



# FIRST FULL FLIGHT SIMULATOR WITH GAMING-ENGINE-POWERED CAE PRODIGY IMAGE GENERATOR ACHIEVES LEVEL D QUALIFICATION

News / Maintenance / Trainings



**CAE announced that it is the first leading aviation simulation and training organization to seamlessly integrate a gaming engine into its full-flight simulator visual system and achieve level D qualification, the highest level of qualification for a FFS. The FFS is equipped with the next-generation CAE Prodigy Image Generator, which leverages gaming technology through Epic Games' Unreal Engine, marrying highly realistic 3D visuals with high-end full-motion simulation for more realistic pilot training in a virtual environment.**

CAE Chief Technology and Product Officer, Abha Dogra commented: "Our collaboration with Epic Games on the CAE Prodigy Image Generator is a huge leap forward in the use of technology to increase the efficacy of pilot training and make our skies safer. The convergence of the simulation and gaming industries will result in an enhanced simulator training experience with ultra-realistic visuals that further narrow the gap between the virtual and physical worlds."

Michel Azar-Hmouda, CAE Division President, Commercial Aviation Training, said: "CAE Prodigy will elevate pilot training by delivering true-to-life visuals with higher-fidelity graphics that make time in the simulator more realistic than ever before. With CAE Prodigy, CAE continues to position itself as a leader in the adoption of new technologies to support its customers and advance aviation safety."

Bill Clifford, VP and GM of Unreal Engine at Epic Games, stated: "We are thrilled that CAE, a global leader in training and simulation, is leveraging Unreal Engine to improve pilot training and aviation safety. Achieving Level D qualification is a testament to CAE's expertise in this space as they continue to push our technology to new levels of realism."

The CAE Prodigy product development roadmap includes a progressive deployment on Civil and Defense & Security simulators, based on a growing set of capabilities to support new deployments and update programs. CAE Prodigy builds on the proven features of CAE's existing family of visual systems, while leveraging Unreal Engine's innovative rendering techniques to deliver a highly optimized and flexible Image Generator solution.

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