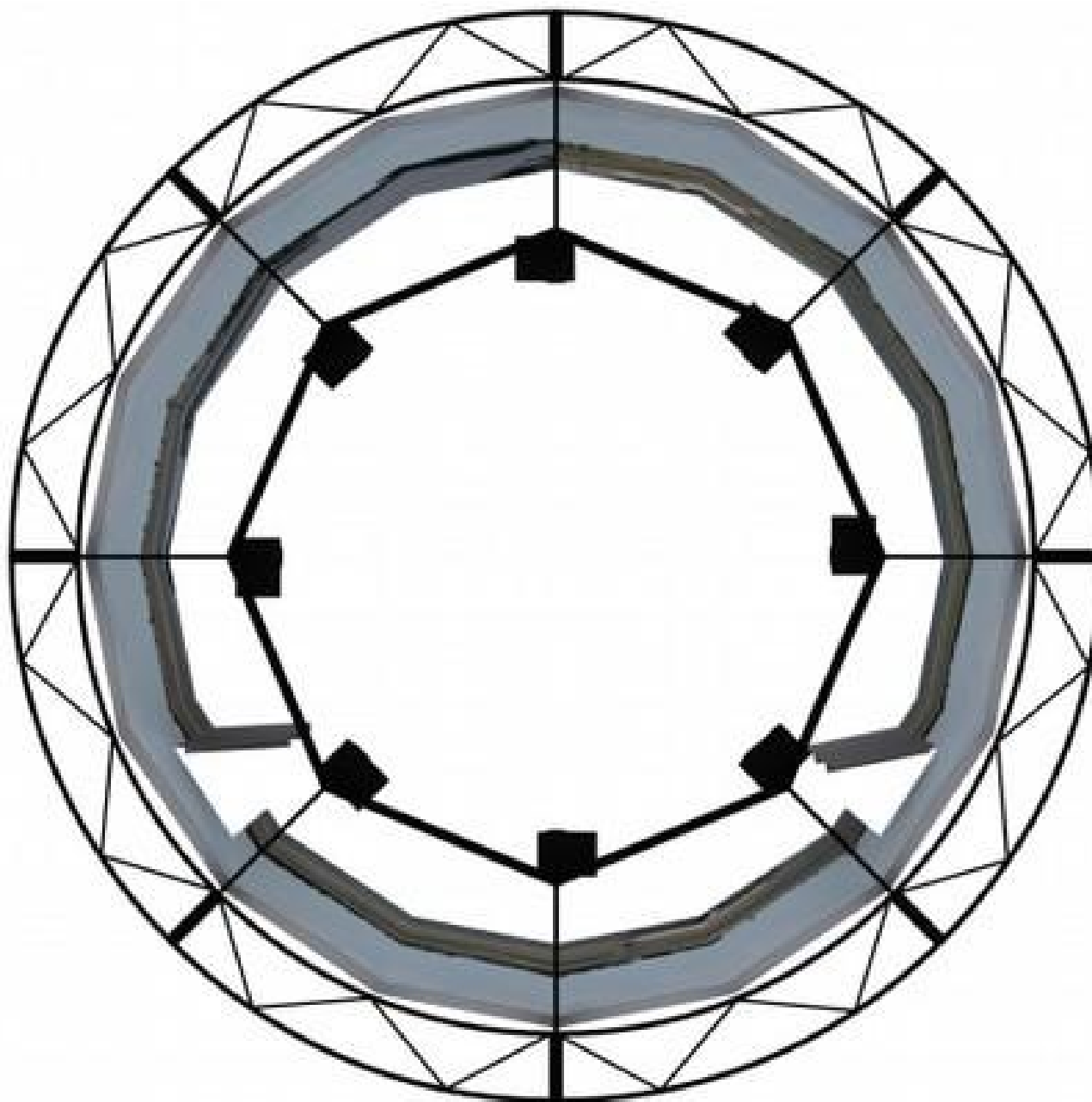


PROJECTION SYSTEM









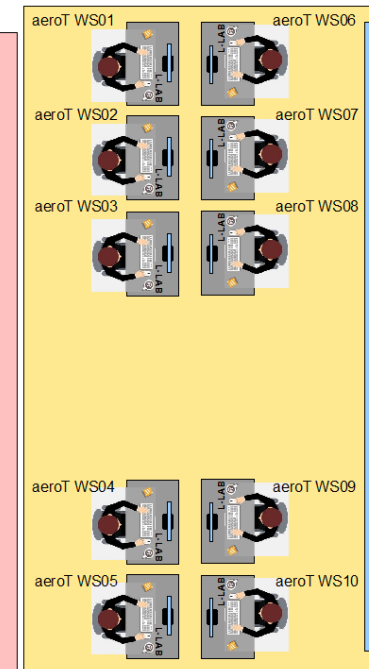
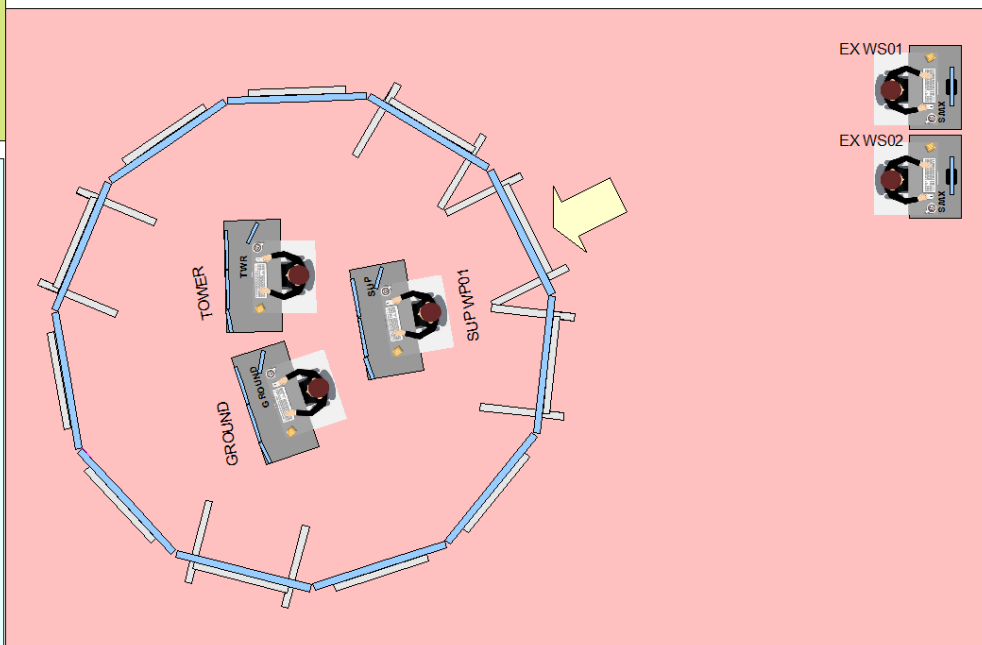
