Indoor Optical Illusion Long Range Shooting.

This five lane, indoor range is 25 meters long. There are five overhead target retriever systems and five static, turning targets at the far end in front of the bullet trap.

In the photo below, the shooting stalls are removed and the far targets are exposed for “tactical” downrange advancement

This appears to be a normal shooting range, all be it, very high class. But there is a special system installed that can transform this range from 25 meters out to over 200 meters.

A drop-down screen is lowered from immediately in front of the bullet trap and a projector throws a scenario that makes the range look far longer than it is. Look at the photo below, did the range get extended? We brought in some bench-rest tables for long range rifle, but how did we get the extra shooting distance?

It's all done with clever projection of some very accurate film making. Let's see how it works….

Look at the original range – count the lights shining down the wall – four. Now count the lights on the new range – 20?

So how's this affect the range? The projection screen is positioned behind light four……

There is a screen placed approximately here. (Unrolls from the ceiling).

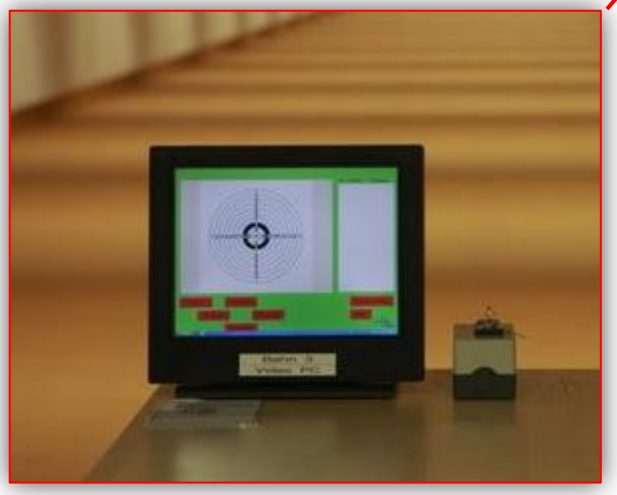
Then the projector sends an image that gives the illusion of the range extending to a greater depth….

Here is a similar setup in a wider range – the screen line is just visible…. Behind light five.

The same here……. Note the overlap of the lights shining down the wall

Initial filming and graphics are extremely detailed to ensure no visible overlap.

With this system, shooters can practice long range sniper target accuracy having images of their targets relayed back to their shooting desks and displayed on video units.



Although only shooting 25 meters (in reality), where there is no projectile drop, the target scoring software takes into account the image “distance” and compensates for how the projectile would have dropped at that distance and scores the shooter accordingly.

Alternatively, the shooter could practice shooting live game at various distances and the scoring software would register hits and projectile path through the game for immediate analysis of the “hit”.

The screen is “shoot-through” and can be patched or self healing.