



## AEgis provides 3D modeling content to computer gaming firm

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By **Mike Kelley, 42 staff**



HUNTSVILLE, Alabama -- Aegis Technologies Group, a Research Park-based leader in Modeling and Simulation, has found a new market for current technology in their recent deal to provide 3D model content from their 3D Elements Model Library to Airborne Games, LLC, a computer gaming firm.

Scott Passon, Aegis Director of Sales, said the August 21 release of Airborne Games' military simulation game ArmedForcesHD was successful for both firms. He said it could open up a new market for Aegis to license elements of their 3D library to other gaming companies.

The game ArmedForcesHD is currently being sold and distributed on iTunes.

"What's happened is that we've built up this library of 3D models, which are elements of computer models. They are optimized for the simulators we provide to many of our customers. But this is the first time we've had a customer take these models and integrate them into an iPad-based application."

3D Elements, Passon said, is a Real-Time Library of 3D models optimized for the simulation and training market. The models are also being used by analysts for Dept. of Homeland Defense security applications.

He added that while this is not the first use of the models in a game environment, this is the first time the models have been used for an iPad game application. Aegis 3D Elements models have previously been used in VBS2 game - based training environments.

"Customers can take the model that we provide and format it for their target application. They will, for example, function on an iPad. Airborne Games did not have to change the geometry or format of the model," he said.

Airborne Games President Victor Gerth said he was impressed by the wide assortment of models Aegis had to offer. "We worked with Aegis Technologies on several of our models because we liked the quality and detail of the model they provided and they were flexible in providing us the formats we like to use in our game environment," said Victor Gerth. "Aegis had a wide variety of models to select from, providing us creative freedom while developing the storyboard and strategies for the game."

Passon sees major implications for this new development, with possibilities of an entire new revenue stream for Aegis.

"What neat for us is that this opens up a whole new market. These models are being repurposed for the gaming market, where people can buy an Ipad application for 3.99."