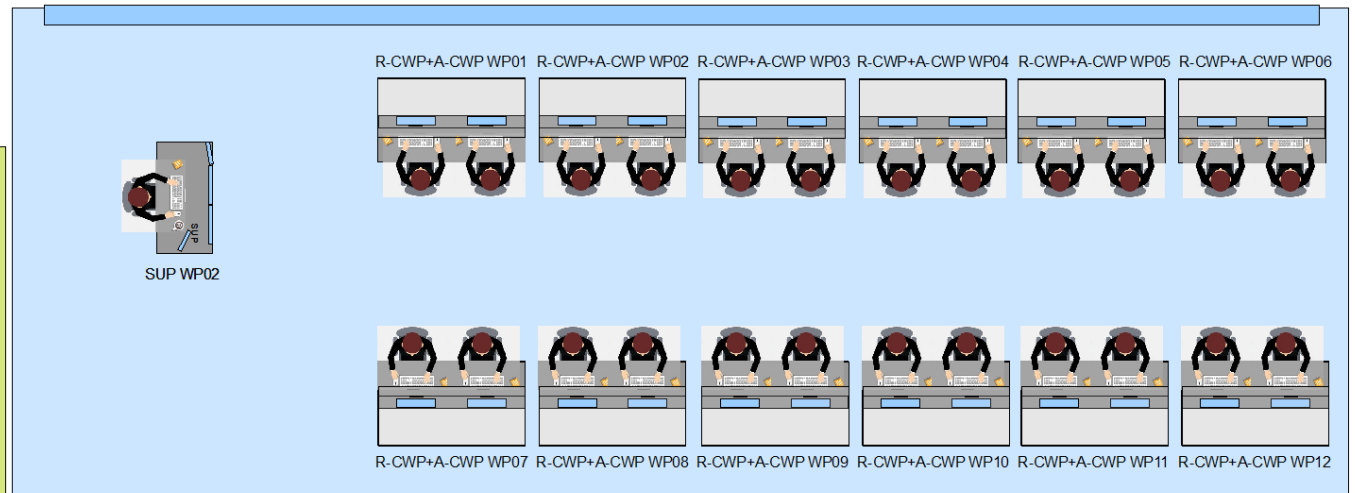
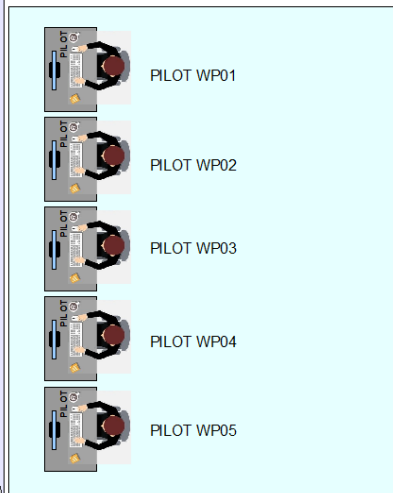
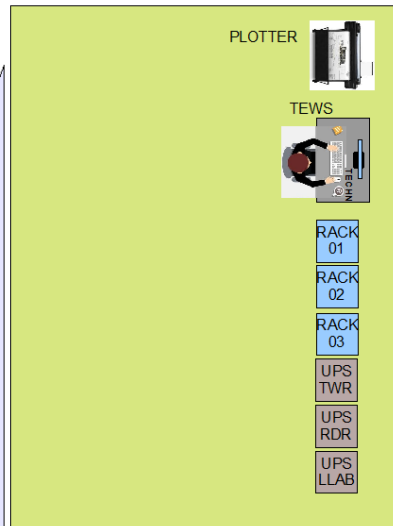
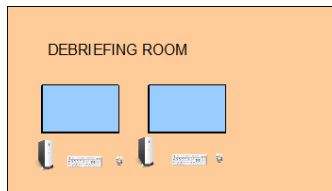


