

GameSim and US National Geospatial-Intelligence Agency (NGA) Join Forces



GameSim, a provider of software and services to the gaming, simulation and GIS industries, has announced its Cooperative Research and Development Agreement (CRADA) with the National Geospatial-Intelligence Agency (NGA). The company was interested in furthering the process of fusing together a single 3D environment by supporting additional data products (e.g. Lidar, OTW video and thermal video) to create a richer and more accurate 3D environment while still maintaining near-real-time performance.

While GameSim had previous experience working with these formats, access to NGA through CRADA will provide the company with proper standards and data validated by NGA. In addition, GameSim and NGA will research the creation of a low bandwidth,

browser-based visualisation of that fused environment.

In 2013, the company introduced an innovative software product, Conform, which generates a 3D representation of an environment from GIS data (vectors, elevation, and imagery) in near real time. The integrated scene can be viewed in both 2D and 3D, or exported into other run-time formats.

The company is creating a product that can fuse a variety of formats that adheres to established standards, said Andrew Tosh, GameSim founder and president. By collaborating with NGA it helps ensure that GameSim produces a product that can meet the demands of the intelligence community, in terms of accessing their content and producing valuable visualisations.

GameSim was ranked by *Inc. Magazine* as one of the 500 fastest-growing companies in America. Learn more about GameSim and its current offerings [here](#).

Image courtesy: GameSim.

<https://www.gim-international.com/content/news/gamesim-and-us-national-geospatial-intelligence-agency-nga-join-forces>
