

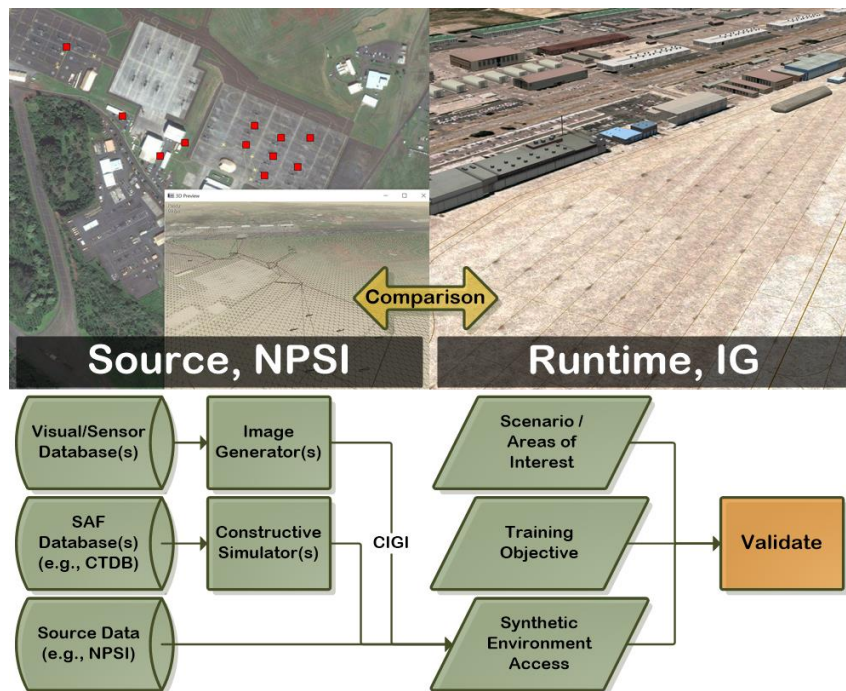
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## For Immediate Release

### ***GameSim Receives Additional US Navy Funding for Synthetic Environment Research***

**Orlando, FL** – GameSim Inc; provider of products and services to the entertainment, modeling & simulation, and geospatial industries; was awarded a contract modification to its existing US Navy NAVAIR Phase II Small Business Innovation Research (SBIR) award. The additional funding will extend GameSim research to use deep learning algorithms to evaluate the correlation between synthetic environment representations.

As the Navy moves towards integrating flight simulators into common training environments, the importance of having a correlated, correct environmental representation is vital for achieving a fair fight and a high training value. In Phase II, GameSim has proved out the architecture by creating a functional tool called Validate. Validate is integrated as a plugin into GameSim’s geospatial visualization product, Conform.



*Figure 1: Validate will test correlation among source data and run-time synthetic environment formats.*

“Our work under the SBIR Phase II has produced a functional capability for the Navy,” said GameSim President, Andrew Tosh. “This additional funding will allow us to extend Validate to use modern approaches for testing correlation between synthetic environments.”



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### **About GameSim**

GameSim products and services target the needs of the entertainment, modeling & simulation, and geospatial industries. GameSim engineers, designers, and artists maintain a customer-centric focus throughout the entire project lifecycle. Within the video game industry, GameSim provides full game development services to publishers or works as a co-developer for other studios. Within the modeling & simulation industry, GameSim primes contracts with the government, as well as subcontracting to partner companies. Finally, for the geospatial industry, GameSim develops visualizations and simulations for civil engineering, urban planning, situational awareness, and intelligence applications. GameSim's geospatial terrain tool, Conform, is the fastest product on the market for importing and fusing geospatial datasets to produce high-quality visualizations of synthetic environments, which is used in each of GameSim's targeted industries.

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