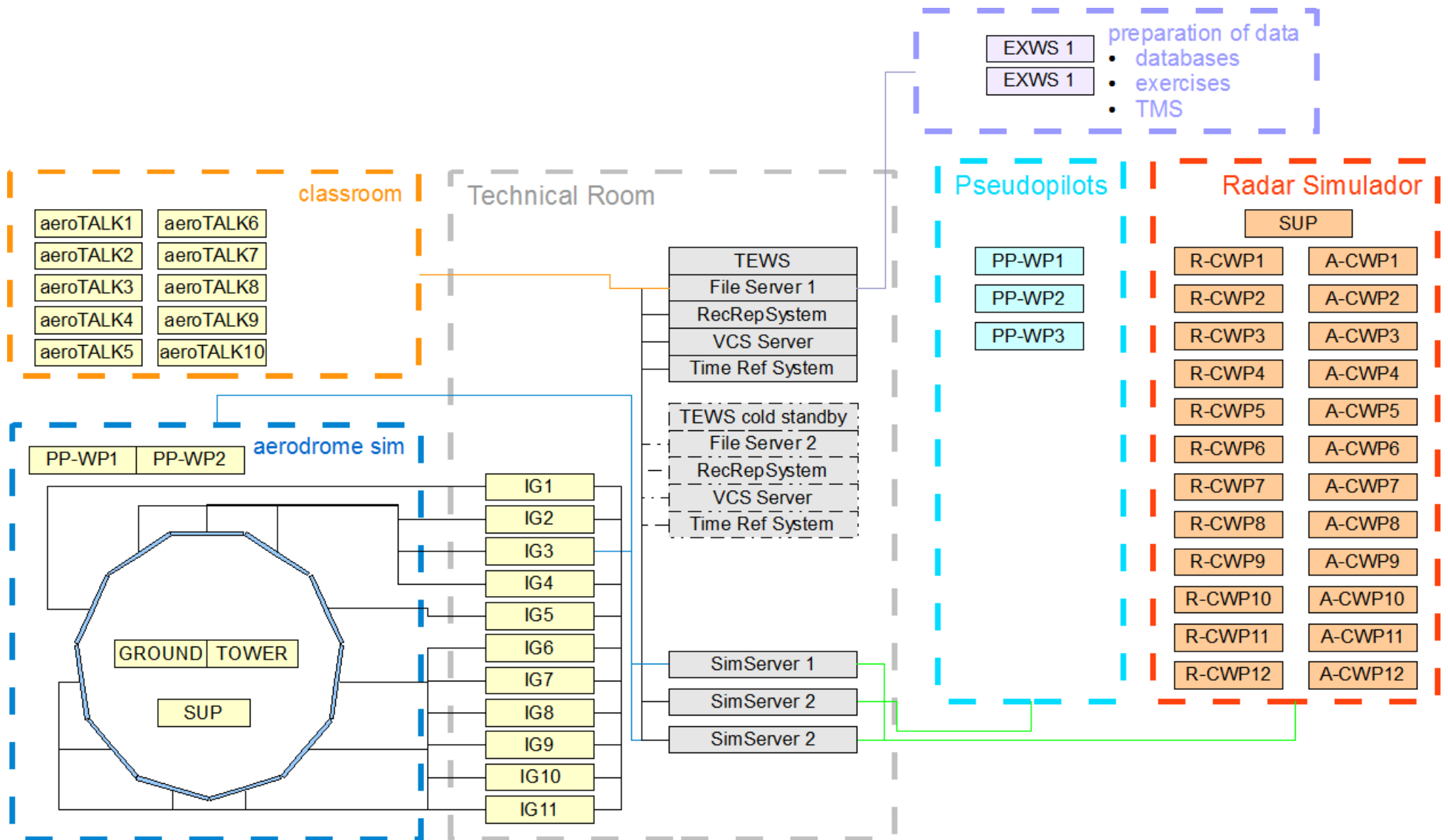


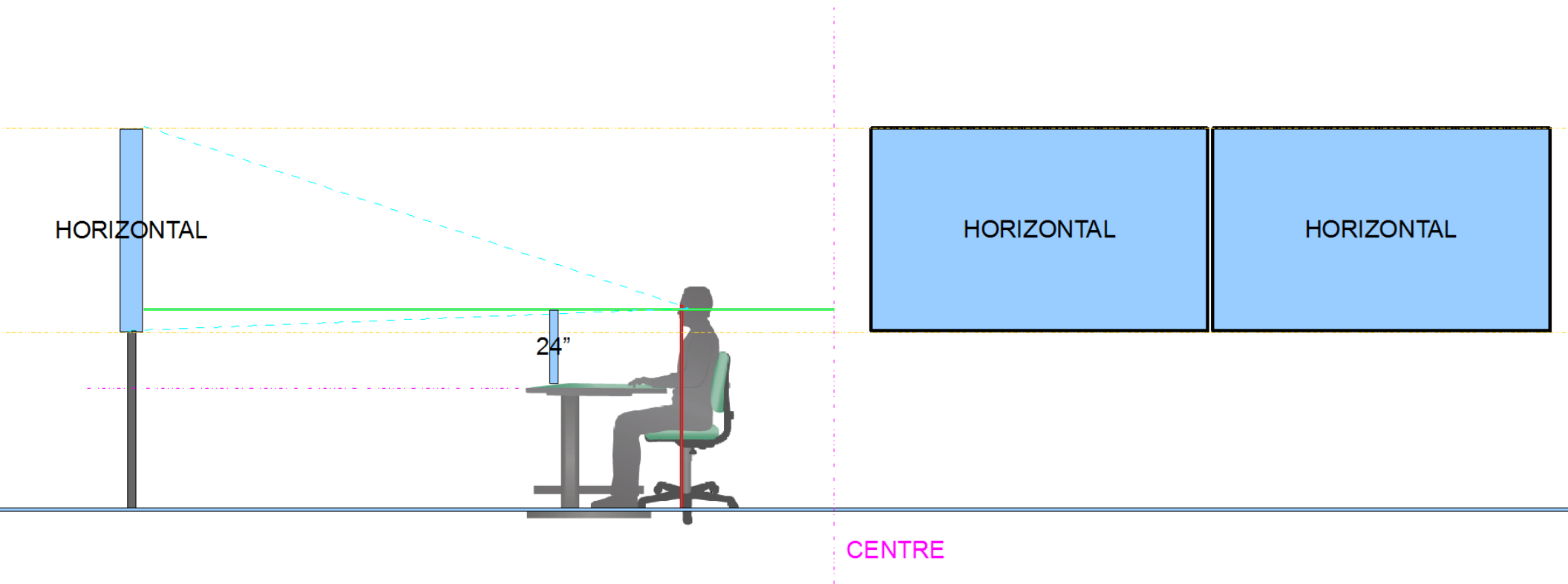




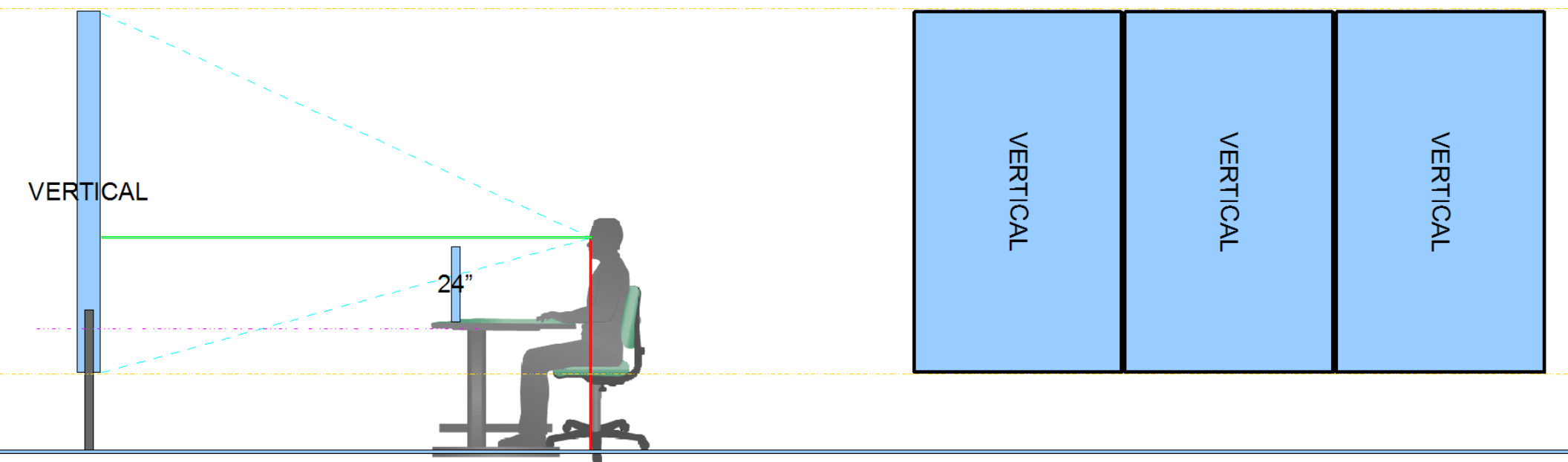
BARCO F35



