

EYE@BSERVE™

Camera operator training

“ Training camera operators to identify criminal, suspicious & terrorist behaviour! ”



The EyeObserve simulator trains surveillance camera operators to identify strange and suspicious behavior and detect and report criminal & terrorist activities. The EyeObserve simulator is an effective training tool to detect and interpret deviant behavior in real-time on virtual surveillance camera images. It is developed by leading simulation developer VSTEP, in cooperation with the National Coordinator Bureau for Counterterrorism (NCTV), TNO Defence & Security, the city of Rotterdam and the Rotterdam-Rijnmond Police.

Detect, Identify, Report

Surveillance cameras are omnipresent nowadays and have become a valuable asset for threat detection, at the same time increasing the responsibility of surveillance camera operators and the need for specific camera operator training. A surveillance camera operator must be capable of interpreting the visual information he receives and identify criminal activity and suspicious behaviour, however subtle it may be.



SIMULATOR FEATURES

- Advanced crowd AI, behaviour & movement streams
- Realistic & fully customized 3D locations and environments
- Interface with existing surveillance camera hardware
- Random & triggered scenario creation, including dealers, pickpockets, suspicious packages, theft, skimming & many others...
- Test current camera placement or determine effective camera locations for current and future building projects



Immersive world, smart crowd

The EyeObserve simulator immerses camera operators in realistic and crowded 3D virtual environments, allowing them to train detection and reporting skills for suspicious behavior on a virtual crowd that uses advanced AI, behaviour and movement algorithms.

EyeObserve includes random and/or triggered scenarios for training. It also includes an editor tool for creation of specific and instructor driven scenarios.

Any location, any situation

A customized 3D model of any existing or future location can be created for camera training. The simulator includes next generation visuals and sound effects for enhanced realism.

EyeObserve can also be used to determine the most effective camera placement for an existing environment or an environment/building still under construction.

EyeObserve is used by the City of Rotterdam for effective training of its surveillance camera operators.



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Contact info@vstepsimulation.com for more information.

