

A 3-Dimensional, Multi-player, Interactive Transportation Management & First Responder Training System



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Current Training =

- Expensive
- Time Consuming
- Requires travel
- Difficult to coordinate



On-line, Multi-player training =

- Realistic and Engaging
- Scalable and Cost-effective
- On-Demand and Distributed
- Flexible and reconfigurable
- Suitable for training Cross-Cultural Communications
- Real-world, Team-Based



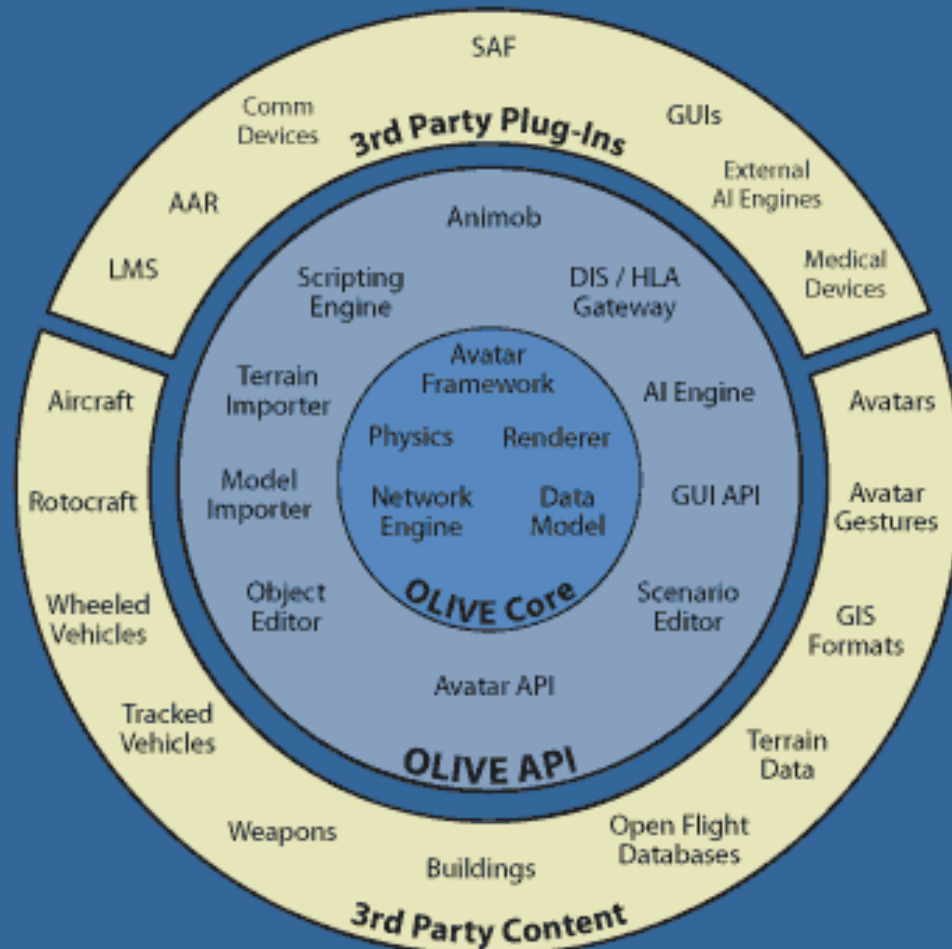
On-Line Interactive Virtual Environment

Forterra's OLIVE Platform

Nearly \$50Million Already Invested in Development.

The I-95 Corridor Coalition is building off of this existing platform.

AGILE GAME
DEVELOPMENT
USING
OLIVE PLUG-IN
ARCHITECTURE



In Use by the Military...



Is currently being used by the U.S. Military. Soldiers in Iraq train with future replacements from back in the United States.

