



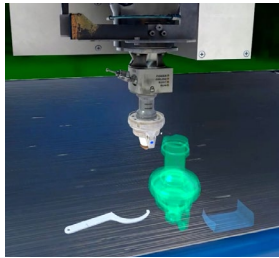
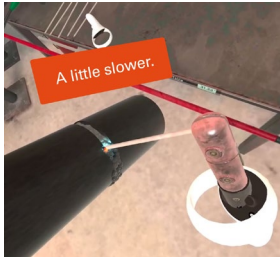
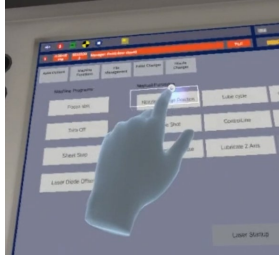
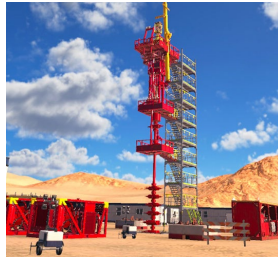
ERock

TECHNICIAN TRAINING SIMULATOR

Virtual Reality Training Simulator Proposal



FORGEFX SIMULATIONS



CONTENTS

Project Overview	3
Why ForgeFX	5
Project Features	9
Training Program	26
Ownership & Pricing	30
In Conclusion	37
Appendix A: About ForgeFX	40
Appendix B: Recent Projects	45



PROJECT OVERVIEW

ERock is expanding its technician workforce and requires a scalable training solution that prepares new technicians before they begin working on live equipment. Traditional classroom instruction and hands-on training remain valuable, but onboarding must become more consistent, repeatable, and accessible as technician hiring increases.

ForgeFX Simulations proposes to develop a high-fidelity virtual training solution that combines a digital replica, immersive procedural training, objective performance assessment, instructor monitoring, and LMS integration into a single training platform. Built on the ForgeSIM™ framework, the solution will provide ERock with a scalable foundation for future maintenance, troubleshooting, and advanced technician qualification while meeting the aggressive Phase 1 deployment schedule.



PROJECT OVERVIEW

EXPERTISE AND ATTENTION TO DETAIL

ForgeFX's proposed Phase 1 solution focuses on delivering a production-quality onboarding platform that enables technicians to safely develop equipment familiarity, practice required procedures and demonstrate competency before working on operational equipment. The simulator combines realistic equipment interaction with guided instruction, objective assessment, and instructor oversight to create a repeatable training experience that can be expanded over time.

Phase 1 Application Feature Highlights

- **Interactive Digital Replica** - Train on a realistic digital replica of the ERT500® generator and ATS with fully interactive equipment, controls, tools, and safety devices.
- **Procedural Training** - Perform onboarding tasks, SOPs, PPE selection, and LOTO procedures through guided, hands-on instruction.
- **Performance Assessment** - Demonstrate competency through objective evaluation with immediate feedback and detailed performance tracking.
- **Instructor-Led Learning** - Enable trainers to monitor progress, guide instruction, and manage collaborative multi-user training.

The proposed solution is built on the ForgeSIM™ framework, enabling an efficient development process while providing a scalable foundation for future maintenance, troubleshooting, component replacement, and additional technician training modules.

Implementation and Results - ForgeFX will work closely with ERock subject matter experts throughout development to validate equipment behavior, operating procedures, qualification requirements, and training objectives. Regular design reviews and iterative demonstrations will ensure the solution accurately reflects real-world technician workflows while incorporating stakeholder feedback throughout the development process.



WHY FORGEFX

**ForgeSIM™
Framework**



**Extensive
Experience**



**Industry
Reputation**



WHY FORGEFX

BUILT FOR EROCK'S SUCCESS

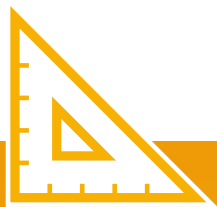
Experience You Can Build On

ForgeFX combines industry-leading simulation expertise, a proven development platform, and over 20 years of experience delivering custom immersive training solutions that reduce implementation risk and provide long-term value.



ForgeSIM™ Development Platform

Our proven simulation framework accelerates development, reduces technical risk, and provides a scalable foundation for future training expansion. Rather than building every capability from the ground up, ForgeSIM enables the project team to focus on the features that deliver value to ERock.



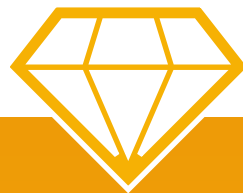
Purpose-Built Solutions

Every simulator is custom developed around the customer's equipment, procedures, and qualification objectives rather than adapted from generic training software.



Simulation Training Expertise

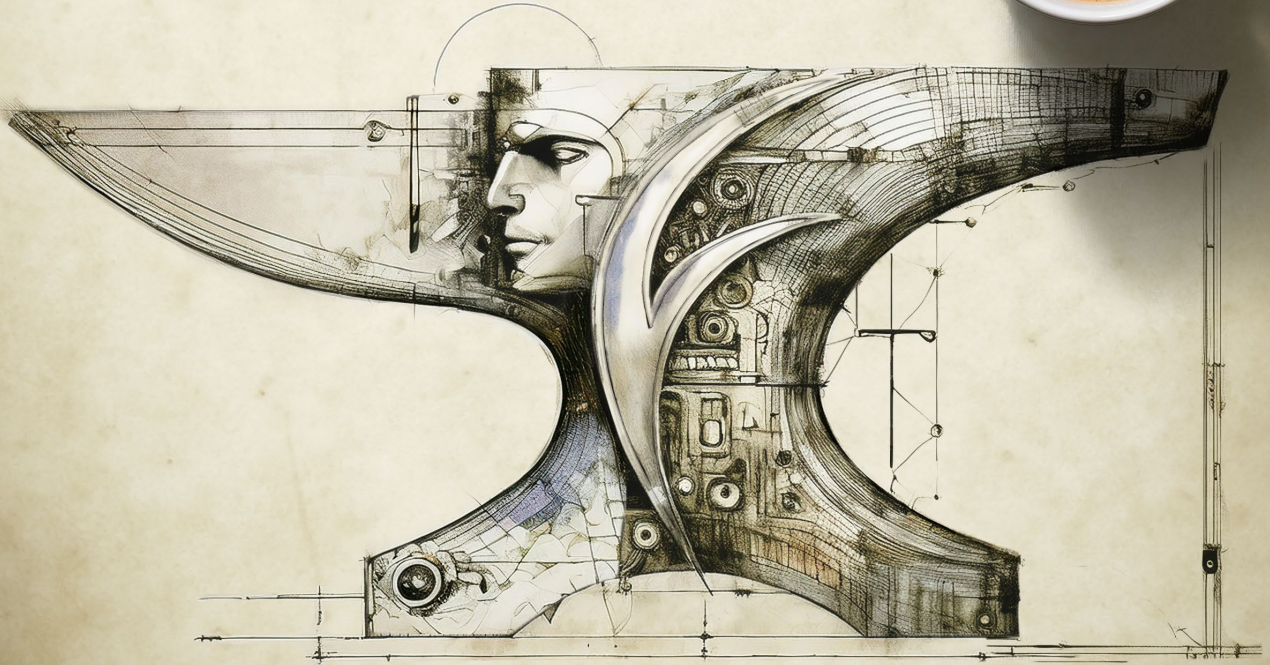
More than 20 years of experience developing custom simulation-based training solutions for industrial, utility, transportation, defense, and commercial organizations.



Long-Term Customer Value

ERock receives a custom-developed training solution designed to evolve with future equipment, lessons, and training requirements, protecting the initial investment.

By combining proven simulation technology, custom development expertise, and a collaborative implementation approach, ForgeFX delivers training solutions that improve workforce readiness while establishing a scalable foundation for future growth.



