Contribution ID: **49** Type: **Paper**

Simulating with MANTA: so far from ordinary simulators, so close to reality

Simulation and multimedia devices are nowadays essential features to be used both for design assessment and for training activities. In the naval field, the prototype of the ship is usually the ship herself, therefore a detailed simulation framework is becoming an essential tool to be used as a testbed in the design process. The same approach could be also applied for training phase, giving to the entire crew the chance to train themselves in operations and behaviour they will have onboard before really sailing on the actual ship. In this perspective a comprehensive simulation approach was developed in order to cover the most advanced needs. This framework, called MANTA (Multipurpose Advanced Naval Training Architecture), was born by the cooperation between CETENA and IBR-SISTEMI. MANTA represents the ultimate simulation environment which follows both the designers and the operators together with the complete crew from the beginning to the end of ship lifecycle. The MANTA architecture was also designed to allow the cooperation with different simulation systems; particular importance should be paid to the Full Mission Simulator which is the most complex component of the MANTA infrastructure, since it is a set of interconnected and highly reconfigurable simulators and instructor stations.

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Track Classification: Stability, Seakeeping, Maneuverability