

- ▲ **3D Visual Information Management**
- ▲ **Command and Control**
- ▲ **Defense**



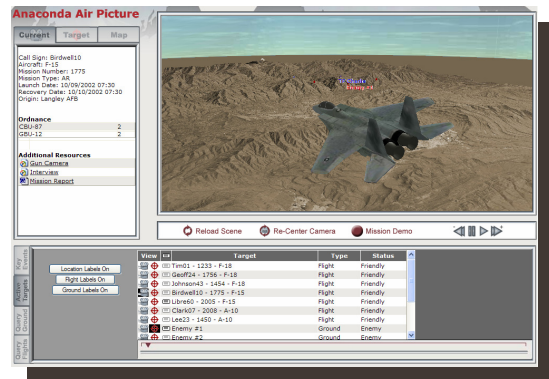
**Customer:** Defense Advanced Research Projects Agency (DARPA) and the US Air Force

**Project Description:** Developed a “first of kind” data driven 3D visualization of the entire 18 day US Air Invasion of Afghanistan, Operation Anaconda.

Given the air war’s complexity and use of non-integrated disparate data sources (recorded in various and traditional computer file structures), the amount of data gathered was extensive but very difficult to mentally and/or visually comprehend and reconstruct.

The US Air Force wanted to “see” the sequence of events and to study the details versus “deduce” what had actually happened but had no technical method available to them to accomplish this objective.

With hundreds of gigabytes of data in disparate data sources for the 18 day event and countless file formats, it was their desire to have a web-based solution that could access all relevant data as well as provide a 3D recreation, data driven visualization of the entire air campaign.



The Company was contracted and tasked with recreating the invasion (including its 3000+ missions and every dropped bomb) as a visual event using 3-D graphics, based on actual field data; as if digital cameras had recorded the entire event. As a result and for the first time, the US Air Force Command had a clear and communicable 3D real-time presentation.

The 3D reconstruction provided unprecedented visibility into the air campaign and allowed the Command to understand the complex set of events, thus dramatically improving the value of the lessons learned solution.

The deliverable is currently used for training as well as at leadership conferences including Corona and war colleges. The solution is also web-accessible allowing the client to easily/effectively retrieve data and mission critical information from any location.