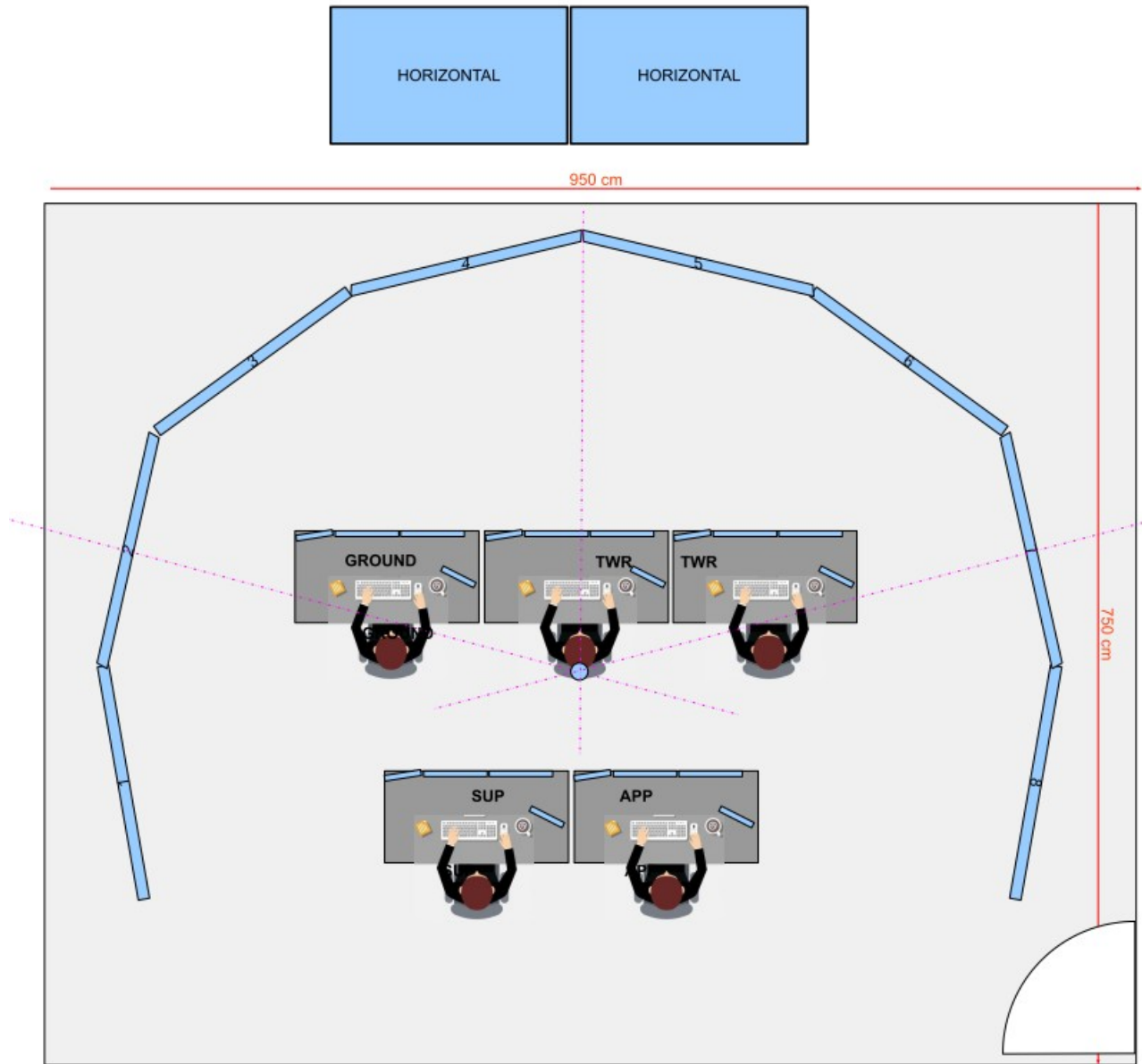




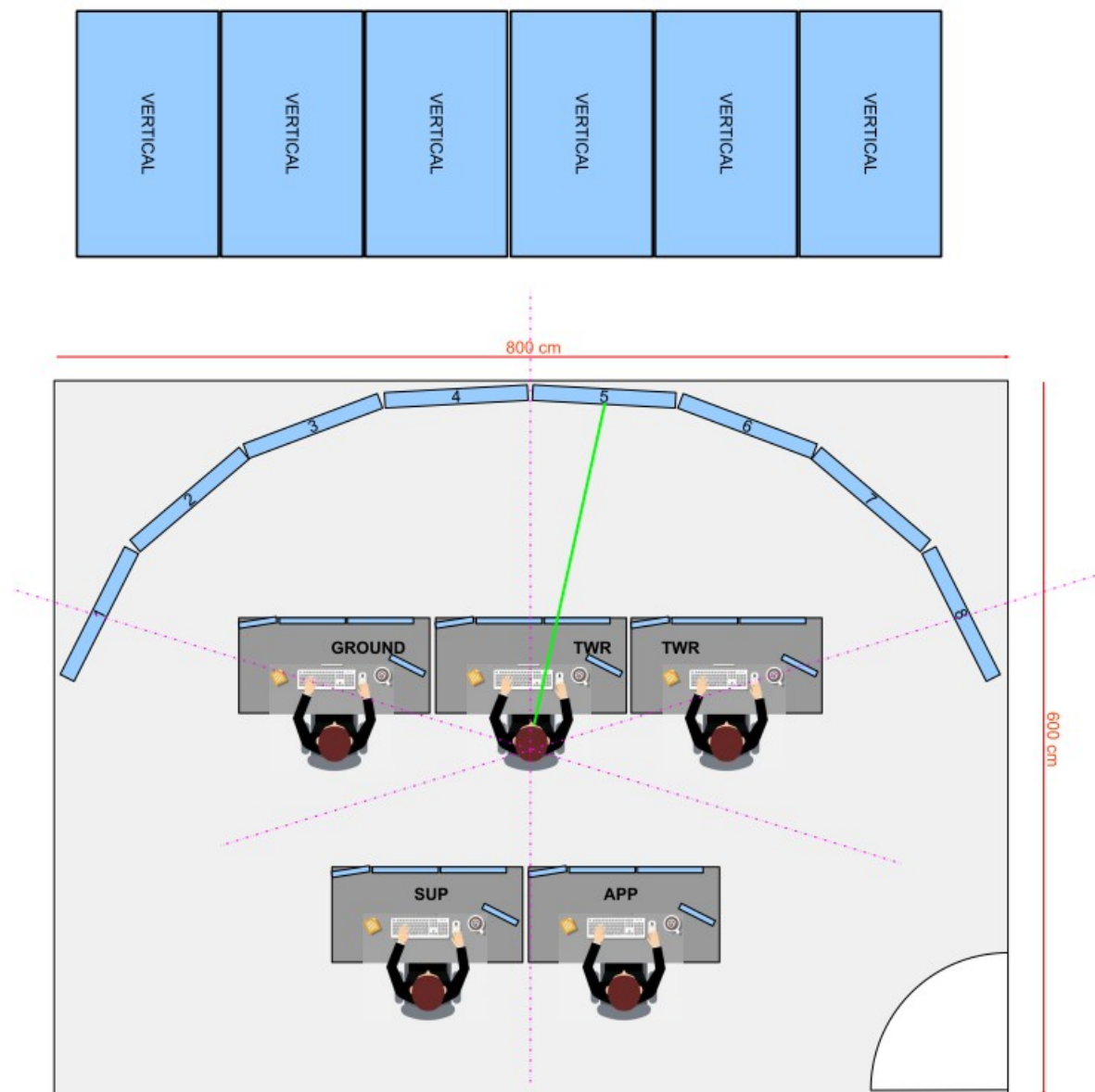
viewing angles of horizontal large displays setup