FORGESIM™ FRAMEWORK

**Rapid
Development**



**Real-World
Integration**



**Performance
Tracking**

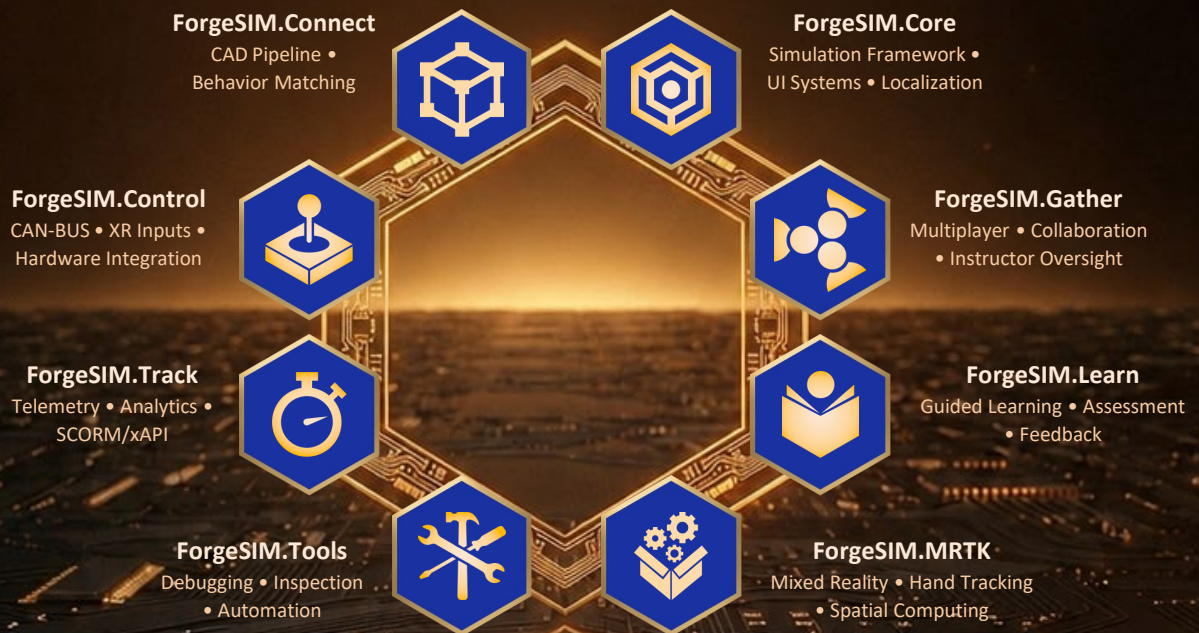


FORGESIM™

ForgeFX Simulations' Modular Framework for Scalable Simulation-Based Training

WHAT IS FORGESIM?

ForgeSIM is ForgeFX's production-ready framework for building scalable simulation-based training applications across VR, mixed reality, desktop, mobile, and web platforms. Its reusable architecture accelerates development while supporting the reliability and flexibility required for enterprise deployment.



WHY IT MATTERS



Modular by Design

Use only the systems a project actually needs, then add capabilities as requirements evolve.



Faster Development

Start with reusable, production-ready technology instead of rebuilding core systems from scratch.



Cross-Platform Deployment

Support VR, MR, desktop, mobile, and web from a shared architecture.



Enterprise Proven

Built through real-world deployments with the scalability and support that enterprise programs require.



PROJECT FEATURES

The following pages detail the many aspects of the training simulator that ForgeFX will develop to meet your trainees' needs.

MULTI- PLATFORM DELIVERY



VR Headset



Tablet



Desktop PC





MULTI-PLATFORM DELIVERY

THE RIGHT PLATFORM AT THE RIGHT TIME

ForgeFX recommends a phased platform strategy that prioritizes immersive virtual reality for Phase 1 technician onboarding while establishing a common application framework that can efficiently expand to additional devices as the training program evolves. This approach focuses initial development on the highest-value training experience for equipment familiarization and procedural practice while preserving a clear path to broader deployment.

Phase 1 – Virtual Reality

Deliver the core training experience. VR provides technicians with the highest level of immersion for learning equipment layouts, interacting with controls and tools, performing SOPs, and completing Lock Out Tag Out (LOTO) procedures. Prioritizing VR allows development efforts to focus on the hands-on skills that provide the greatest training value during onboarding.

Phase 2 Expansion – Windows Desktop

Extend training beyond the headset. Desktop deployment can expand access for classroom instruction, instructor review, refresher training, and broader organizational adoption while leveraging the same lessons, digital assets, and assessment framework developed during Phase 1, but with mouse and keyboard.

Phase 2 Expansion – Tablet

Enable flexible mobile learning. Tablet delivery can provide portable access to selected training content, equipment familiarization, and reference materials, extending learning opportunities outside the immersive training environment.

Shared Foundation

Regardless of deployment platform, the solution will be developed using the ForgeSIM™ framework, providing a common architecture for digital assets, lesson content, performance tracking, and LMS integration. This approach minimizes redevelopment effort as additional platforms are introduced and allows ERock to expand the training program over time without recreating core functionality.



OPERATIONAL TRAINING ENVIRONMENT

Structures



Objects



Conditions





OPERATIONAL TRAINING ENVIRONMENT

TRAINING CONTEXT

The simulator will place the ERT500® generator and Automatic Transfer Switch (ATS) within a purpose-built operational training environment designed to support technician onboarding and procedural learning. Rather than replicating a specific installation site, the environment will provide the space, access, and context needed for technicians to safely develop equipment familiarity and perform hands-on training before working on live equipment.

Environment Highlights

- **Purpose-Built Training Space** – Train within a realistic environment designed specifically for equipment familiarization and procedural practice.
- **Natural Equipment Access** – Move freely around the generator and ATS to inspect components, open panels, and perform required tasks.
- **Operational Work Areas** – Practice procedures within clearly defined service areas that reinforce safe movement and technician workflows.
- **Contextual Learning** – Develop spatial awareness and equipment familiarity in an environment that supports real-world maintenance activities.
- **Flexible Environment Design** – The environment will be developed using ERock reference materials and refined with subject matter experts to support current and future training objectives.

Environment Development - The final environment layout, equipment placement, work areas, and operational details will be developed collaboratively with ERock to support technician workflows while maintaining focus on the equipment and procedures being taught.

EXAMPLE: HALLIBURTON

Representative ForgeFX operational training environment demonstrating how realistic surrounding equipment and work areas reinforce procedural learning beyond the primary asset.





 TM
ENCHANTED ROCK
The Power is On.

**CONTROL
SYSTEM**

INTERACTIVE TOOLS & EQUIPMENT

Detailed



Interactive



Dynamic





INTERACTIVE TOOLS AND EQUIPMENT

HANDS ON EQUIPMENT TRAINING

ForgeFX will create a high-fidelity, interactive virtual representation of the ERock ERT500® generator and Automatic Transfer Switch (ATS) that will allow technicians to safely practice the same inspections, procedures, and equipment interactions required during real-world operations. Every interaction is designed to reinforce equipment familiarity, procedural knowledge, and technician confidence before working on live equipment.

Equipment Interaction Highlights

- **Interactive Equipment** - Operate switches, controls, panels, and access points throughout the ERT500® generator and ATS.
- **Component Identification** - Locate and identify equipment components while learning their function and operational purpose.
- **Natural Equipment Interaction** - Technicians use natural hand movements to reach, grasp, manipulate, and operate virtual equipment, tools, controls, and safety devices, creating an intuitive training experience that closely mirrors real-world procedures.
- **Virtual Tools & PPE** - Select and use tools, personal protective equipment, testing devices, and Lock Out Tag Out (LOTO) equipment during guided training activities.
- **Realistic Procedures** - Perform inspections, equipment startup, shutdown, and other operational procedures using natural equipment interactions.
- **Safe Skills Development** - Practice critical tasks repeatedly in a risk-free environment before performing work in the field.

