

# Simulation and Training



**Comprehensive, in-house, design and production expertise backed up by a proven cross-industry track record.**

Whatever your multimedia or training needs, SEA offers a complete cradle-to-grave design, production and delivery capability for the development of wide-ranging specialist training and general multimedia content.

Project communication problems can often delay the timely delivery of training and multimedia developments. Our in-house, co-located team can avoid the problem by ensuring that their specialist skills for design and production is carried out efficiently and cost-effectively.

The multi-disciplinary team has experience in both the military and education sectors. By maintaining industry links and an up-to-date appreciation of latest training developments.



We can tailor our approach and products to meet individual customer requirements. SEA's in-house instructional designers and multimedia team have extensive experience in training design.



SEA has considerable experience in the full lifecycle of training design and development, from the analysis of user requirements to the development of instructional media. Whether it be for a system evolution driven training upgrade or for a completely new requirement SEA can tailor a solution that meets your key needs.

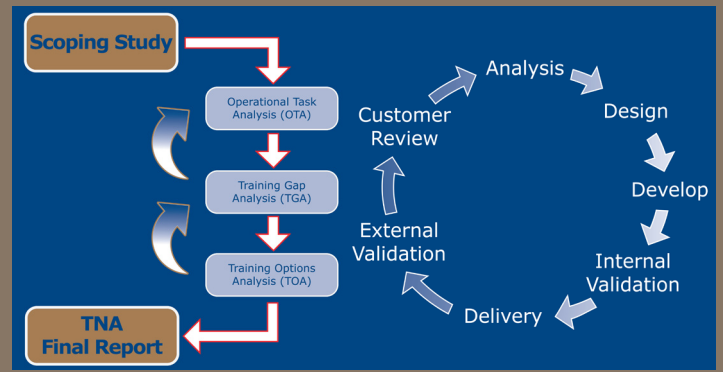
We will carefully craft the training solution to address the challenges posed by specific training requirements.

Our team will work with your Subject Matter Experts to design Scalars, lesson plans, electronic media and training devices that, whilst satisfying the requirement, will also provide an interesting and challenging learning experience for the student.

## Standards

All SEA multimedia are produced using industry standard authoring tools with programming carried out using commonly used multimedia and internet programming languages. The multimedia products are all produced to the relevant applicable industry standards, for example:

- ADL SCORM 2004 3rd edition standards
- W3C (World-Wide Web Consortium) standards



» SEA's simulation and training lifecycle

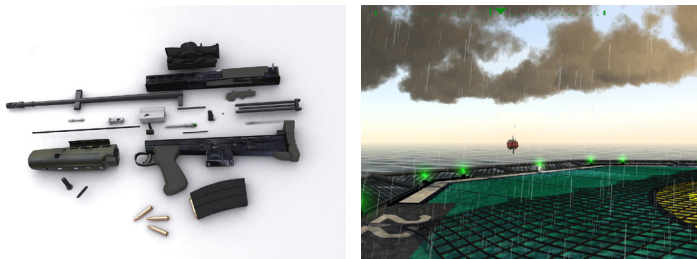
## Key Capabilities:

### 3D modelling/visualisation

- High-fidelity models are developed for maximum impact. A wealth of modelling experience exists: naval platforms, helicopters, fixed-wing aircraft, land vehicles, UAVs, UUVs, characters and realistic environments

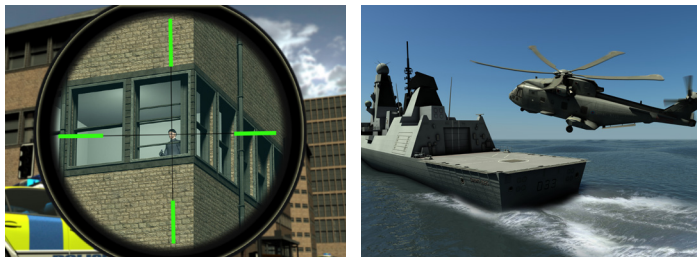
### 3D animation

- SEA can animate everything from engineering demonstrators through to motion captured character movements. Our team has a critical eye for realistic motion which ensures our delivered animations are always fluid, believable and accurate



### High-resolution 2D/3D graphics

- Through working with existing images and manuals or generating our own content, our technical artists can produce detailed engineering drawings and readable diagrams to demonstrate even the most complex systems and processes with ease



## Video Production

- Our in-house capability combines the industry standard tools and processes with working expertise to produce stunning post-production special effects and high-quality video. Our modelers have delivered content for both high impact, high-resolution platforms and bandwidth constrained web-style deployment

## Audio Production

- SEA's abilities include script writing, voice recording, Foley/sound effects recording, audio syncing, sound track composition and high-end surround sound audio encoding

## Multimedia Programming

- SCORM compliant interactive bespoke e-learning/training with optional full student assessment and reporting
- Promotional animations/video for trade stands or rolling demonstrations
- Multimedia CD ROMs for mail shots/corporate training distribution
- Web site production ranging from small static sites, medium sites with customer content management, through to fully fledged e-commerce applications.
- Intranet design and development

## For further information

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