Patent claims

1. A method for simulating real combat operations in a scenario for training purposes with persons and at close range, training participants competing against one another with training weapons and the real actions of the training participants during the training being recorded by imaging systems and being calculated as a 3-D model which changes in quasi real time, a weapon effect being calculated by means of object recognition of the weapon, the state change and orientation during a shot and the objects in the effective direction and their injury models, and being displayed, wherein before the start of training, three-dimensional models of all relevant individual objects of the scenario in their intact, hit and destroyed states and animations of the corresponding state transitions including the associated acoustic effects are generated and stored in a database.

2. The method as claimed in claim 1, wherein the noises during the training situation are recorded in a surround sound recording method using at least one microphone, in particular a plurality of microphones, in the scenario.

3. The method as claimed in claim 1 or 2, wherein a computer system is used to carry out the method and this system is expanded with a multichannel audio/video transmitting/receiving system.

4. The method as claimed in claim 1, 2 or 3, wherein the training participants additionally wear wireless transmitting/receiving units for image and sound in the form of glasses with earphones and a combination of display systems with video cameras directed in the viewing direction, and these device combinations are

designed and used to block the view into the real scenario and to hide the original noises.

5. The method as claimed in any one of the preceding claims, wherein the three-dimensional scenario model which is generated by one or more central computers and in which the training participants themselves move is displayed to the training participants in a tailor-made manner in terms of size and perspective and in real time using the display systems, and the matching sound effects for acoustic orientation are played in via the earphones in a surround sound method.

6. The method as claimed in any one of the preceding claims, wherein the cameras worn by at least one training participant are used to additionally record the scenario directly in front of the trainee's eyes if the trainee himself conceals the scenario from the imaging system.

7. The method as claimed in any one of the preceding claims, wherein the cameras are used as an aid in order to determine the trainee's viewing direction and to generate the corresponding view of the three-dimensional model in a tailor-made manner and to display it in a helmet display.

8. The method as claimed in any one of the preceding claims, wherein apart from the person to be trained, all other participants are completely represented by artificial performers and the latter are controlled by means of artificial intelligence according to the training objective and the trainee's action.

9. The method as claimed in any one of the preceding claims, wherein realistic training areas are set up in a cost-effective manner by creating only the objects to

be touched by the training participants in an actually tangible manner.

10. The method as claimed in any one of the preceding claims, wherein the real image of the trainee is replaced with the image generated by a computer with a display system.