Developed from ERock Reference Materials

The digital replicas will be developed using ERock's available 3D models, engineering drawings, operating procedures, and subject matter expert feedback to accurately represent the equipment and technician interactions required for Phase 1 onboarding training.

Protective Glass | Step 1 |
screen, under Setup, in the
ns tab, select "Nozzle change

Previous Step

Continue

VIRTUAL REALITY USER INTERFACE

Intuitive



Relevant



Accessible



VR USER INTERFACE

INTUITIVE LEARNING EXPERIENCE



CASE STUDY: HALLIBURTON

The Hydraulic Workover Simulator for Halliburton utilizes the hand-tracking capabilities of VR headsets, which allow the trainee to operate the virtual controls in a very lifelike manner.

The Phase 1 VR interface serves as the technician's gateway to the ERock training experience. Combining intuitive menus, readable digital panels, visual cues, and consistent interaction controls, the interface allows technicians to quickly navigate lessons, understand available actions, and confidently progress through training without requiring prior VR or gaming experience. Every element is designed to keep the user's attention on the equipment, procedures, and learning objectives rather than the software itself.

User Interface Highlights

- **Training Menu & Lesson Selection** - Technicians can quickly access assigned lessons, review objectives, and launch training activities through a clear, intuitive menu system.
- **In-Context Learning Panels** - Floating or fixed digital panels present objectives, instructions, equipment information, and procedural guidance without obstructing the training environment.
- **Visual Interaction Guidance** - Highlights, labels, and contextual prompts clearly identify interactive components, tools, controls, and required actions throughout each lesson.
- **Natural VR Interaction** - Technicians use intuitive VR hand gestures to point, grab, manipulate, and operate equipment using interactions that reinforce real-world procedures.
- **Lesson Progress & Navigation** - Simple status indicators display lesson objectives, current tasks, and overall progress while allowing trainees to pause, resume, or exit training at any time.
- **Bilingual User Interface** - Menus, labels, prompts, and instructional content will support both English and Spanish to meet ERock's Phase 1 training requirements.



MULTI-LANGUAGE SUPPORT

Inclusive



Collaborative



Immersive



MULTI-LANGUAGE SUPPORT

GLOBAL REACH WITH A LOCAL TOUCH



CASE STUDY: JOHN DEERE

The John Deere XR Trainer offers a menu of four different languages, allowing for a wide array of deployment locations.

The Phase 1 training solution will support both English and Spanish through a bilingual text interface. Menus, instructional content, prompts, objectives, and assessment feedback will be presented in the trainee's selected language, helping ensure consistent onboarding while maintaining the original equipment graphics and visual training environment.

Language Support Highlights

- **Bilingual User Interface** - Display menus, navigation, prompts, and instructional text in English or Spanish.
- **Training Content** - Present lesson objectives and procedural guidance in the selected language.
- **Simple Language Selection** - Allow technicians to choose their preferred language before beginning a training session.
- **Expandable Framework** - Support future text-based language additions through ForgeSIM's localization framework.

Localization Approach

ForgeSIM includes a localization framework that enables user interface text and instructional content to be translated without modifying the underlying application. For Phase 1, bilingual support is limited to text-based content; equipment graphics, embedded model labels, and other visual assets will remain unchanged unless otherwise defined during future project phases.

ERock will provide the translated text for each supported language and will review translated content during implementation to ensure consistency with internal terminology, operating procedures, and training objectives.



PERFORMANCE ASSESSMENT

**Individualize
Learning**



**Monitor
Progress**



**Customize
Goals**



PERFORMANCE TRACKING AND TRAINER OVERSIGHT

MEASURE COMPETENCY, REINFORCE LEARNING

The Phase 1 training solution combines guided instruction with objective performance assessment to help ERock measure technician readiness before work is performed on live equipment. Throughout each lesson, the simulator evaluates procedural execution, task completion, and critical safety actions while providing immediate feedback to reinforce correct techniques and identify opportunities for improvement.

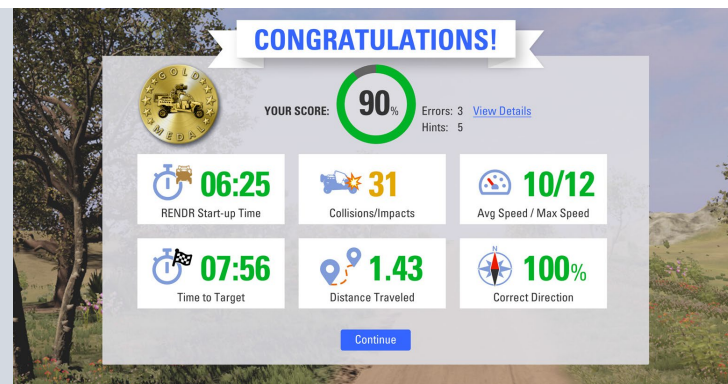
Assessment Highlights

- **Objective Performance Evaluation** - Measure technician performance against predefined lesson objectives and qualification criteria.
- **Procedural Validation** - Verify that required tasks are completed in the proper sequence while reinforcing safe operating practices.
- **Immediate Learning Feedback** – Indication of when procedural errors or missed steps occur.
- **Progress Tracking** - Track lesson completion, assessment status, and overall trainee progression throughout the onboarding program.
- **Performance Reporting** - Generate detailed training results that can be reviewed by instructors and integrated with the Novara LMS.

Configurable Evaluation Criteria - Assessment criteria, scoring thresholds, and completion requirements will be developed in collaboration with ERock to align with existing qualification cards, standard operating procedures, and technician onboarding objectives. This approach allows the simulator to measure the competencies that matter most to ERock while supporting future expansion of the training program.

CASE STUDY: JPEO RENDR TELE-OP

In the RENDR Tele-Op Simulator developed for the JPEO-CBRND, ForgeFX displayed trainees' performance data in a graphic, gamified style to increase readability and engagement while reporting precise real-world-based measurements.





MULTI-USER TRAINING

**Realtime
Communication**



**Collaborative
Learning**

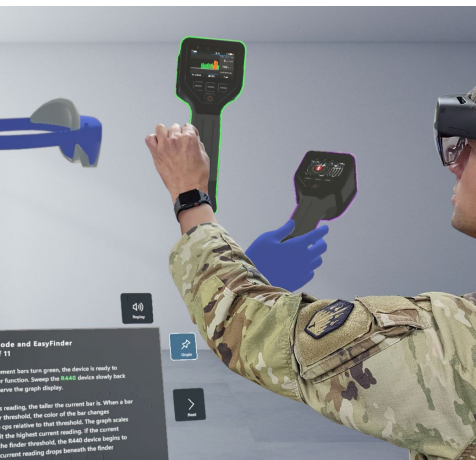


**Shared
Environment**



MULTI-USER TRAINING

NETWORKED TRAINING FOR COLLABORATIVE LEARNING



CASE STUDY: CBRND HOLOTRAINER

Past projects such as the HoloTrainer for JPEO-CBRND, which includes multiuser telepresence functionality, ensure that ForgeFX is well-equipped to deliver on this aspect of the project.

Note: Multi-user functionality will require a yearly support subscription. Please see the Scope & Cost Options page for details.

ForgeSIM™ includes a mature networked multi-user framework that enables trainers and multiple technicians to participate in the same virtual training environment. This capability supports instructor-led demonstrations, collaborative learning, and shared procedural exercises while allowing participants to communicate and interact with the same virtual equipment in real time.

