



R11 and R12 VR Fuel Truck Trainer Interactive for the POL Group at JBER



Leveraging 3D Modeling and Virtual Reality Experience for Training and Orientation in an Immersive Environment

Joint Base Elmendorf-Richardson
R11 and R12 Fuel Truck Trainer Virtual Reality Learning Interactive
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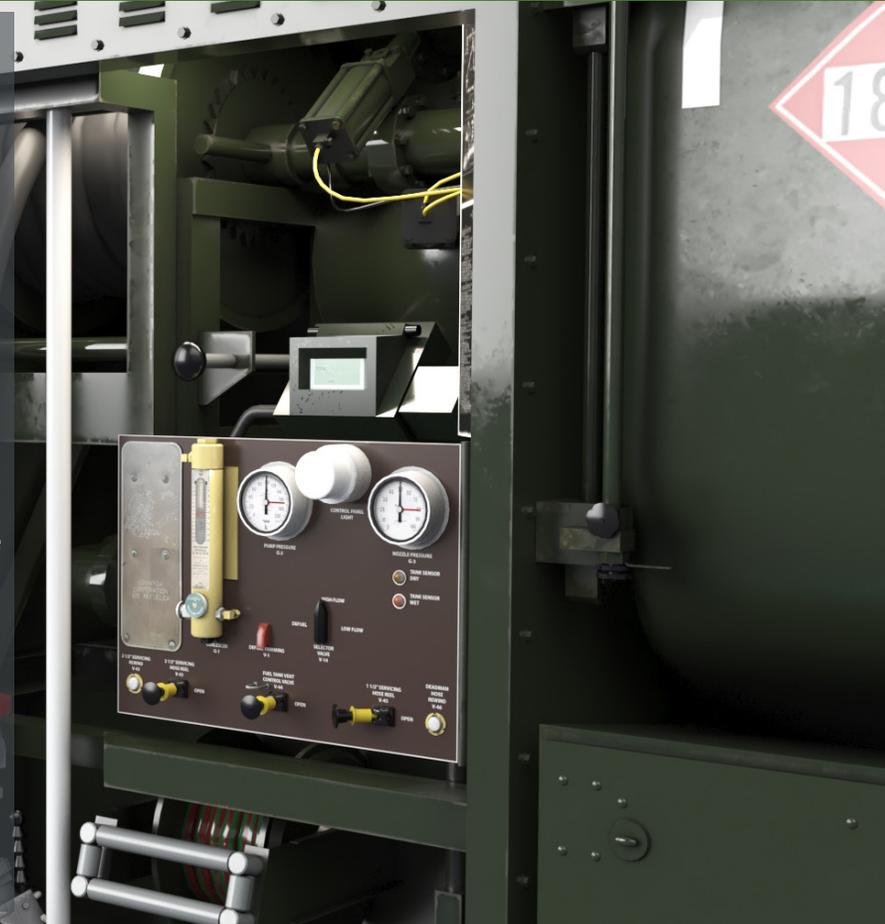
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Agile Combat Employment Virtual Reality Interactive Experience for Training for the Multiple Capable Airmen on Aviation Support Equipment for rapid mobility in dispersed locations.

As the US Armed Services face operational challenges in dispersed environments, it has become increasingly necessary to incorporate virtual reality (VR) immersive technologies. VR enables end-users to operate and maintain equipment in the field, especially in dispersed locations.

Our company is dedicated to creation through collaboration with the United States Air Force and creating immersive 3D interactive environments for learning. We are working in partnership with Meta VR and HTC Vibe to develop the next generation of virtual and augmented reality (AR/VR) engagement tools. Our team has expertise in developing 3D models and environments, as well as game engine programming, making us a full-stack developer capable of providing end-to-end solutions for the US Armed Services.

