

## Terrain 2025: World in a Box

2013-Present

Terrain 2025 is a Joint Staff (J7)-funded project designed to assist the DoD in creating the most realistic, accurate and informative representations of the physical and non-physical landscape within Modeling and Simulations (M&S). It is part of the Army National Simulation Center's Future Holistic Training Environment (FHTE) concept which aims to collapse the virtual, constructive and gaming (VCG) communities into one within the next decade.

The project seeks to:

- provide higher-fidelity, more-realistic training simulations at the individual, collective and joint levels through a single, one-world terrain representation for FHTE
- reduce the cost and time for creating geo-specific datasets for M&S

The effort is principally centered around ICT playing a futurist role in understanding the technology evolution within M&S expected to take place over the next 10 to 15 years, as well as reflecting back on history to understand why creating terrain for VCG-based solutions has been so onerous and expensive.

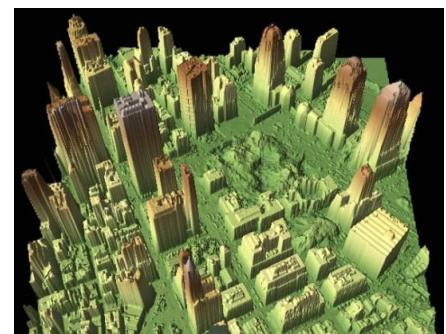
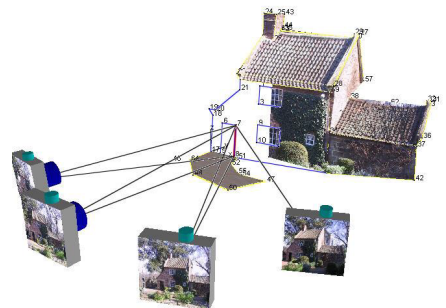
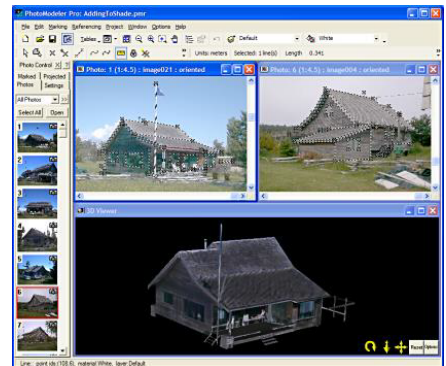
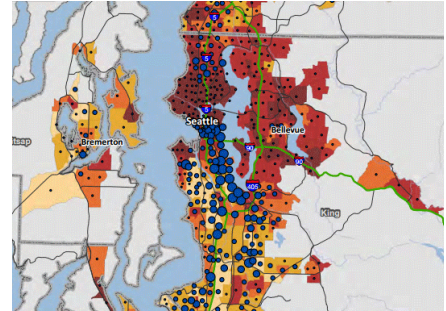
The project deliverables include a technical design specification and series of proof-of-concepts that showcase the future of a high-fidelity, one-world terrain simulation.

The design specification will build off existing terrain formats and standards in an attempt to create a single representation of the world that encapsulates the various capabilities and features required for a single synthetic simulation environment.

The proofs-of-concept will center around 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. The team will also showcase how user-driven social media data may be incorporated in real or near real time into a virtual or constructive environment.

Project Leader: Ryan McAlinden

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