Multi-User Features

- **Shared Virtual Environment** - Multiple trainees and instructors occupy the same virtual environment while interacting with the ERT500® generator, ATS, tools, and equipment.
- **Instructor-Led Demonstrations** - Trainers guide technicians through operating procedures, equipment familiarization, and best practices while all participants observe the same training activity.
- **Collaborative Learning** - Technicians communicate and work together during shared training exercises, allowing instructors to reinforce teamwork and procedural consistency.
- **Real-Time Communication** - Integrated voice communication supports discussion, coaching, and collaboration throughout the training session.
- **Scalable Multi-User Framework** - The ForgeSIM™ networking architecture supports future expansion to additional users, collaborative scenarios, and advanced instructor-led training exercises.

Recommended Implementation Strategy

ForgeFX recommends prioritizing the core Phase 1 onboarding experience, including equipment familiarization, procedural training, assessments, and instructor monitoring, before introducing collaborative multi-user activities. Because the ForgeSIM™ networking framework is an established platform capability, multi-user functionality can be incorporated following validation of the core training experience with ERock subject matter experts, reducing implementation risk while building upon a stable training foundation.



ENTERPRISE INTEGRATION

Continuity



Control



Scalability





ENTERPRISE INTEGRATION

CONNECTED TRAINING, CENTRALIZED MANAGEMENT

ForgeSIM™ provides an enterprise integration framework that connects immersive training with ERock's existing learning ecosystem. Through secure connected services, the platform supports learning management, user administration, application management, and training record synchronization while maintaining the performance and reliability of a locally installed VR application.

Integration Features

- **Novara LMS Integration** - Integrate with the Novara Learning Management System using the available API and SCORM-compatible interfaces to exchange training records and completion status.
- **Training Record Synchronization** - Securely synchronize lesson completion, assessment results, and trainee progress with enterprise training systems.
- **Application Management** - Support centralized software updates, version management, and application deployment across authorized training devices.
- **Secure User Management** - Support authenticated access and role-based permissions for trainees, instructors, and administrators.
- **Connected Services** - Provide secure network connectivity to support LMS integration, application updates, and future enterprise capabilities.

Integration Approach

ForgeFX recommends implementing enterprise integration after the core Phase 1 training content, assessments, and reporting workflows have been validated. This phased approach allows the training experience to be refined before configuring LMS connectivity, user management, and enterprise data exchange. Because ForgeSIM™ includes an established integration framework, Novara connectivity can be incorporated efficiently as implementation progresses while reducing project risk and minimizing rework. Final data fields, transfer methods, and reporting workflows will be confirmed during technical integration planning in collaboration with ERock.

Replacing the Protective Glass | Step

On the operating screen, under Setup, in the Machine Functions tab, select "Nozzle change position".

View

Manual

Previous Step

Continue



TRAINING PROGRAM

The following pages present the Phase 1 curriculum, lesson structure, and implementation options designed to prepare technicians for safe and effective operation of the ERT500® generator and ATS.

PHASE 1 TRAINING CURRICULUM

Structured Learning for Technician Onboarding

The Phase 1 onboarding curriculum will be organized within the three core learning areas and delivered through a series of guided and assessment-based lessons. The representative lesson breakdown below establishes the estimated development scope and basis of price estimate for the proposed solution. Final lesson organization, procedural boundaries, interactive step counts, and assessment criteria will be confirmed collaboratively with ERock during detailed design.

1

EQUIPMENT FAMILIARIZATION

Build foundational equipment knowledge

Develop foundational knowledge of the ERT500® generator and Automatic Transfer Switch (ATS) by exploring equipment layout, identifying key components, locating access points, recognizing controls, and understanding system functions before performing operational tasks.

REPRESENTATIVE LESSONS:

1. ERT500® Generator Familiarization
2. ATS familiarization
3. Component identification
4. Component Identification & Control Recognition

Estimated Interactive Steps: 60

2

SAFETY & EQUIPMENT PREPARATION

Practice Safe work procedures

Establish safe work practices before operating equipment through proper preparation, PPE selection, equipment inspection, and hazard-mitigation procedures.

REPRESENTATIVE LESSONS:

1. PPE Selection & Safe Work Practices
2. Equipment inspection
3. Lockout/Tagout (LOTO)

Estimated Interactive Steps: 45

3

EQUIPMENT OPERATION

Develop procedural proficiency

Build procedural proficiency by completing guided operational tasks using realistic equipment interactions and approved standard operating procedures.

REPRESENTATIVE LESSONS:

1. Generator Startup Sequence
2. Generator Shutdown Sequence
3. Fault & Alarm Recognition
4. Electrical Load Changes
5. 3-Core Phase 1 Operating Procedures

Estimated Interactive Steps: 105



LESSON DELIVERY

Interactive Step Definition: An interactive step is a distinct trainee action requiring interaction with a virtual component, control, tool, or safety device, including the associated validation and performance feedback. Passive activities, such as reading instructions or navigating between lesson sections, are not considered interactive steps. Lessons may be delivered in Guided Mode (instruction and feedback) or Assessment Mode (performance evaluation). Lessons are estimated to average approximately 15 interactive steps, with actual complexity varying by lesson objective.

IMPLEMENTATION OPTIONS

Delivering a Successful Phase 1 Program

Recognizing ERock's aggressive implementation schedule, ForgeFX has developed three implementation options that balance schedule, functionality, and investment. Each option is built upon the same ForgeSIM™ platform and ERT500®/ATS digital assets, allowing ERock to select the implementation strategy that best aligns with its deployment timeline, operational priorities, and budget. As training requirements evolve, the platform can be expanded without redeveloping the core application.

1

ACCELERATED VR PHASE 1 FOUNDATION

Fastest path to early onboarding validation

Prioritizes rapid deployment of the core VR onboarding experience. This option includes the foundational simulator platform, ERT500® and ATS digital replicas, virtual environment, and a reduced curriculum of 3 lessons / approximately 45 interactive steps. Best for early validation, stakeholder review, and launching a focused training foundation quickly.

2

CORE PHASE 1 CURRICULUM **RECOMMENDED**

Expanded curriculum with additional training value

Provides the full proposed VR onboarding curriculum, including 10 lessons / approximately 150 interactive steps, enhanced guided and assessment modes, detailed performance analytics, instructor monitoring, and English / Spanish support. This option offers the strongest balance of training depth, implementation timeline, and long-term value while avoiding the added complexity of enterprise integrations during initial deployment.

3

ENTERPRISE PHASE 1 PLATFORM

Connected, multi-platform training ecosystem

Extends the Core Phase 1 Curriculum with enterprise capabilities, including networked multi-user training, Novara LMS integration, and fully interactive delivery across VR, Windows, and one tablet devices. This option is best aligned with ERock's broader connected-training vision and supports enterprise-scale deployment, collaboration, reporting, and future expansion.

These options are presented as independent implementation strategies rather than sequential project phases. ERock may select the option that best aligns with its schedule, budget, and training priorities.



FUTURE PHASE 2 VISION

EXPANDING TECHNICIAN PROFICIENCY

Following successful implementation of the technician onboarding program, the ForgeSIM™ platform can be expanded to support ERock’s long-term Phase 2 training objectives. By leveraging the digital assets, virtual environment, and training framework established during the initial implementation, future development can focus on advanced maintenance and troubleshooting content while preserving ERock’s investment in the platform.

