



The Surface Warfare Officers School Command is a "Center of Excellence" for Surface Warfare. Our greatest assets are the superb instructors that mentor and support our outstanding students. There is no more important function here than to enlighten students who pass through in order to improve the Naval profession and, ultimately, the ships Sailors take to sea.

NAVAL SEAMANSHIP & SHIPHANDLING CONNING OFFICER VIRTUAL ENVIRONMENT (NSS COVE)

A system of scalable, reconfigurable, PC-based simulators.

The COVE family of trainers offers an immersive virtual reality maritime training environment. They provide the full continuum of navigation, seamanship, shiphandling, piloting, and tactical Anti-Terrorism/Force Protection (AT/FP) training for naval personnel.

Originally conceived in 2000 as an Office of Naval Research (ONR) Research and Development (R&D) effort, COVE has evolved into a robust and extensible shiphandling simulator, primarily utilized at the Surface Warfare Officers School (SWOS) in Newport, Rhode Island, but also installed in fleet concentration areas. Based on the VirtualShip2000™ commercial-off-the-shelf (COTS) software architecture, COVE contains a high degree of additional functionality to support NSS training.

It features hydro dynamically accurate, high-fidelity ship models for all existing U.S. Navy combatants, a selection of U.S. Coast Guard cutters and small boats, and a wide array of vessels from foreign navies, along with merchant and fishing fleets.



The collection of over 70 visual harbor databases covers virtually every major U.S. and foreign port that the U.S. Navy regularly visits. These databases are leveraged as a shared resource with the Navy's Virtual Submarine (VeSUB) programs, which is also based on the VirtualShip2000™ architecture.

The newest COVE Full Mission Bridge (FMB-2) at SWOS, is a full mockup of a ship's bridge, surrounded by an inverted dome screen, with 18 projectors providing a high definition visual scene for day or night tactical training and a full 90-degree look-down capability. Unlike the other COVE configurations which are designed to train a single officer,

This Full Mission Bridge supports watch team training of six to ten personnel or voice controlled operation for individual pier side or underway training.

this Full Mission Bridge supports watch team training of six to ten personnel or voice controlled operation for individual pier side or underway training. It includes electronic (virtual view) binoculars for target identification and two additional small boat stations for ships' protection. FMB-1 and 2 teach core decision-making skills in difficult, pre-constructed

scenarios. These skills include situational awareness, task prioritization, multi-tasking, weapons engagement, tactical maneuvering, and communication. The system is designed with the fidelity to train watch teams in the dynamic decision-making process needed to defend against terrorist vessels and other force protection threats.

The Littoral Combat Ship (LCS) Bridge trainers (LCS-1 and LCS-2) are the most recent configurations built on the COVE baseline. Developed to train the officers manning the Navy's newest surface combatant, they feature high definition visual screens that provide a realistic, high-fidelity field of view. Responsive controls and integrated radar, navigation, and engineering status displays provide the watch standers with the data needed to conduct everyday operations.

The reduced manning of an LCS bridge watch team represents a paradigm shift for the Navy, and the LCS COVE trainer successfully provides the immersive environment needed to train LCS crewmembers to handle this new skill set.



COVE Virtual Reality Headset



COVE Full Mission Bridge Trainer (FMB-2)



Littoral Combat Ship (LCS) Bridge Trainer