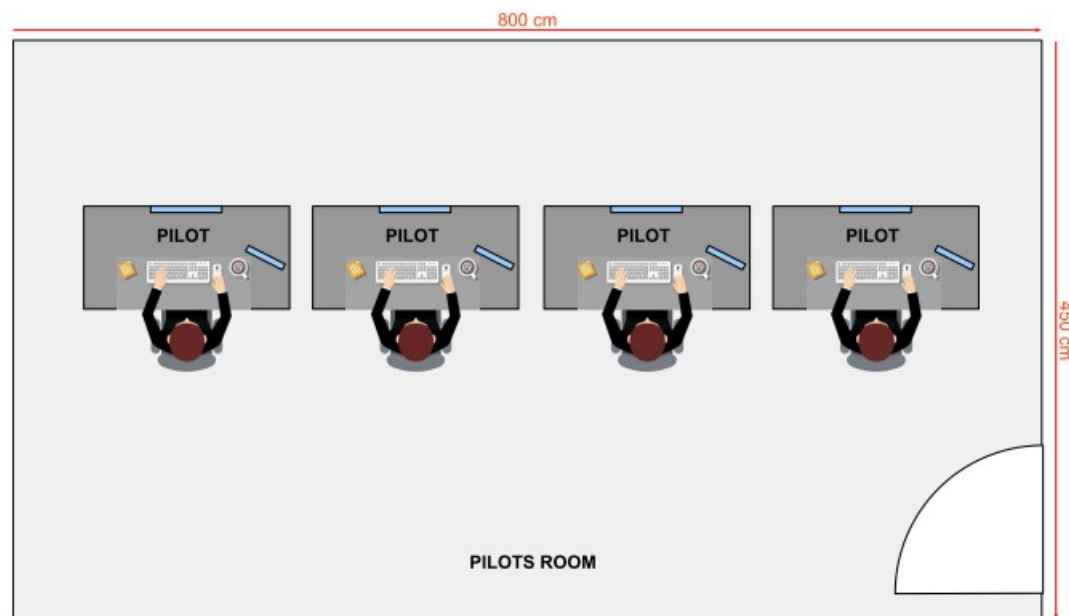
viewing angles of vertical large displays setup



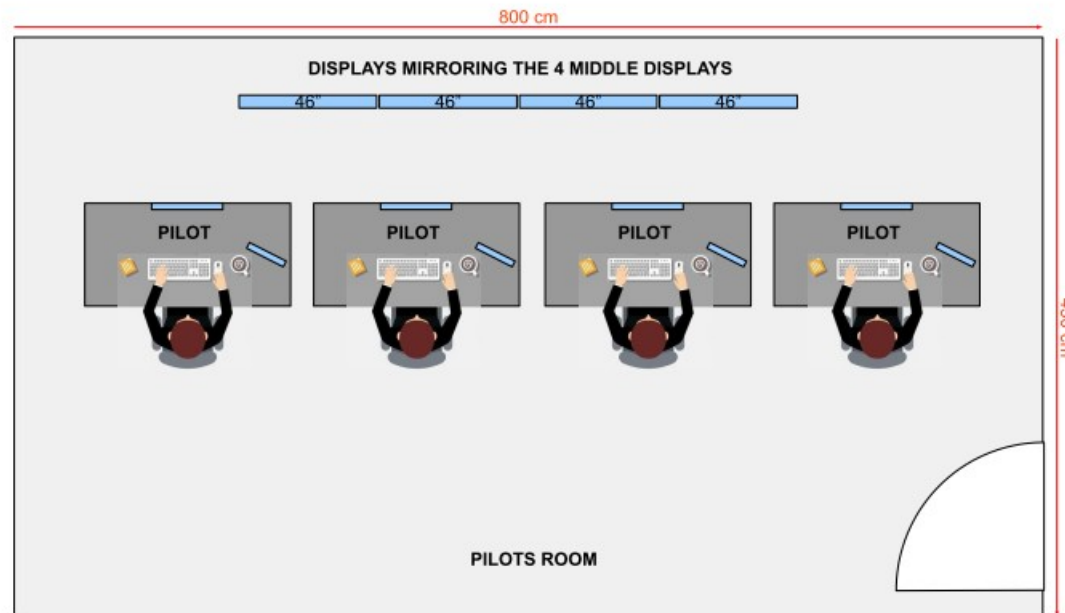
example of of horizontal large displays setup