Representative Phase 2 Training

- 1. Component Removal and Replacement**
Trainees will practice the approved sequence for removing and replacing designated generator components within the virtual equipment environment.
- 2. Equipment Failure Troubleshooting**
Trainees will diagnose and respond to simulated generator failures using scenarios selected or introduced by the trainer.
- 3. 1,000-Hour Preventive Maintenance**
Trainees will practice the inspection, service, and maintenance procedures associated with ERock’s 1,000-hour planned maintenance schedule.
- 4. 7,000-Hour Preventive Maintenance**
This lesson will extend the maintenance curriculum to the more comprehensive procedures, tools, and component interactions required for 7,000-hour service

Future Phase 2 development will be scoped and priced following completion of the Phase 1 planning and design process. Because the scope of future enhancements will depend upon the final Phase 1 implementation, customer priorities, and lessons learned during deployment, ForgeFX recommends collaboratively defining the Phase 2 scope before preparing a detailed cost estimate and implementation schedules.



OWNERSHIP & PRICING

The following pages describe ForgeFX's ownership model, licensing approach, and how ERock's investment establishes a foundation for future training expansion.



PRODUCT OWNERSHIP

ONE INVESTMENT: LONG-TERM VALUE

ForgeFX develops custom simulation-based training solutions that provide long-term value through a straightforward ownership model. Upon project completion, ERock will receive a custom-developed training application built specifically for the ERT500® generator, Automatic Transfer Switch (ATS), and Phase 1 onboarding requirements. Unlike subscription-based training platforms, the proposed solution is intended to support ERock’s training program without recurring per-user licensing fees.



One-time development investment: The Phase 1 application is developed specifically for ERock’s training requirements through a one-time development effort. Future enhancements may be added as new training needs arise without requiring redevelopment of the original application.



No Per-Seat Licensing: ForgeFX does not charge recurring per-user or per-seat licensing fees for the custom-developed training application. Authorized technicians and instructors may utilize the simulator without licensing costs increasing as the training program expands.



ERock-Owned Training Assets: ERock receives ownership of the custom-developed training assets created specifically for this project, providing the flexibility to maintain, expand, and enhance the training

The proposed Phase 1 simulator establishes a long-term training platform rather than a standalone application. By combining a one-time development investment with reusable digital assets and the expandable ForgeSIM™ framework, ERock can build upon its initial investment as new equipment, procedures, and training requirements evolve. .

PRICING SUMMARY

The table below compares the capabilities, implementation schedule, and estimated investment associated with each implementation option. Each option is built upon the same ForgeSIM™ platform and ERT500®/ATS digital assets, allowing ERock to select the implementation strategy that best aligns with its training objectives, deployment timeline, and available budget.

Capability	Description	Option 1 Accelerated Phase 1	Option 2 Core Phase 1	Option 3 Enterprise Phase 1
ForgeSIM™ Training Platform	Production-ready immersive training platform built on the ForgeSIM™ framework.	✓	✓	✓
Virtual Reality Experience	Meta Quest 3 immersive training with natural hand interaction and full equipment manipulation. Includes 10 Meta Quest headsets	✓	✓	✓
ERT500 & ATS Digital Replicas	High-fidelity digital replicas with interactive controls, components, tools, PPE, and LOTO devices.	✓	✓	✓
Virtual Training Environment	Purpose-built training environment supporting technician onboarding and procedural training.	✓	✓	✓
Training Curriculum	Structured onboarding curriculum aligned with ERock qualification objectives.	3 Lessons ~45 Steps	10 Lessons ~150 Steps	14 Lessons ~210 Steps
Guided & Assessment Modes	Guided instruction followed by independent performance assessment and qualification.	Basic	Enhanced	Enterprise
Instructor Monitoring	Instructor observation, lesson management, and trainee performance review.	Basic	Enhanced	Multi-User
Performance Analytics	Objective scoring, lesson completion, and trainee performance reporting.	Basic	Detailed	Enterprise
Multi-Language Support	Localized menus, lesson text, and instructional content.	English	English & Spanish	English & Spanish
Networked Multi-User Training	Multiple trainees and instructors collaborating within the same virtual environment.	—	—	✓
Novara LMS Integration	Secure API integration for training records, completion status, and learning analytics.	—	—	✓
Multi-Platform Delivery	Fully interactive trainee application for 1. One Meta Quest operating system platform (Meta Quest 3/3S or successor equivalent) 2. Microsoft Windows 11 (64-bit) 3. One operating system and device family (e.g., Apple iPadOS or Samsung Android tablets)	VR Only	VR Only	VR + Windows + Tablet
Time (Months)		4	7	12
Total Project Cost		\$460 K	\$885 K	\$1.8 M

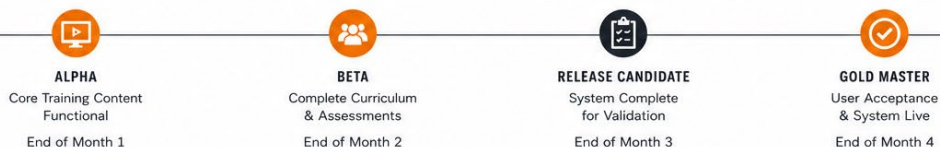
PROJECT MANAGEMENT & EXECUTION

Project Schedule

OPTION 1 – ACCELERATED IMPLEMENTATION • 4-MONTH PROJECT SCHEDULE

PROJECT ACTIVITIES	M1 MONTH 1	M2 MONTH 2	M3 MONTH 3	M4 MONTH 4
 Project Kickoff & Requirements				
 ERT500 & ATS Digital Replicas				
 Interactive Components & Tools				
 Training Curriculum (3 Lessons / 45 Steps)				
 Guided & Assessment Modes				
 Instructor Monitoring & Trainee Review				
 Performance Analytics				
 System Integration & QA				
 Customer Reviews (2 Reviews per Month)				
 Acceptance Testing & Deployment				

KEY MILESTONES



Project Management Throughout the Project

ForgeFX employs a collaborative, milestone-driven project management approach that combines iterative development with regular customer engagement to ensure the final training solution accurately reflects ERock's equipment, procedures, and qualification objectives. Throughout the project, ForgeFX will work closely with ERock subject matter experts to validate technical accuracy, review progress, and incorporate feedback at each major milestone.

- Dedicated ForgeFX Project Manager serving as the primary customer point of contact.
- Bi-weekly project status meetings to review progress, upcoming activities, risks, and action items.
- Regular software demonstrations at key development milestones to gather customer feedback.
- Comprehensive quality assurance testing throughout development to verify software functionality, lesson accuracy, equipment interactions, and overall system.
- Action item, issue, and risk tracking throughout the project lifecycle.
- Collaborative change management to evaluate requested enhancements while maintaining schedule and scope.
- Continuous communication between ForgeFX developers and ERock subject matter experts to ensure technical accuracy.

LICENSING, OWNERSHIP & SUPPORT

The following summarizes key commercial and technical aspects of the proposed solution..

Topic	ForgeFX Approach
Licensing	The proposed solution is delivered through a one-time application development effort. The delivered application does not require recurring per-user or per-headset software licensing fees paid to ForgeFX. Any applicable third-party software or hardware licensing will be identified separately.
Intellectual Property	ERock retains full ownership of all custom-developed training content, digital assets, scenarios, assessments, and project deliverables created specifically for this project. ForgeFX grants ERock a non-exclusive license to use the proprietary ForgeSIM™ software framework as part of the delivered training application.
Deployment & Data Storage	The simulator may be deployed locally or within ERock's preferred IT environment. Training data and application files remain under ERock's control. LMS data is synchronized with Novara through standard interfaces, as applicable.
Network & Bandwidth	Following installation, the simulator operates locally. Network connectivity is only required for LMS synchronization, software updates, or other optional network-enabled features selected by ERock.
Security	The application is designed to operate within ERock's existing IT environment using standard Windows security practices. External connectivity is not required unless requested for LMS integration, software updates, or multi-user features.
Change Management	Any requested changes outside the agreed project scope will be jointly reviewed with ERock. Approved changes will be documented through a mutually agreed change management process to maintain schedule and budget transparency.
Technical Support & Warranty	ForgeFX provides warranty support following final acceptance. Optional ongoing software maintenance, technical support, content expansion, and future enhancements are available for additional cost.

