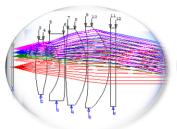


#### PRODUCTS ARE IN-HOUSE DESIGNED & ASSEMBLED AND TESTED











R&D

State of the art R&D Optics, Electronics, Mech

**PRODUCTION** 

In-house workshop and world-class suppliers

**ASSEMBLY** 

Class 100 clean rooms for final assembly

**TESTING** 

Advanced in-house test facilities and field trials

**MARKET** 

Global reach

### **12 Night Vision Equipment**

### **Thermal Technology Applications**







### **OFFICES AND STRATEGIC PARTNERS**



Advanced Optronics

### **WORLD-CLASS SYSTEMS**



## PVS-31D













### **NIGHT VISION**



**GOGGLES** 

Monoculars



**Binoculars** 



Modular







Standalone

**WEAPON SIGHTS** 



Clip-on





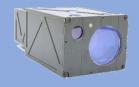


**VEHICLE SYSTEMS** 

**Driver Viewer** 



Day/Night Camera



#### **THERMAL**



**VEHICLE SYSTEMS** 

Periscope



**WEAPON SIGHTS** 

Standalone





Clip-on



**CUSTOM THERMAL SYSTEMS** 

Digital



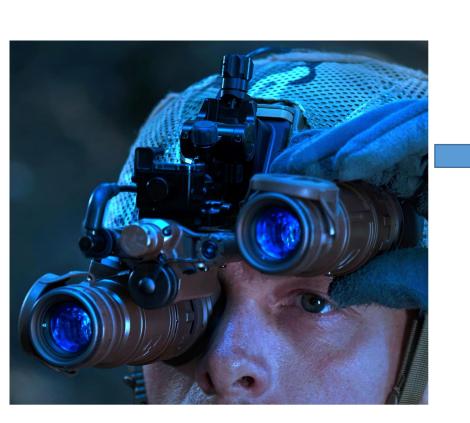
### Technology Brief: Past and Present

### **Yesterday** Tech → NV Goggle:

- No input/output
- No daytime use
- Analog, bulky, narrow FoV
- But 1xAA battery gives 24h

### Today Tech → NV Goggle + Near-Eye Display:

- Digital → Unlimited input
- Augmented reality
- But somewhat power hungry
- Brightness struggle → limited daytime use





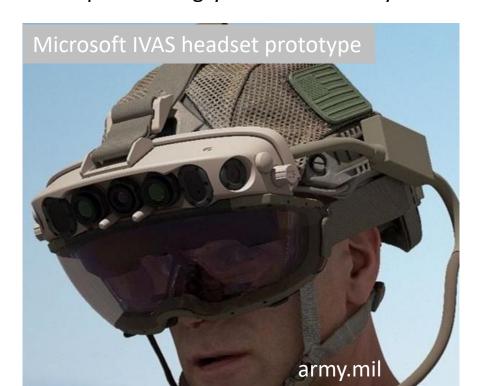
www.roadtovr.com





#### Tomorrow Tech → Future Soldier Helmet:

- Unlimited input/output
- Augmented reality
- Digital, AI, gesture control
- Ultra-Low Light CMOS (<1 mlux)</li>
- Wider FoV (60-80°)
- Solve Brightness issue → Daytime use
- But power hungry → Soldier as a system





### Tech/Collaborations Needed Today

### **Near-Eye Projection Optics:**

- Field-of-View ~40°
- Mil-Spec
- High Brightness (day)
- Low light leakage & stray light



# Integration with Soldier/Battle Management System:

- Share power
- Compatibility with data I/O
- Theon to augment input











