GAMESIM ★

**AN ENTERTAINMENT,
MODELING & SIMULATION,
& GEOSPATIAL COMPANY**

For more information, please contact us.

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GAMESIM ★ ®

OUR CUSTOMERS ★

EA Sports	CAE
Bioware	Raydon
Cubic	Tilting Point
Zynga	NASA
US Navy Air Systems Command (NAVAIR)	CSX
	City of Goleta
Rockwell Collins	Parker Hannifin
National Defense University (NDU)	Workplace Technologies Research Inc (WTRI)
National Geospacial-Intelligence Agency (NGA)	Synthetic Environment Core (SE Core)
Air Force Research Laboratory	Advanced Research Associates
Simulation and Training Technology Center (STTC)	Florida Department of Transportation
Nova Technologies	EA Global Online Services
American Safety Counsil	Electronic Arts - Origin
Magic Leap	Arcadis

GAMESIM SERVICES ★

GameSim products and services target the needs of the entertainment, modeling & simulation, and geospatial industries. Our engineers, designers, and artists maintain a customer-centric focus throughout the entire project.

ENTERTAINMENT
GameSim provides full development services for Console, Desktop, Mobile, and Web-based Games.

Platforms	Areas of Expertise
• PC, Linux, OSX	• Augmented Reality
• Xbox360, Xbox One	• 3D Modeling
• PlayStation 3 & 4	• Animation/Motion Capture
• Wii, WiiU	• Rendering
• iOS, Android	• Online
• Google TV	• Physics
• Fire TV	• User Interfaes
• Oculus Rift	• Web Development
• HTC Vlve	• Porting Games
• HTML 5	• Procedural Modeling

MODELING AND SIMULATION
GameSim primes contracts with the Department of Defense, as well as partners with other defense contractors to provide modeling and simulation solutions.

• Constructive Simulation

• Virtual Simulation

• Terrain Database Generation/Conversion/Correlation

• Game Engines

GEOSPATIAL
GameSim provides services related to civil engineering, crisis management, and situational awareness applications for federal and local governments.

• 3D & 2D Visualization (vectors, elevation, imagery, point clouds)

• Map Generation

• ArcGIS Development (ArcObjects)

• Fusion of Geospatial Datasets

CONFORM ★

3D geospatial software for fusing, visualizing, editing, and exporting beautiful 3D environments for urban planning, simulations, and games.

• Export your data into common formats used by game-engines, simulations, and geodesign applications

• Procedurally texture terrain and smartly scatter 3D models

• Interactively place geospecific 3D models

• Easy build 3D cities with no GIS or programming expertise

• Quickly import large amouts of data

• View real time changes to the 3D scene

• Edit vectors and elevation in 2D and 3D

PROCEDURAL MODEL GENERATION
Automatically construct 3D models from geospecific attributes.

GameSim's Procedural Model Generation (PMG) provides high quality 3D models without the need for a large hand-created art library. Use existing PMG scripts or create new scripts to construct models based on input attributes and fidelity requirements, e.g., a building footprint and roof-type.

GAMESIM WORLDS ★

The GameSim Worlds team builds and maintains high quality synthetic environments and interactive experiences.

MODELING & SIMULATION

• Correlated virtual and constructive terrain databases

• Dense urban environments, megacities

• Convert existing terrain databases

• Correlation testing

CIVIL ENGINEERING / URBAN PLANNING

• Story-based Video

• High Resolution, Still Images (suitable for proposals and print publications)

• Interactive Web, Mobile, and Desktop Experiences

ENTERTAINMENT
(Games, Film/Television)

• Build large, real world environments

• Support for all major game engines

• Support correlated fidelity levels: mobile, VR, console, web, & desktop