PROPOSAL ASSUMPTIONS

Pricing Assumptions and Project Dependencies

The proposed pricing and implementation schedule are based on the scope, customer-furnished materials, participation requirements, and technical conditions summarized below. Material changes to these assumptions may require a mutually agreed adjustment to scope, schedule, or pricing.

1

TRAINING CONTENT & PROJECT SCOPE

Pricing is based on the representative lesson quantities, interactive procedural steps, and functionality included in the selected implementation package. Changes to lesson scope or functionality may require a mutually agreed scope modification. The simulator supplements, but does not replace, required instructor-led, hands-on, regulatory, electrical safety, or Lock Out Tag Out (LOTO) training. ERock retains responsibility for all certification and qualification decisions.

2

EROCK-FURNISHED MATERIALS

ERock will provide qualification cards, standard operating procedures, technical documentation, engineering drawings, equipment reference materials, the ERT500® STEP model, ATS reference drawings, and Novara API documentation according to the project schedule. Customer-furnished materials are assumed to be accurate, complete, and suitable for developing training-grade digital assets. Significant revisions after development begins may affect scope, schedule, or pricing.

3

REVIEW, APPROVAL & SME PARTICIPATION

Pricing includes scheduled discovery workshops, design reviews, and validation sessions with ERock subject-matter experts. Timely participation, consolidated feedback, and approval of project deliverables are assumed. Additional review cycles beyond normal project validation may require schedule or cost adjustments.

4

ENTERPRISE INTEGRATION

Novara LMS integration assumes access to the required development or test environment, API documentation, technical contacts, user-identification requirements, and security approvals. Final data fields, transfer methods, authentication requirements, and reporting workflows will be confirmed during technical integration planning.

5

TRANSLATION

English-language text is included in all implementation options. Spanish localization is included only where identified in the selected implementation package. ERock provide, review, and approval translated technical terminology will be required.

6

HARDWARE & DEPLOYMENT

The estimate assumes deployment on Meta Quest 3 headsets and the supported tablet and Windows platforms identified in the proposal. Unless specifically included in the pricing schedule, ERock will provide the required headsets, tablets, Windows computers, network access, device-management services, and applicable third-party subscriptions. The revised RFP identifies a need for ten headsets during Phase 1 onboarding and fully interactive access through VR, tablet, and Windows devices.

7

RFP BASIS & CHANGE CONTROL

Pricing is based on the final RFP, associated addenda, and the representative scope described in this proposal. Material changes to project requirements following proposal submission will be reviewed collaboratively and may require an adjustment to scope, schedule, or pricing.

SIMULATOR ROI

Accelerating Technician Readiness While Reducing Training Costs

The proposed Phase 1 onboarding simulator provides measurable value by improving training consistency, reducing reliance on live equipment, and preparing technicians before they perform work in the field. By combining immersive learning with objective assessment, ERock can standardize technician onboarding while reducing the long-term cost of delivering technical training.

- **Reduced Equipment Downtime**
Complete foundational technician training in a virtual environment before transitioning to live equipment, reducing the amount of equipment time required for onboarding and minimizing disruption to operations.
- **Improved Safety & Risk Reduction**
Allow technicians to practice PPE selection, Lock Out / Tag Out (LOTO), startup procedures, alarm response, and operating procedures before performing work on energized equipment.
- **Objective Performance Assessment**
Guided learning and assessment modes provide consistent performance evaluation, helping instructors verify technician competency before field deployment.
- **Accelerate Time to Productive Work**
Prepare technicians before field deployment, reducing the amount of supervised live-equipment training required to achieve independent performance.
- **Lower Total Cost of Ownership**
The expandable ForgeSIM™ framework, reusable digital assets, and one-time development model reduce the cost and schedule of future lesson development while eliminating recurring per-seat licensing fees for the custom-developed application.
- **Standardized Technician Onboarding**
Every technician receives the same structured training experience, ensuring consistent instruction, procedural execution, and qualification regardless of instructor or training location.

Long-Term Training Value

Rather than delivering a single-purpose onboarding simulator, ForgeFX establishes a scalable digital training platform that can evolve alongside ERock's operational needs. Future lessons, advanced maintenance procedures, troubleshooting scenarios, and additional equipment can be developed using the digital assets and software framework established during the initial implementation, preserving ERock's investment while reducing the cost and schedule of future enhancements.



IN CONCLUSION

CORE VALUES OF EFFICIENCY AND ENTHUSIASM

We hope this proposal has demonstrated ForgeFX's commitment to delivering high-quality, effective training solutions for the people who operate complex machinery in demanding real-world environments. We believe immersive simulation training provides a safer, more efficient, and more engaging way to build operational confidence, reinforce procedures, and reduce the risk of costly mistakes before trainees ever step into the field.

ForgeFX has a long track record of developing and delivering high-fidelity training simulations for clients across a wide range of industries. Our agile development process balances flexibility with predictability, allowing us to collaborate closely with clients while maintaining efficient production schedules and clear project visibility. By focusing resources where they create the greatest impact, we maximize development efficiency without compromising the quality, realism, or effectiveness of the final product.

We continually leverage advancements in real-time graphics, game engine technology, and immersive hardware to provide modern, scalable training solutions that evolve alongside industry needs. Just as importantly, our team brings genuine enthusiasm and passion to every project. ForgeFX leadership works directly with clients throughout development, creating a collaborative environment built on responsiveness, innovation, and shared commitment to success.

Taken together, these core values of efficiency, innovation, and enthusiasm make ForgeFX uniquely qualified to develop simulation-based training solutions for your organization. We appreciate the opportunity to present this proposal and look forward to the possibility of working together to bring your simulator project to life.

Thank you for your interest in our development services, and please contact Mary Pierce if you have any questions and to discuss next steps.



Once our understanding is clear in terms of project goals, features, and budget requirements, we'll be in position to move forward with next steps towards kicking off the development of your project.

ON TARGET?

Goals



Features



Cost





Mary Pierce

*Executive Director of
Enterprise Partnerships*

Mary consults with our clients, studies their business, and generates creative solutions for their training needs.

LET'S GET STARTED!

ForgeFX Simulations looks forward to working with you to design and develop your training simulator. If our proposal is in line with your requirements and you would like to hire us, please contact Mary Pierce to discuss development options and she will send you a project agreement for this proposal to review.



(415) 788-5725, ext. 703



mary.pierce@forgefx.com

ForgeFX Simulations
2109 N Street, Suite N
Sacramento, CA 95816
(415) 788-5725 www.forgefx.com



Appendix A: **About ForgeFX**

From the time Greg, Adam, and David founded ForgeFX in 2002, the company has produced innovative educational and job-training simulations. The three founders actively oversee every project that ForgeFX develops, leading dozens of projects from concept to completion and delivery.





Company Leadership

Executive Team



GREG MEYERS | CEO & Co-Founder

As Executive Producer for projects, Greg establishes and manages client relationships and develops and negotiates project scope and contracts. Prior to founding ForgeFX, Greg was a front-line participant in the landmark dot-com era, working at digital content development agencies; these included Sapien's Rich Media Group and the ad agency Red Sky Interactive—one of the world's most-awarded agencies at the time.



ADAM KANE | CTO & Co-Founder

As the CTO and a Co-Founder of ForgeFX, Adam brings to the table a unique blend of technical expertise and strategic insight that serves both ForgeFX and our clients. Continually scanning the horizon for key trends, he shapes the technology roadmap for us and our clients. His commitment to pioneering immersive experiences has steered both ForgeFX and our clients from the realm of VR, through the landscape of AR, and now into the transformative world of AI.



