

One World Terrain (OWT)

2013-Present

One World Terrain (OWT) is a Joint Staff-funded project designed to assist the DoD in creating the most realistic, accurate and informative representations of the physical and non-physical landscape. Part of the Army National Simulation Center's Synthetic Training Environment (STE) concept, the goal is to help establish a next-generation government/industry terrain standard for modeling and simulation (M&S) hardware and software for training and operational use.

The project seeks to:

- Construct a single 3D geospatial database for use in next-generation simulations and virtual environments
- Utilize commercial cloudfront solutions for storing and serving geospatial data
- Procedurally recreate 3D terrain using drones and other capturing equipment
- Reduce the cost and time for creating geo-specific datasets for M&S

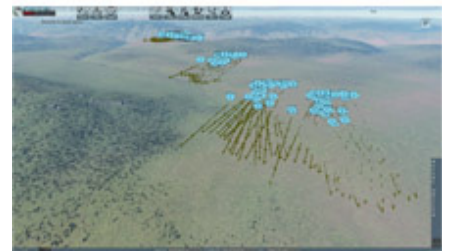
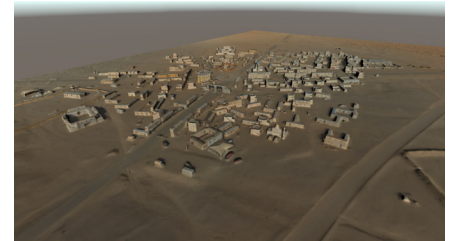
The Terrain 2025 effort is principally centered around ICT playing a futurist role in understanding the continuing technology evolution expected to take place within M&S, particularly as it relates to collecting terrain data and then turning it into usable assets.

Proofs-of-concept will be developed that concentrate on experiments to determine whether large amounts of the Earth's land and space terrain/features can be used in real-time by a next-generation simulation platform. They will also demonstrate how user-driven social media data may be incorporated in real or near real time into a virtual or constructive environment.

View videos [here](http://bit.ly/1WOHEzt). (<http://bit.ly/1WOHEzt>)

Project Leader: Ryan McAlinden

Bottom Photo: US Army/Peggy Frierson



At the University of Southern California Institute for Creative Technologies leaders in artificial intelligence, graphics, virtual reality and narrative advance low-cost immersive techniques and technologies to solve problems facing service members, students and society.