

Axon VR

Tactical Team Training



SCENARIO ASSET CATALOG



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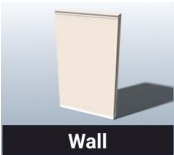
This document provides an overview of the configurable assets available in the Scenario Editor in the [Tactical Team Training](#) application.

ENVIRONMENT	THEME	UNIQUE LAYOUT ASSETS
RESIDENTIAL	Residential living space	Home/apartment doors, curtained windows
OFFICE	Corporate office / open plan	Glass wall, office doors, full-height windows
SCHOOL	Middle school classroom	Walls, doors, windows
RETAIL	Grocery / general retail store	Retail doors, storefront windows
CORRECTIONAL FACILITY	Correctional facility	Steel bar walls, cell doors, prison windows

PART 1 — ENVIRONMENT LIBRARIES

RESIDENTIAL

LAYOUT TAB

WALLS			
	Wall		
DOORS			
	Home front door	Home door	Apartment front door
WINDOWS			
	Window	Curtained window	High wall window

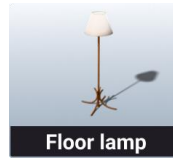
PROPS TAB

BEDROOM						
	Bed	Nightstand	Dresser	Wide dresser	Wardrobe cabinet	
KITCHEN						
	Kitchenette	Full kitchen	Kitchen island	Microwave stand	Refrigerator	Dining table
BATHROOM						
	Toilet	Wall sink				
SEATING						
	2-seater sofa	3-seater sofa	Office chair	Executive office chair	Stool	Large ottoman
						
	Small ottoman	Table chair				

DESKS & TABLES



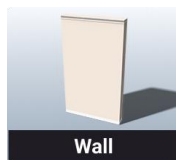
OTHER PROPS



OFFICE

LAYOUT TAB

WALLS



DOORS

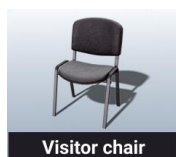
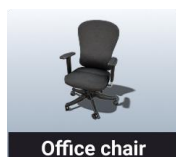
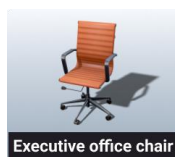


WINDOWS

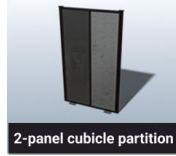
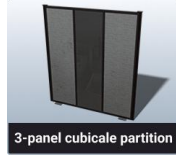
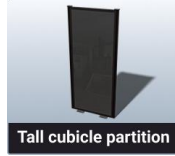
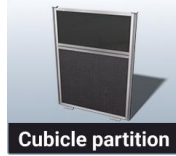


PROPS TAB

SEATING



DESKS & WORKSTATIONS



EQUIPMENT & OTHER



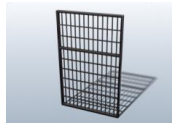
CORRECTIONAL FACILITY

LAYOUT TAB

WALLS



Narrow steel bar wall



Wide steel bar wall

DOORS



Prison front door



Prison cell door



Steel bar door

WINDOWS



Small prison window

PROPS TAB

CELL & SANITATION



Bunk bed

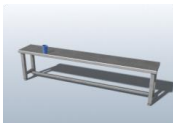


Cell wall sink

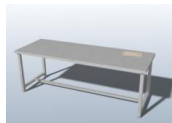


Cell toilet

DINING & SERVICE



Canteen bench



Canteen table



Canteen dining table



Food prep station



Food service station



Tray table



Tray return station



Folding chair

SECURITY & COMMON AREA



Guard chair



Guard desk



15-locker unit



6-locker unit



Metal detector



Visitation booth



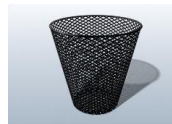
Visitation booth right



Locker room bench



Metal bench



Trash can



A-frame sign

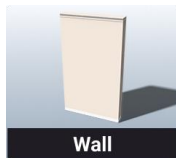


Fire extinguisher

RETAIL

LAYOUT TAB

WALLS



DOORS

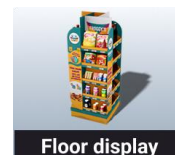


WINDOWS

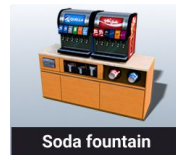


PROPS TAB

SHELVING & DISPLAYS



CHECKOUT & SERVICE



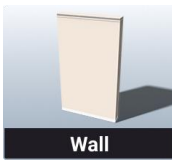
STOCK & OTHER



SCHOOL

LAYOUT TAB

WALLS



Wall

DOORS



Door handle



Front door

WINDOWS



Double window



Window

PROPS TAB

CLASSROOM FURNITURE



Student chair



Student desk



Teacher desk



Chair on desk



Classroom whiteboard



Lectern



Lab station



Executive office chair



Office chair

STORAGE & LOCKERS



Storage cabinet



Storage cabinet with boxes



Cabinet



Closet with Boxes



Tall bookshelf



Short bookshelf



Bookshelf



Two-locker unit



Three-locker unit



Four-locker unit



Large locker



Large locker with boxes



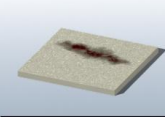
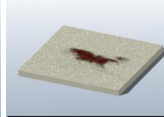
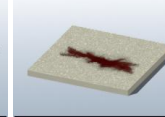
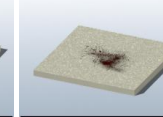
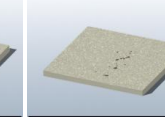
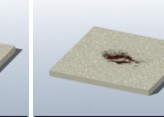
Single locker

FIXTURES & OTHER



PART 2 — SHARED FLOW TAB ASSETS

Flow tab assets — subjects, situations, casualties, weapons, and evidence — are not tied to a specific environment theme. They are available in every environment and can be added to any scenario you build.

FLOW TAB						
SUBJECTS						
	Male inmate	Male 1	Male 2	Male 3	Female 1	
						
	Handgun hostage situation	Knife hostage situation				
						
NARRATIVE OBJECTS (CASUALTIES)	Deceased male 1	Wounded female 1	Wounded male 2	Wounded Male 3	Wounded inmate	
						
	Shotgun	Automatic rifle	Handgun	Bloody knife	Bloody shiv	Bloody baseball bat
						
	Blood pool	Small blood pool	Large blood pool	Blood splatter	Small blood splatter	Large blood splatter
NARRATIVE OBJECTS (EVIDENCE & EFFECTS)						