



CREATIVE MILITARY TECHNOLOGY



CMT CREATIVE
MILITARY
TECHNOLOGY



CMT MAB

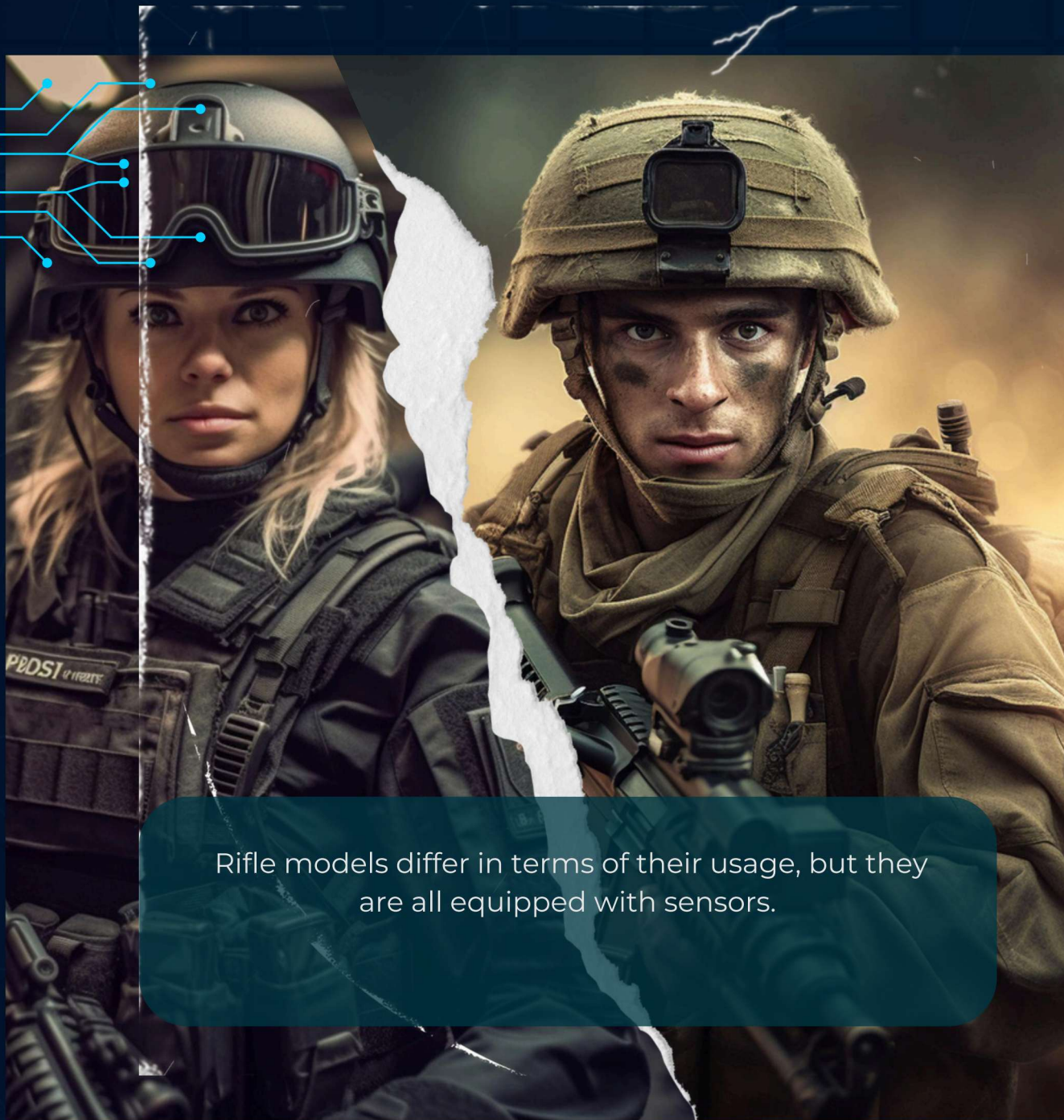


STANDARD VIEW

AI TRAINING TECHNOLOGY

The world's first simulator of the real-time battlefield. **CMT MAB** system (Massive Analysis of Battlefield) does not require any additional sensors, which would hinder movement. The system uses only high-resolution images, sent directly from cameras, and AI analyzes them in real-time (proprietary resolution of real-time AI). AI battlefield system allows its users to include and simulate many factors affecting a bullet's trajectory for every separate shot. This is why the system can simulate every condition, providing a precision of ± 1 cm per shot made from 2 000 meters.





Rifle models differ in terms of their usage, but they are all equipped with sensors.



CMT BASIC



CMT PRO



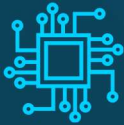
CMT SNIPER



CMT RECON



ELEMENTS OF THE AI SYSTEM



OBJECTS

The system can differentiate between various objects, or things imitating the objects.

Tanks, planes, combat vehicles, buildings, obstructions - no matter the material (concrete, wood, metal).



PEOPLE

The system can differentiate between people (and animals), body segments (legs, torso, head, arms), emotions (fear, aggression), affiliation (enemy, ally, neutral).



ANALYSIS

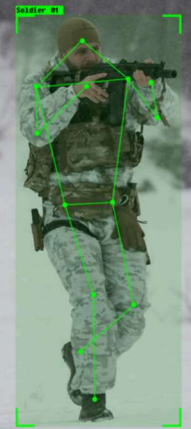
The system analyzes the differentiated objects. CMT MAB system enables its users to analyze battle simulations in real time, as well as after the training, which makes it easier to conclude and improve battle tactics.