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Project team Photo of civilian developers from Res3D and members of the POL group



POL group airman using the VR headset while the experience is being screencasted

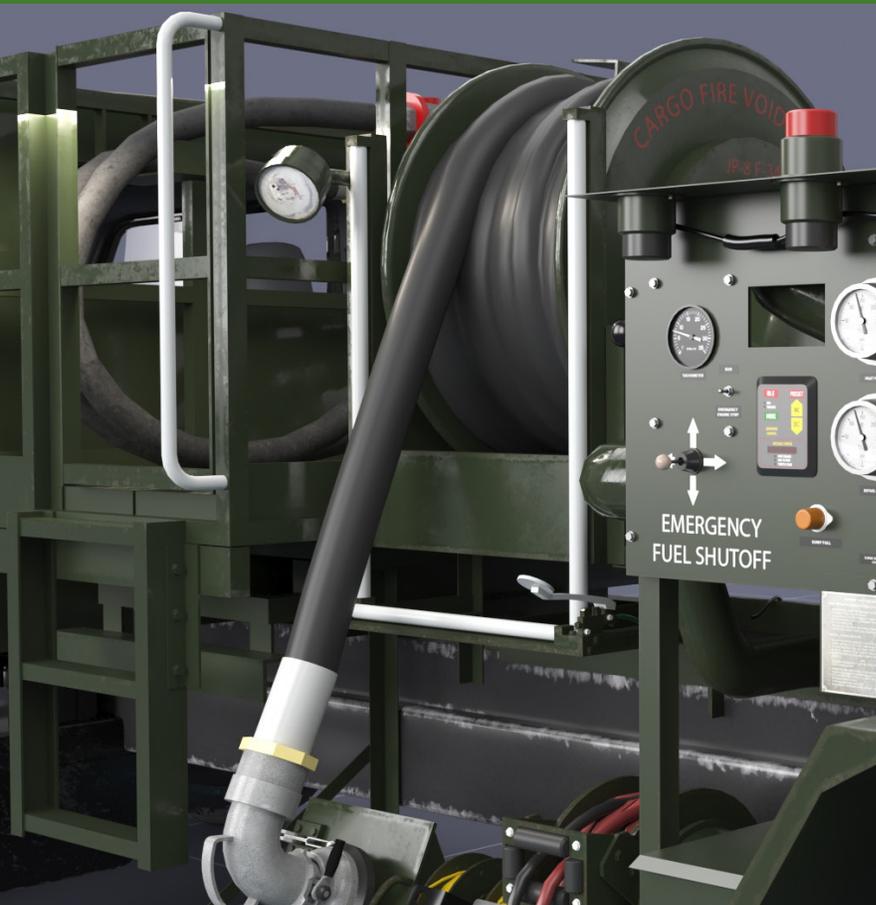


Photos courtesy of the US Air Force

Joint Base Elmendorf-Richardson, R11 and R12 Fuel Truck Trainer Virtual Reality Learning Interactive



Joint Base Elmendorf-Richardson POL Group, Anchorage Alaska



Comments from the Airmen:

"The JBER Fuels Flight set out to create the Air Force Specialty Code first risk-free training environment that allows POL & Multi-Capable Airmen to become task proficient," said Tech. Sgt. Jordan Laughlin, 673d LRS fuels distribution section chief. "We partnered with industry to develop an agile training tool that can be utilized across the enterprise to effectively train anyone, anywhere, and anytime."

"It's convenient and you can create scenarios that you would normally have to wait for," said Staff Sgt. Jeremy Matias, fuels service center accountant. "With VR you can get into repetitions and can create any scenario anywhere. Whereas in regular training, you need to wait for the opportunity."

"Essentially FORCE operations for us are the operations we perform at deployed locations where we necessarily don't have our traditional field setup," said Matias. "In the desert, you can use this equipment to fuel contingency aircraft, or in any bare location."

"In terms of working with ACE: Agile Combat Employment," said Matias. "Wherever ACE needs us to be set up, we're pretty much able to do that and give them the support they need to carry out the mission."