

IES Partners with America's Army

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IES Interactive Training announces its partnership and product integration with America's Army, an established provider of CQB simulation training solutions for US military soldiers.

The America's Army game, based on the Unreal gaming engine, provides 3D animated virtual targetry, soldier basic skills training, vehicle simulation, flight craft simulation and special task training.

To meet the demanding needs of US military CQB training, IES developed HydraFire, a first-of-its-kind multi-headed laser and live fire shot detection system. HydraFire enables extremely close proximity to target screens, is impervious to room temperatures, offers laser and live-fire on the same system, and supports any number and size of target screens with a single computer. The solution can be installed in any classroom, live fire range or live shoothouse to enhance an existing weapon-based training program.

IES and America's Army have successfully completed the first customer installation at an undisclosed US Army base and look forward to expanding that system to replace all traditional targetry in the shoothouse with additional systems from IES and America's Army. Additional US Army bases are taking note, and IES expects significant success with this program in the near future.

This delivery marks the entry of IES into the US military market for soldier weapons training. Rob McCue, IES General Manager, said "IES is proud to be serving our soldiers and country with this partnership and product. Live-fire training is experience every soldier benefits from. With increased situational awareness of working near comrades with live weapons, and by having the ability to discern live virtual targets instead of static shoothouse dummies, soldiers are better prepared to make the right decisions, quickly, once they reach a combat zone."

For more information contact IES Interactive Training at 1-800-344-1707 or info@ies-usa.com