

VIRTUAL REALITY TACTICAL ASSAULT KIT (VR-TAK)



THE FUTURE OF MISSION PLANNING TODAY



VR-TAK Features

- INTERACTIVE C2 3D APPLICATION
- UP-TO-DATE, ACCURATE TERRAIN DATA: Supports many different file formats including vector tiles
- PART OF THE TACTICAL ASSAULT KIT (TAK) ECOSYSTEM: Same look and feel for ease of use
- GOVERNMENT OFF-THE-SHELF (GOTS): Free for government use / no license fees



VR-TAK is a state-of-the-art Virtual Reality (VR) tool for Command and Control (C2) and mission planning.

Users can import and interact with up-to-date, user-generated or commercially available terrain datasets within the TAK ecosystem.

- Perform mission planning and rehearsal with the latest 3D data
- Pre-deployment boots-on-the-ground Virtual Reality experience
- Virtual TOC to collaborate with other geo dispersed VR-TAK users in real-time
- Annotate terrain and buildings, measure distances, place and rotate vehicles
- Share mission plans including routes, go / no-go zones, ground markers, imagery and more with other TAK applications
- Supports all major VR systems, plus desktop / non-VR
- Built with the Unreal Engine 5, the world's most advanced 3D-creation engine
- SDK architecture for capability expansion

WWW.ARA.COM/VR-TAK

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