DAVID VAILLANCOURT | COO & Co-Founder

David manages the art production staff which includes user interface designers and 3D modeling and texturing artists. Prior to founding ForgeFX, David worked with both Greg and Adam in Sapien's Rich Media Group. Before that, he was at the video game company Presage, working on cutting-edge real-time interactive 3D web graphics, as this was first becoming possible in the late 1990s.



Project Team Leads

ForgeFX Development Team Leaders



Mary Pierce | Executive Director of Enterprise Partnerships

Mary spearheads strategic collaborations with organizations across a wide range of industries. Her primary objective is to address critical training, operational, and educational requirements within these industries by leveraging ForgeFX's expertise in developing custom, immersive, and interactive simulators. Mary has nearly 20 years of experience managing complex portfolios, leading cross-functional teams, and establishing and maintaining customer partnerships to meet strategic business objectives.



GENEVIEVE MOORE | Chief Creative Officer

Genevieve is an award-winning interactive designer who oversees the user interface design of our products. Bringing over 20 years' worth of design experience for multiple platforms, she ensures that our simulators reflect the branding and positioning of our clients, while keeping them intuitive and easy for their customers as well.



RIVER COX | Production Director

River oversees multiple product development teams across disciplines, ensuring smooth and efficient collaboration between product teams. He works closely with clients, project managers, and individual contributors to align on the requirements of each project. Beyond strategizing and streamlining processes, River actively engages in hands-on development, creating custom features and tools to push the boundaries of what simulations can offer.



Project Team Leads

ForgeFX Development Team Leaders



JONATHAN COX | Project Manager

With over a decade of experience spanning video game development, digital marketing, and entertainment technology, Jonathan has led the successful delivery of hundreds of projects for globally recognized brands in entertainment and technology such as Disney, Amazon, and Meta. Jonathan's expertise lies in forging strong partnerships and navigating complex initiatives with adaptability and strategic insight.



DEVIN CALAHAN | Project Manager

Devin bridges the gap between clients and his project development team. With over 10 years of management experience, he ensures that client needs align seamlessly with project goals. Devin takes an idea-driven and enthusiastic approach to development, fostering innovation and exploring what's possible to deliver the most effective simulation-based training solutions.



RACHEL CALGARO | QA Manager

Rachel oversees the quality assurance process at ForgeFX. As QA manager, Rachel and the QA team works closely with the development team throughout the production of each simulator we create, testing the application as it gets built to ensure a bug-free delivery. Rachel's attention to detail and methodical testing and reporting methods guarantee that upon release, your software will work as expected, without issue.



Project Specialists

Development Team



ForgeFX has taken the care to develop a team of professionals across a wide set of talents, who collectively follow the creative thought process of interactive 3D simulation and visualization development from inception all the way through to deployment.

3D Graphics Specialists

Our modelers excel at re-creating practically anything under the sun, from sweeping landscapes to the smallest internal parts of medical imaging equipment. The backbone of our realistic simulators is the verisimilitude that our modelers deliver, scrupulously replicating both the physical features and the kinetic properties of our clients' products.

Game Engine Specialists

To bring our 3D models to life, we rely on our code developers to duplicate the physical functions and interactive details in response to the users' actions. They program the responsiveness of hydraulics to the actions of the joystick; the particle physics of fluids, gases, soil, and metal; create the soundscape generated by engines and environments; and clone the interface functionality of clients' software.

Development Tools Experts

Behind the scenes but essential to our development process are the specialists who maintain the superstructure that interconnects the various departments. Our experts maintain our schedules, administrate our Kanban task boards, perform quality assurance testing, and expand our internal ForgeSIM™ Framework capabilities.



Appendix B: Recent Projects

Since 2002, ForgeFX Simulations has focused on the development of highly interactive 3D training simulations for clients across a wide spectrum of industries. The simulation-based training that ForgeFX has developed for our clients has set them apart as innovators in their industries. This section includes a collection of some of ForgeFX's latest development efforts for our clients.



Selected Clients

A collection of our clients and the work we've done for them.



JOHN DEERE

Operational instructions and testing for multiple construction machines.

HALLIBURTON

Hydraulic workover station instruction simulator for the Meta Quest 3 platform.



Commercial training simulator for the 308 Mini Hydraulic Excavator.



AR, VR, PC, tablet & real-world operator training simulators for access equipment.



Horizontal Directional Drill training simulator for both VR and flat-screen modes.



Virtual reality aircraft de-icing operator training simulators for PC and real-world controls.



Simulation-based training application for employee safety training.



Simulation and AR-based training applications for MR, CT and XV machines.



Underground and surface mining equipment operator training simulators.



CASE STUDY: JOHN DEERE



JOHN DEERE

Extended Reality Training System

ForgeFX recently partnered with John Deere to develop the Extended Reality Training System, designed to help operators, dealers, and customers learn construction machine operation, maintenance, and product features in a virtual environment. The system supports safer, more accessible training by allowing users to build skills and familiarity before working with physical equipment.

The XR Training System is delivered on portable Meta Quest 3 and Pico 4 Ultra Enterprise headsets and includes both virtual reality and augmented reality experiences. Users can complete guided lessons, perform hands-on maintenance tasks, explore machine systems, and participate in interactive challenges that reinforce learning through repetition and feedback.



CASE STUDY: HALLIBURTON

HALLIBURTON

HWO Simulator

ForgeFX recently partnered with Halliburton to develop the HWO Simulator, an immersive virtual reality training solution built around a full-scale, interactive model of the 225K SafeGrip® Quick Rig Hydraulic Workover Unit. The simulator enables trainees to identify components, understand system layout, and practice equipment operation in a virtual environment that improves familiarity, reinforces learning, and reduces the risks associated with real-world training. Delivered on Meta Quest 3 headsets, the HWO Simulator combines guided instruction, interactive controls, and hand-tracked user interaction to create a highly realistic training experience. Trainees can navigate the rig, engage with control panels, and follow step-by-step tutorials supported by integrated instructional content.



CASE STUDY: SOMERO S-22EZ LASER SCREED



Concrete Screeding Trainer for Meta Quest

ForgeFX is excited to announce our recent development of the Meta Quest-based S-22EZ Laser Screed Simulator for Somero Enterprises, Inc. The simulator provides a detailed and accurate digital replica of the S-22EZ Laser Screed cockpit with simulated physical controls, buttons, and mechanical and visual feedback solutions. The Meta Quest's superior hand-tracking capabilities allows for a fully immersive experience without the need for physical hardware controls. The simulator incorporates a robust system for tracking trainee performance and presents them with a score card at the end of their session. This feature provides valuable insights into the progress of each trainee, enabling trainers to identify areas of strength and improvement.

[Read more](#)





CASE STUDY: TRUMPF TRULASER 2030

TRUMPF



Meta Quest-Powered Training

ForgeFX recently joined with Trumpf to develop *TruLaser 2030*, a VR simulator that educates students in how to replace the protective glass of the TruLaser 2030 fiber machine.

ForgeFX chose the Meta Quest headset because it meets important criteria such as a comfortable design for long use, a wide field of view, adjustable PPD, good battery life, modest cost, comfortable fit, and ease of use. Specific features that the application includes are the ability for a group to observe what's going on in the headset, by wirelessly casting a live feed to any external display; and the ability to record, save, and share training session .mp4 videos.

[Read more](#)





CASE STUDY: MIXED REALITY TRAINER



Demonstrating AR Expertise

This application is a demonstration of a typical familiarization tutorial in an Augmented Reality training simulation. Wearing a Meta Quest, users can follow tutorial steps that teach the components and use of a material sampling and analysis device. Similar to the ForgeFX Showcase, the *Mixed Reality Trainer* is a multi-user virtual environment in which participants can speak to and interact with each other and with the virtual objects. This is another example in which ForgeFX both demonstrates our proficiency with various Mixed Reality platforms and exemplifies the advantages of collaborative training.

