# The International Wildfire Simulation Training Project



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# 3D serious game-based training and exercising of wildfire response professionals

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The International Wildfire Training Simulation Project aims at improving proven 3D virtual reality training software to better support training and exercising of wildfire response professionals. A further key project objective is to exchange and share knowledge about simulation-based teaching methods between Partners. During the Project a state-of-the-art "Wildfire Beh avior & Suppression" simulator will be developed which forms the basis for training and exercising in large scale 3D virtual environments in the XVR Simulation Platform.

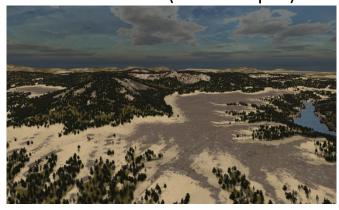
# **Deliverable 1: Ignis,** the wildfire training simulator

The Project aims at using existing research in the area of fire behavior to create a pragmatic simulation engine for training and exercise purposes which includes both fire behavior as well as suppression. **Ignis** (the Latin word for fire) is instructor-supervised and takes into account slope, vegation types and weather and will drive fire behavior in the XVR Simulator.



### **Deliverable 2**

Large geo-specific 3D environments based on GIS data (> 1.500 sqkm)



### **Deliverable 3**

Localised vegetation, roads, houses etcetera for every Partner



## **Deliverable 4**

Ground and aerial (heli/plane) repression technique visuals



### **About XVR**

The XVR Platform is used by more than 200 users in 21 countries for emergency response team-training.



The Project is led by the French Wildfire School ECASC in Valabre supported by Netherlands private company E-Semble. developers of the XVR Simulation Platform. Current Project Partners include New South Wales Rural Fire Service (AUS) and GM and NOG Gelderland Fire Brigades (NLD). Other Partners are invited to join. Contact: p.meresse@valabre.com / boosman@e-semble.com