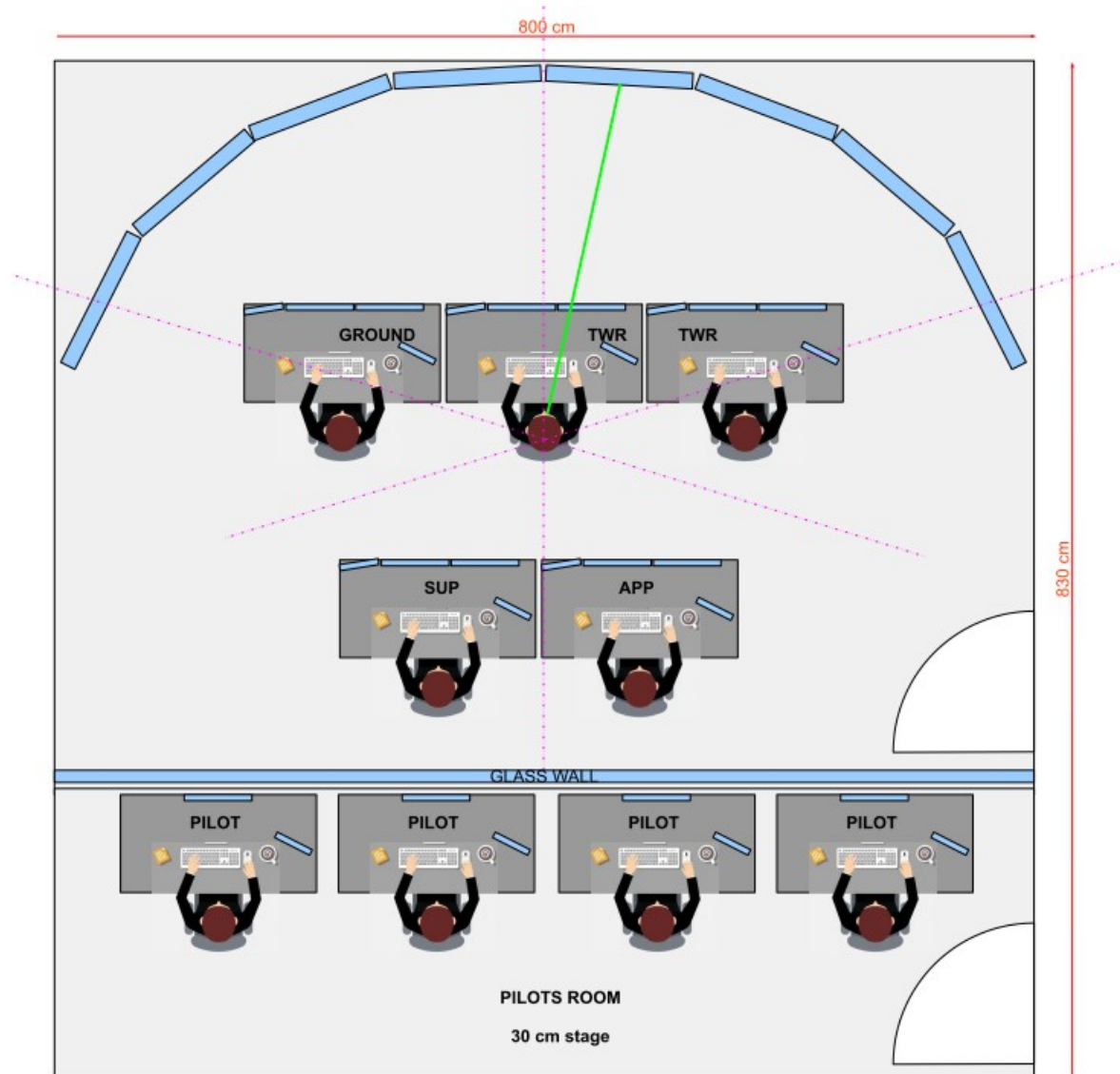
example of of vertical large displays setup