OLIVE Capabilities

- Speech and other Sounds
- Model any real-world environment (inside or outside) like:
 - Bridges
 - Tunnels
 - Interstates
 - Urban or Rural areas
 - Building Interiors
- Model real-world assets like:
 - Fire Apparatus, trucks, and other vehicles
 - Traffic Control Equipment (cones, barriers, flares, etc.)
 - HazMat clouds and spills
 - Medivac Helicopters
- Animate human and environmental actions like:
 - CPR
 - Extrication
 - Explosions and Fire
- Tens or Hundreds of Simultaneous Users/Trainees
- Record, pause, and playback of Scenarios from any angle or perspective



Univ. of MD Adapting for Civilian Use

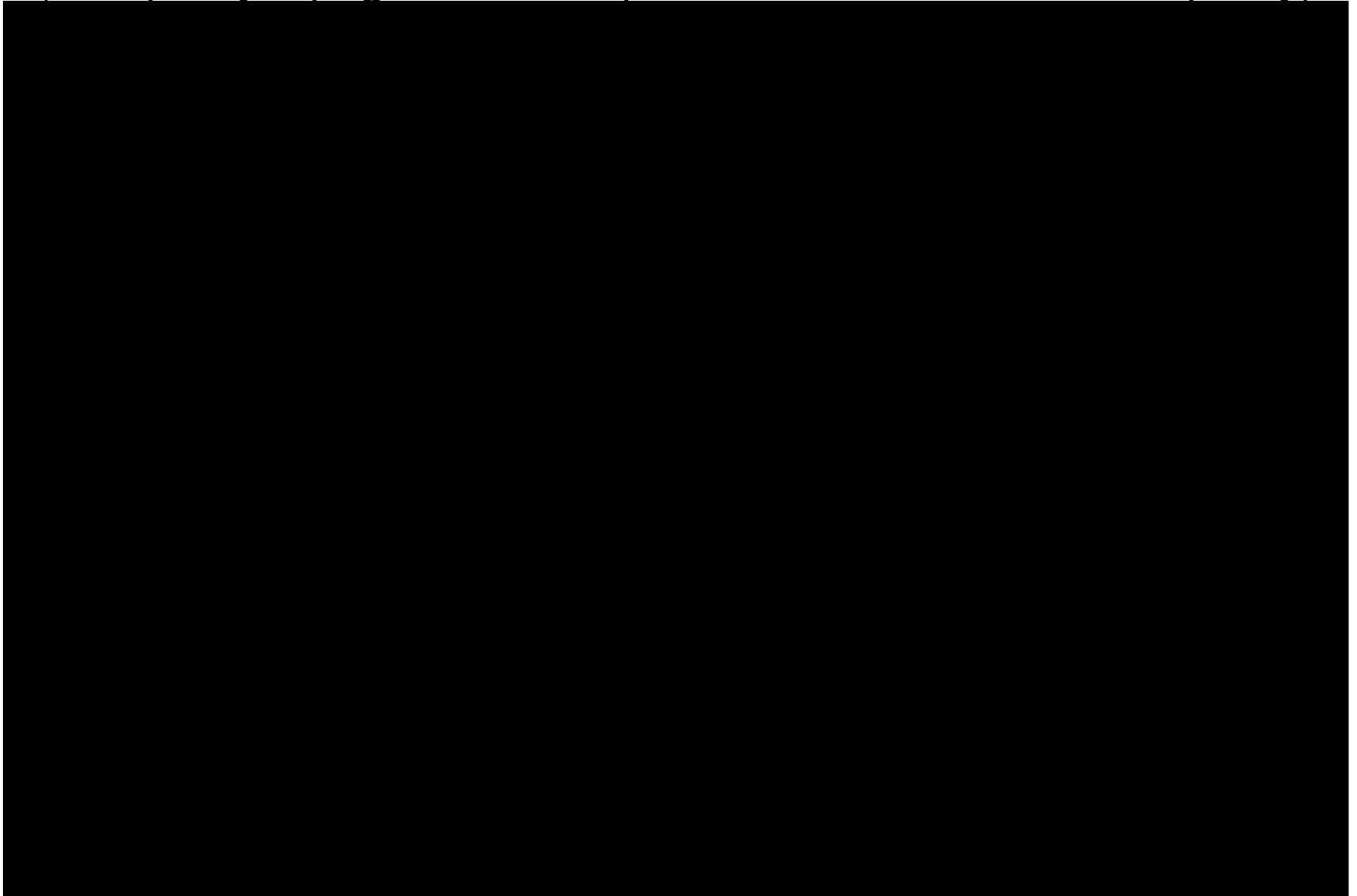
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Sample Game-Play Screenshots



Click on the black to play the demo (3m 29s)
(low quality mpeg does not represent actual sound/video quality)



Questions

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