BATTLEFIELD

WHAT THE RIFLE SEES

Every rifle is equipped with a camera which analyzes an image (from a barrel level) in real time. It provides a lot of analytical data after a finished training.

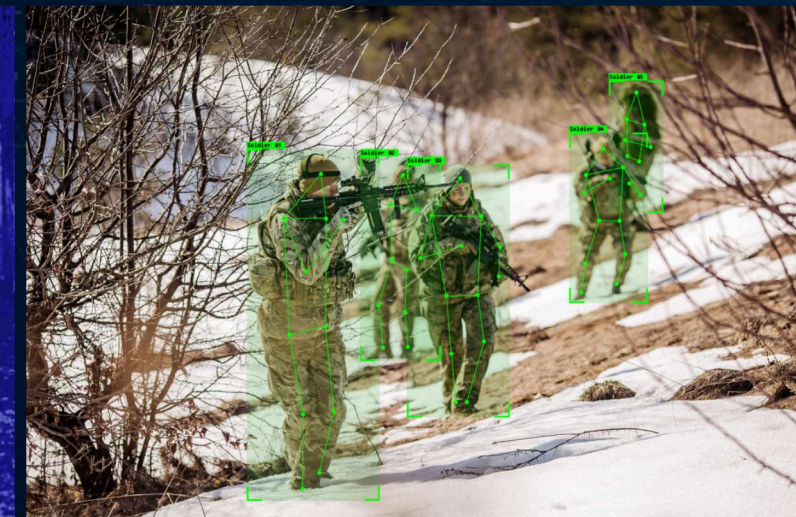
This enables the users to make fast conclusions after a simulation, correct mistakes, and improve trainees' skills.



Every shot is analyzed individually, which makes the shooting experience more real.

The system can simulate changing weather conditions, which impact a shot made, just like in a real battle. The users can configure all parameters, including how serious a shot in a particular area could be.

AI BATTLEFIELD ANALYSIS

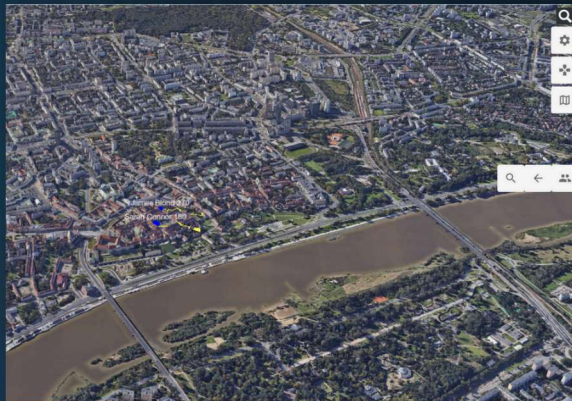


MANAGEMENT PANEL

REAL-TIME MANEUVER MANAGEMENT



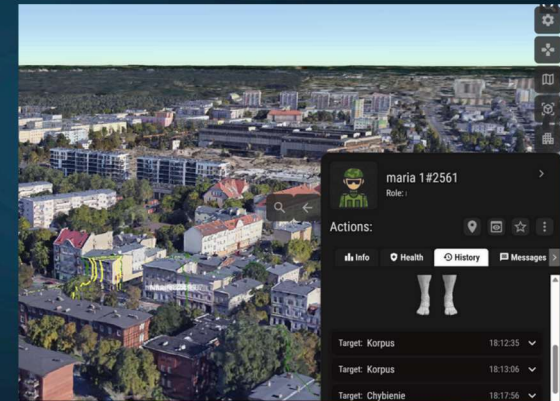
MAP



ZOOM



DETAILS





Parameter	MAB	LaserTag
Range	up to 2 400 m	up to 200 m
Ability to have different wounds	Yes - the system differentiates between arms, legs, torso, and head	No - the shot is counted using an infrared beam from a sensor located in a headband
Sensor	Thermal imaging or standard imaging analyzed in real time by AI	Infrared transmitter and receiver
Required receiver (headband)	No	Yes
Flexibility to simulate ballistics (wind, temperature, humidity, air pressure)	Yes	No
Shot accuracy (bullet diameter)	less than 1 cm at a distance of 10-2400 m	about 90 cm at a distance of 30m; increases with a distance
Ability to install on a real weapon	Yes	No

BATTLE FIELD MEDIC

MAB is a system not only for battlefield simulation, but also for medical skills required in a battlefield. The system includes a program for first-aid training.



Due to the AI technology, a medic has access to materials simulating realistic wounds and body injuries. The medic has to choose which bandages and treatment they are going to apply. The medic will also get information in real time on whether the first aid provided by them was successful.

OUR PLANS

NOW TRAINING

Advanced training system based on image analysis in real time

- Battlefield simulation - integration with replicas or real weapon
- Shooting range for marksmen
- A system for training individual battle behavior

SOON COMBAT SUPPORT

Combat support system based on advanced reality and CMT MAB AI

- Neutralizing drones
 - detection and providing shooting coordinates HTFT (hitting the target first time)
- System for automatic target tracking
- A system for management support and monitoring the battlefield in real time. Analysis of life function, diagnosis, recommendation.



CONTACT

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