example of pseudopilots array



example of pseudopilots array with small videowall with 3D
aerodrome view



example of pseudopilots array with glass wall to see the
3D aerodrome view

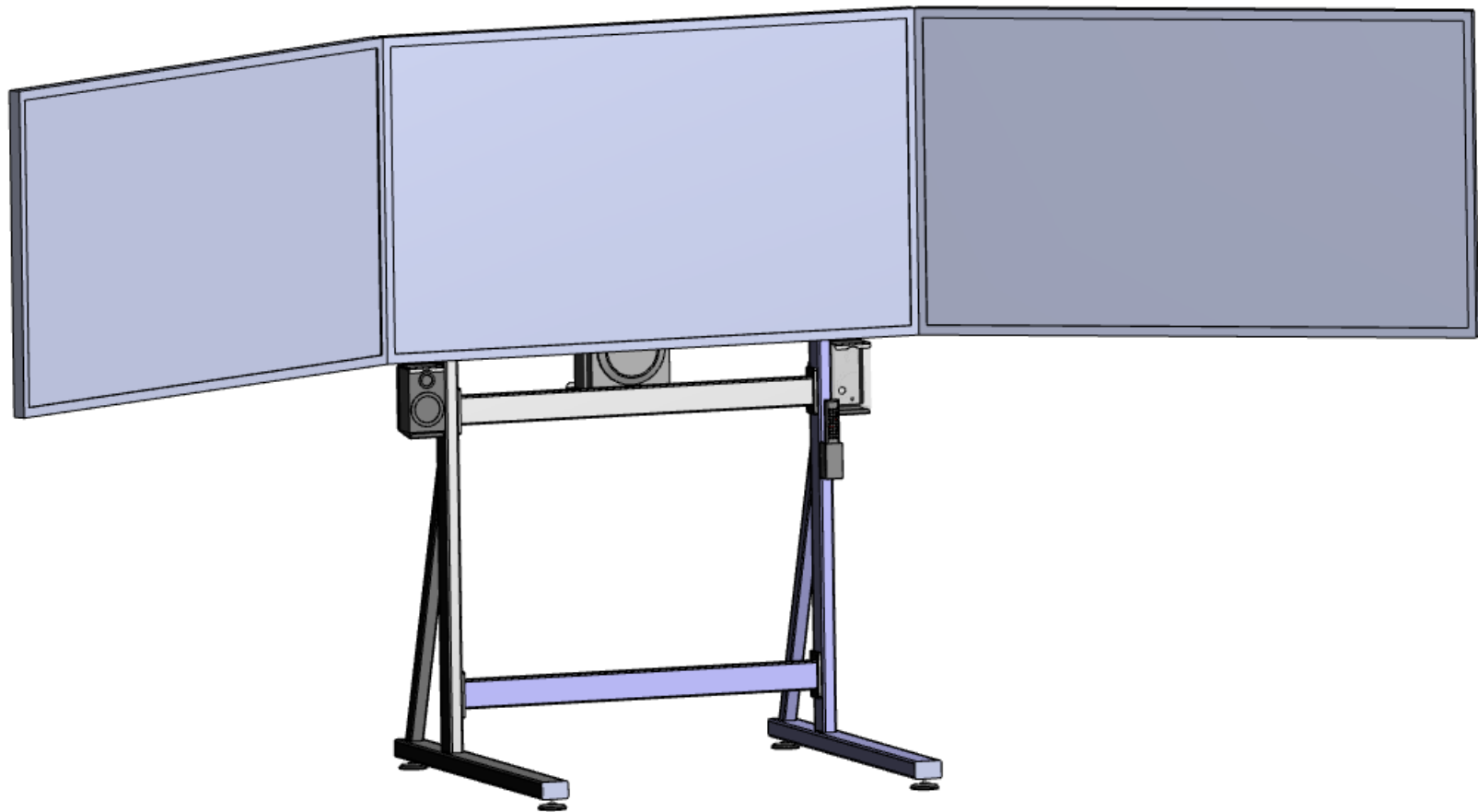


example of pseudopilots array with glass wall to see the
3D aerodrome view

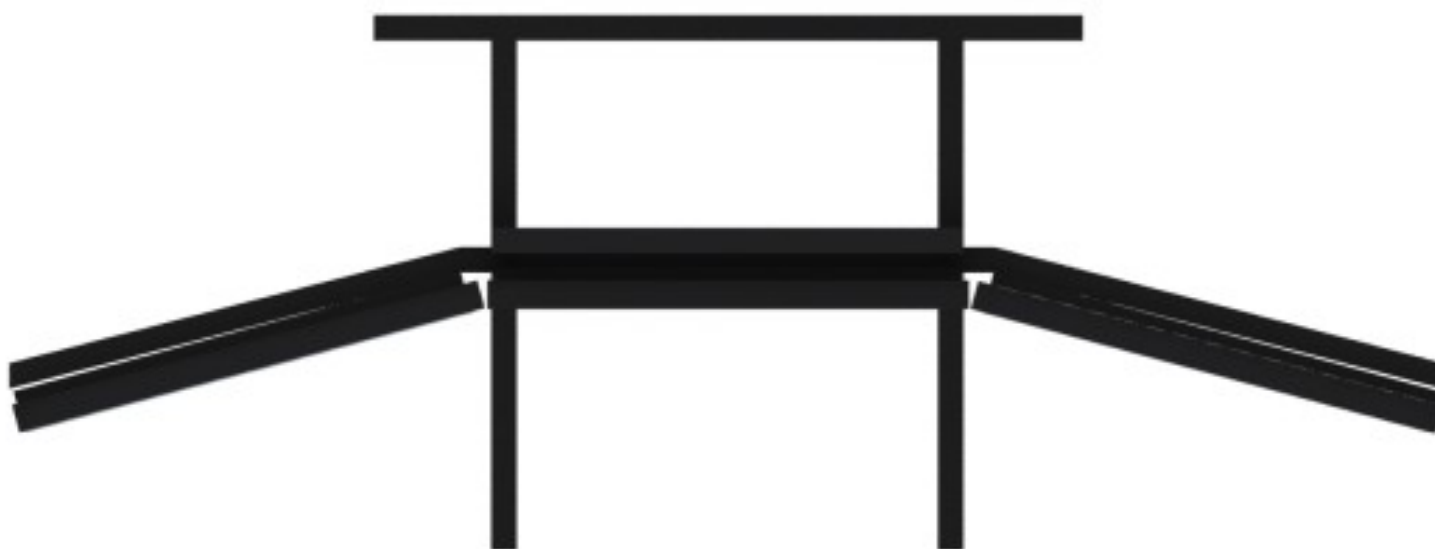
LARGE LCD SYSTEM

