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## CG<sup>2</sup> Command and Control in 3D (C3D) Software Technology Demonstrator and Quantum3D Thermite Tactical Visual Computers Provide FBCB2 VMF Compatible Deployed Realtime 3D Visualization of On-the-Move C4ISR Data at AAEF 2007

*CG2 C3D Software Technology Demonstration Developed Under U.S. Army CERDEC Phase II SBIR Employs FBCB2 VMF Messages on Quantum3D Thermite Tactical Visual Computers to Provide U.S. Army Commanders Realtime 3D Enabled C4ISR Visualization On-the-Move During AAEF 2007 at Ft. Benning, GA*

WASHINGTON, DC, AUSA, – October 8, 2007—CG<sup>2</sup>, Inc., a wholly owned subsidiary of Quantum3D<sup>®</sup>, Inc., announced today that the Company's Command and Control in 3D (C3D<sup>™</sup>) advanced realtime 3D visualization software application technology demonstrator, developed under a Phase II Small Business Innovative Research (SBIR) Program from the U.S. Army Communications Electronics Research, Development and Engineering Center (CERDEC), along with Quantum3D Thermite<sup>®</sup> Tactical Visual Computers are being employed in the U.S. Army Air Assault Expeditionary Force (AAEF) C4ISR On-The-Move experiment at Ft. Benning, GA this fall.

The C3D technology demonstrator combines Force XXI Battle Command Brigade and Below (FBCB2) VMF message parsing, a Quantum3D GeoScapeSE<sup>™</sup> COTS McKenna MOUT geospecific terrain database, high-resolution digital map imagery and Mil-Std-2525B symbology into an innovative, realtime C4ISR application designed to provide commanders and warfighters with an enhanced view of the battlefield environment by including 3D terrain and culture and blue force tracking combined with an intuitive, video game



CG<sup>2</sup> IData<sup>®</sup>-based C3D<sup>™</sup> Software Technology Demonstrator Screenshot: High-Definition 3D View of McKenna MOUT Area with Mil-Std-2525 Symbology and Game-Style 2D/3D User Interface During AAEF

style 2D/3D user interface that is designed for use in high-stress environments across various tactical platforms including hand-held, man-wearable, vehicle-based and tactical operations center systems. C3D is employed at multiple levels of command in the AAEF exercise, including the Battalion Tactical Operations Center (TOC) and onboard tactical command vehicles equipped with Quantum3D Thermite TVC-2.0 Tactical Visual Computers. C3D is based on Quantum3D's cross-platform IData<sup>®</sup> COTS Visual Computing Framework, which includes the IData Human Machine Interface (HMI) suite, IData3D<sup>™</sup> 3D integrated realtime 3D scene manager and IDataMAP<sup>™</sup> Digital Map generator.

"The C3D technology demonstrator combines the power of realtime 3D visual computing across numerous tactical platforms, high-resolution geospecific 3D maps, compatibility with the existing C4ISR network (via VMF), and an intuitive user interface to help CERDEC demonstrate and test whether these capabilities can enhance mission planning and operational decision-making in a highly stressful environment," said Ross Q. Smith, CG<sup>2</sup> president and Quantum3D Co-founder and President. "At last year's AAEF we received positive feedback on C3D effectiveness, along with suggested improvements, so we were pleased to be asked back again this year. Now with C3D in both TOC and vehicle-based systems with Thermite Tactical Visual Computers, we can gain new insights as to how C3D technology may be employed in on-the-move C4ISR applications, which is where there is compelling need. I believe the C3D project illustrates how R&D projects can really serve the warfighter when end-user, R&D organization and contractors work together as a team and CERDEC has been instrumental in fostering this environment and our abilities to get direct end-user feedback. We are delighted to be working with CERDEC at AAEF again this year and we look forward to helping bring these critical new capabilities to the warfighter as soon as possible."

### **C3D and Thermite TVC at AUSA 2007**

CG<sup>2</sup> C3D, along with the IData Visual Computing Framework, Thermite Tactical Visual Computers and the complete family of Quantum3D Embedded Visual Computing (EVC) products, will be on display at the AUSA Annual Meeting in the Washington, D.C. Convention Center, October 8<sup>th</sup> -10<sup>th</sup>, 2007 in the Quantum3D booth (#1561) and select partner booths.

### **About CG<sup>2</sup>**

CG<sup>2</sup>, Inc. is a wholly-owned subsidiary of Quantum3D, Inc. and is a leading supplier of value-added, software, digital media and integrated realtime visual computing products for military and civilian government R&D customers. CG<sup>2</sup>'s products and capabilities include realtime multi-spectral 3D model and database development and conversion, integrated visual computing solutions for institutional, appended and embedded training applications, software tools and solutions for avionics, vetronics, C2 and C4ISR applications and development, operations and support of "hardware-in-the-loop" sensor simulation applications. For more information about CG<sup>2</sup> services and solutions see [www.cg2.com](http://www.cg2.com) or email [salesinfo@cg2.com](mailto:salesinfo@cg2.com). For more information on Quantum3D and its family of realtime visual computing solutions and services, please visit [www.quantum3d.com](http://www.quantum3d.com) or contact [salesinfo@quantum3d.com](mailto:salesinfo@quantum3d.com).

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