Read more





CASE STUDY: STRATATECH EDUCATION GROUP



OcuWeld Welding Trainer for Meta Quest

ForgeFX recently worked with [Tulsa Welding School](#) and [The Refrigeration School, Inc.](#), to develop *OcuWeld*™, a virtual reality welding education simulator that teaches students how to prep, grind and join materials in a virtual environment that removes the safety and cost concerns.

Students are assigned a Meta Quest set on which *OcuWeld* is installed. Via *OcuWeld*, they log in to their Canvas learning management system accounts. ForgeFX worked closely with StrataTech to accurately reproduce the effects of welding with various types of torches and materials, mimicking as closely as possible the hands-on feel and physical effects of real-world tools.

[Read more](#)





CASE STUDY: JPEO-CBRND



CBRND HoloTrainer

ForgeFX collaborated with [MRIGlobal](#) to develop the *CBRND HoloTrainer*, an augmented reality device training simulator built for the Microsoft HoloLens 2. The *CBRND HoloTrainer* instructs trainees in the familiarization, operation, and maintenance of chemical, biological, radiological, and nuclear detection devices by providing holographically-projected interactive 3D virtual versions of the equipment they need to learn to use. Trainees follow interactive narrated tutorial steps that teach the components and use of the devices and can learn collaboratively in a shared multi-user environment.

[Read more](#)





CASE STUDY: VERMEER CORPORATION



HDD Fundamentals

With infrastructure development and underground utility installations rising around the world, the need for skilled horizontal directional drill (HDD) operators is skyrocketing. To meet this growing demand, market leader Vermeer Corporation partnered with ForgeFX Simulations to develop the *HDD Fundamentals* training tool for real-world simulators combined with virtual reality via the HTC Vive platform.

The simulator features tutorials in many aspects of drill preparation including checking underground utilities, lessons in soil types and bits, and operation of the mixing machine; and substantive interactive walk-throughs of bore planning, pipe feeding, and drill operation.

[Read more](#)





CASE STUDY: JLG INDUSTRIES



[Read more](#)



A Long-Standing Partnership

Since 2014, ForgeFX has developed several simulator solutions for JLG Industries, the world's leading manufacturer of aerial work platforms, telehandlers, and other access equipment. Not only has ForgeFX developed simulators that provide training on various types of equipment; we also designed a Scenario Builder for JLG in which trainers can create and edit their own custom training scenarios.

JLG training simulators run on multiple platforms including iPad, laptop, and VR-enabled real-world simulators. Recently ForgeFX upgraded the VR simulators from the HTC Vive to the Meta Quest platform, which provided enormous benefits in the form of non-tethered hand tracking and improved responsiveness between the operator and the equipment.



CASE STUDY: FORGEFX SHOWCASE



Leveraging Meta Quest Development Tools

ForgeFX made ample use of the Meta Quest Developer Hub and other support offered by Meta to create this VR showcase application. Because the demonstration is most effective as a multi-user experience, ForgeFX used the Meta Avatars SDK to allow users to easily project their presence into the simulation.

This application melds technology and education to deliver an immersive experience that transcends conventional sales methods. Inside the application, users take command of an excavator and perform pre-inspection steps and place pipes into a dumpster. This multi-user VR environment provides a real-time virtual meeting space where ForgeFX not only shows off our expertise but also demonstrates the benefits of multi-user training for both education and sales opportunities.

[Read more](#)





CASE STUDY: PIERCE MANUFACTURING



Heavy-Duty Sales Tool

ForgeFX Simulations is honored to be a simulation development partner for Pierce Manufacturing, one of the largest fire apparatus producers in the world. ForgeFX worked with Pierce to develop the *Pierce Ascendant® 100 Heavy Duty Aerial Tower Fire Truck Simulator* for real-world simulators combined with virtual reality via the HTC Vive platform. Pierce is an Appleton, Wisconsin-based manufacturer of custom fire and rescue apparatus and a wholly owned subsidiary of Oshkosh Corporation. ForgeFX is proud to be a simulation development partner with Oshkosh for more than five years, currently supporting their Pierce Manufacturing and JLG Industry brands, by providing simulation development services for a wide array of equipment and trucks across industry sectors.

[Read more](#)





CASE STUDY: FEDEX



Airport Ramp Safety Training

For FedEx, ForgeFX developed a productivity- and safety-focused simulator geared towards training freight handlers. There are various scenarios in which the trainee must indicate the safest procedure in a particular situation. After the trainee has made their choice, they watch an animated cut scene which illustrates the results. Proper choices result in efficient, effective, safe, and successful completion of the operation. A visceral demonstration of unsafe practices is the result of incorrect choices.



CASE STUDY: CATERPILLAR



Excavator Operation and Maintenance Training

The *CAT All Access Pass Experience* simulator is a robust training and sales tool for the 308 model Mini Excavator. It is intended to be used by both showroom sales teams and the end consumer who wants to practice operation of the machine. Inside either American or Mexican environments, the user can choose from a wide menu of activities including control familiarization, hammer and basket tutorials, and even a game of skill in the arena.

More importantly, the simulator includes both machine inspection and maintenance walk-throughs. The user is guided step-by-step through these crucial and complicated tasks on a highly detailed virtual model of the excavator to ensure comprehension of the many elements required.

[Read more](#)





CASE STUDY: JPEO-CBRND



RENR Tele-Op Simulator

This unmanned vehicle teleoperation training simulator was developed by ForgeFX Simulations and [MRIGlobal](#) for the Joint Program Executive Office for Chemical, Biological, Radiological and Nuclear Defense ([JPEO-CBRND](#)). The JPEO-CBRND is responsible for the development, acquisition, fielding and life-cycle support of chemical, biological, radiological and nuclear defense equipment and medical countermeasures. The training simulator allows soldiers to learn how to operate the unmanned vehicle, along with the suite of sensors it contains.

[Read more](#)





CASE STUDY: GE HEALTHCARE



GE HealthCare

AR-Based Training

ForgeFX developed several virtual training simulators products for GE HealthCare, including applications for MR, CT and Vascular services field engineers. These training simulators allow GE Healthcare technicians to train for the technical maintenance of diagnostic imaging apparatus on a standard computer, without the need for access to the real-world equipment. Trainees use the simulator to learn how to conduct the corrective and planned maintenance procedures and practice these tasks associated with each piece of equipment.

Read more



FORGEFX SIMULATIONS



CASE STUDY: GLOBAL GROUND SUPPORT



VR-Based Training

Recently upgraded from the Oculus Rift to the Meta Quest platform, Global Ground Support's VR Deicer Simulator is available to customers worldwide. This networked multiplayer VR training simulator allows for safe, effective and cost-cutting training. Trainers have the ability to generate more than a million different situations for their trainees, choosing aircraft model and detailed environmental conditions: temperature, wind speed and direction, precipitation level and type. The simulation teaches equipment operators year-round to use GGS deicers quickly, with more flexibility and at a lower cost than traditional training. No real-world equipment is taken off the line and no expensive consumables, such as fuel, oil and deicing fluids, are required.

[Read more](#)





CASE STUDY: KOMATSU



Mining Equipment Simulations

ForgeFX is a proud partner of P&H Mining Equipment, a subsidiary of Komatsu. P&H Mining builds and supports a line of drilling and material-handling machinery for surface mining operations worldwide.

By providing a range of training simulators for underground longwall systems, surface mining equipment, and heavy earth movers, ForgeFX has established expertise in the creation of virtual training environments for complex machinery. Each of these custom simulators run on both desktop computers and real-world physical control stations.

[Read more](#)