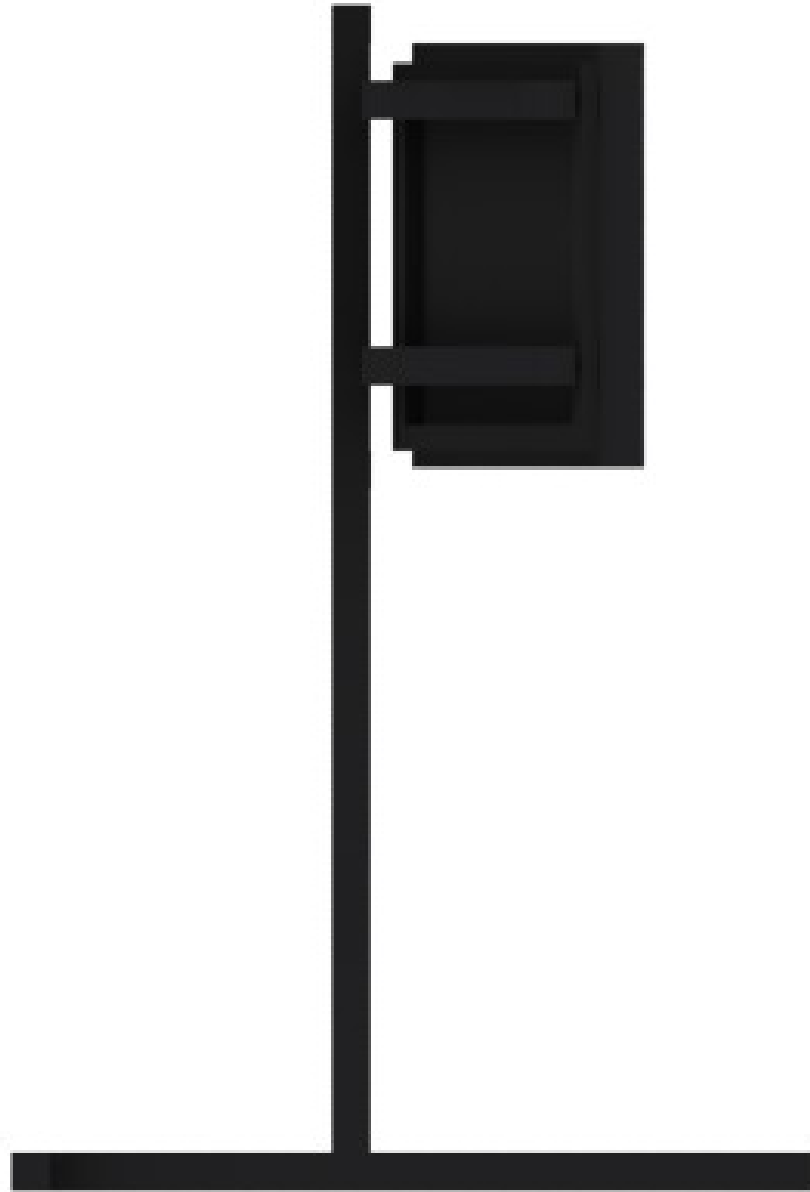
3-4 CHANNELS
viewing angle 190-210°









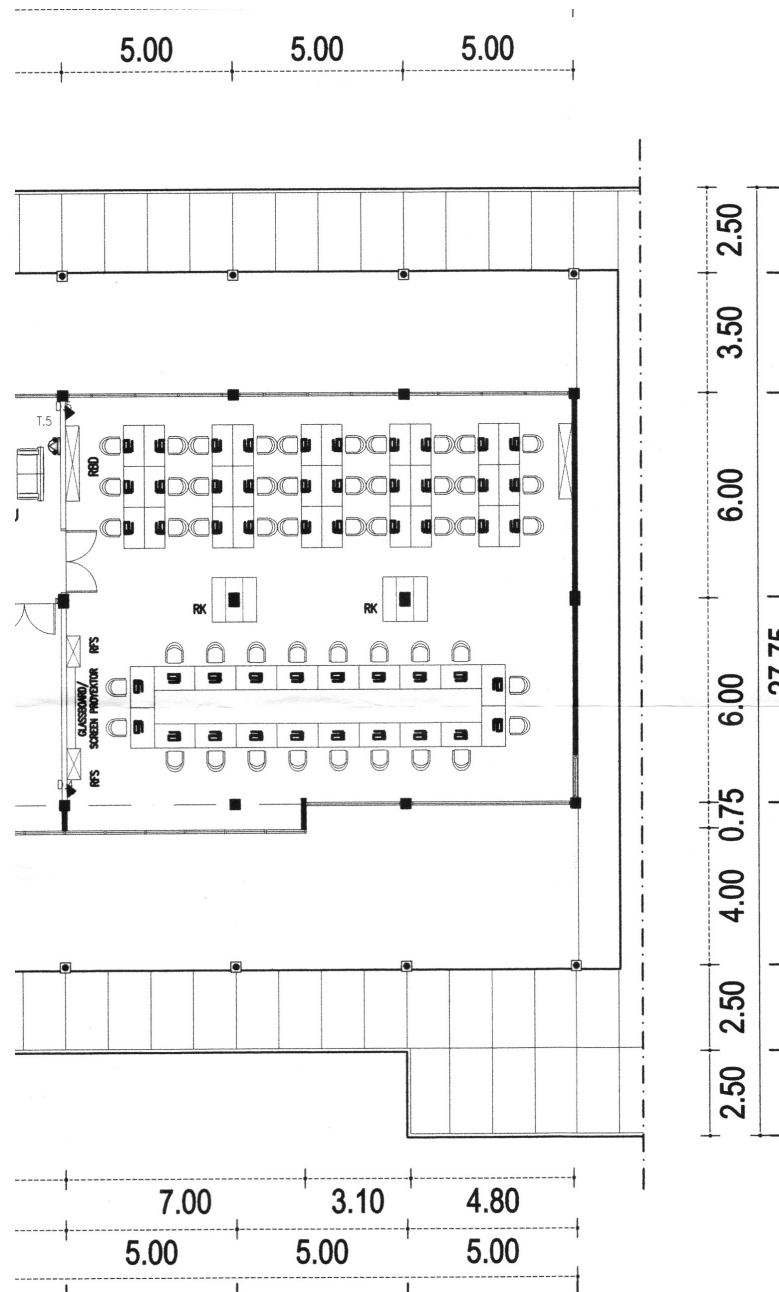




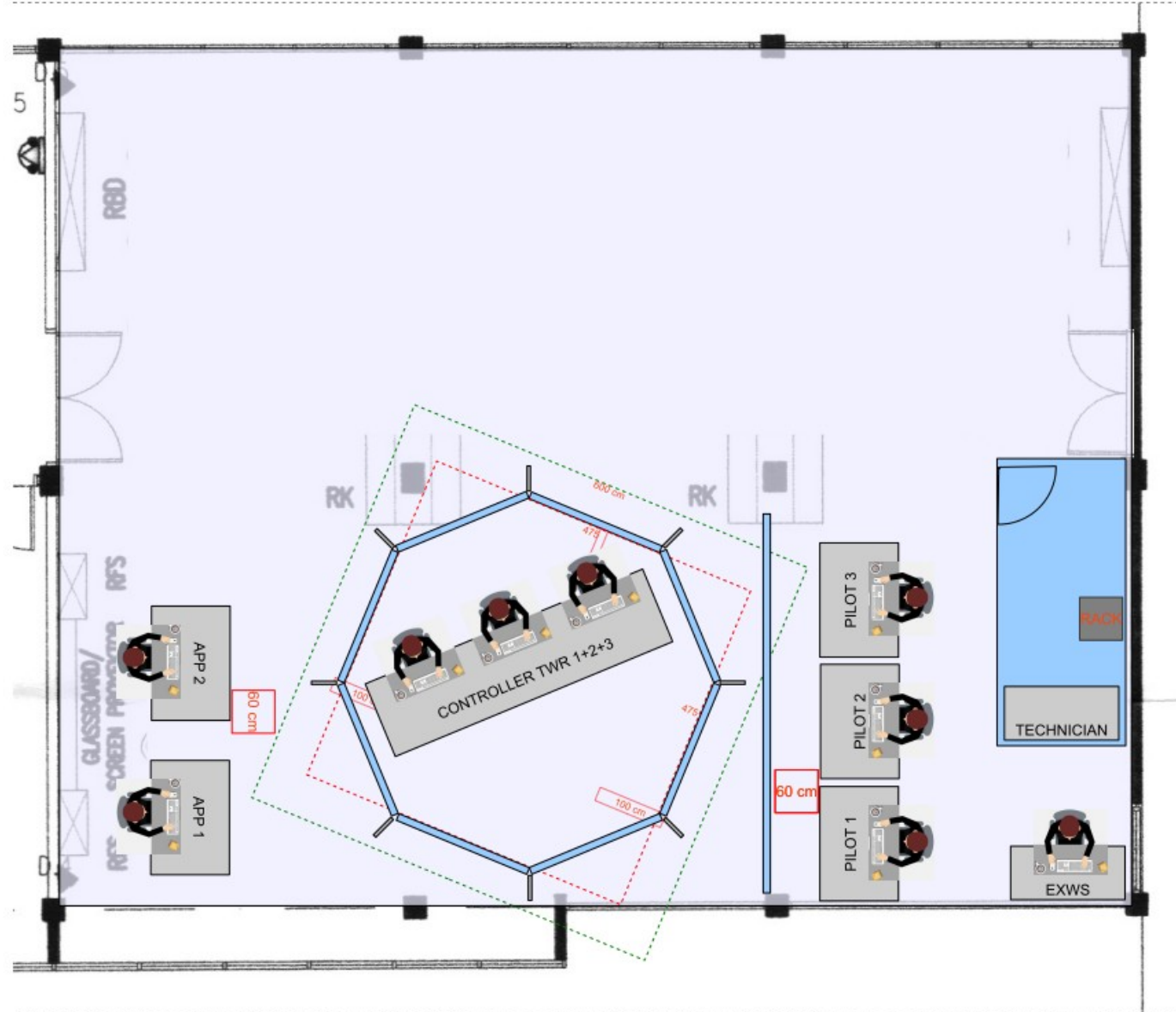
MEDIUM LCD SYSTEM 360 degrees setup

9 CHANNELS viewing angle 340°-360°

original room



Sim room setup





so, that's all for
system design



**Thank
You!!!**

thank you,
you are a great audience

any questions?