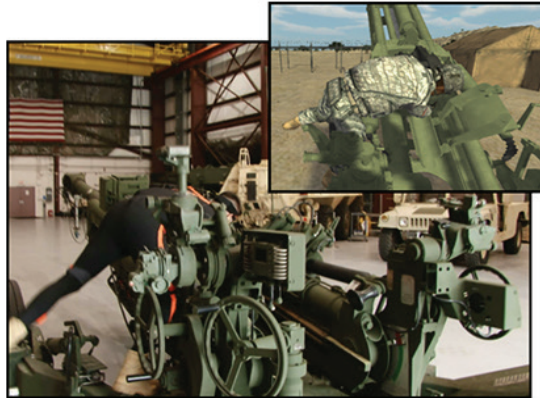# DEVCOM
ARMAMENTS CENTER

GAMING INNOVATION LAB

LABORATORY INFORMATION FACT SHEET

CONTACT US:

Technology Transfer Office

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v.02

The Gaming Innovation Lab (GIL) is used by Gaming, Interactive Technologies and Multimedia (GITM) to research the latest commercial gaming technology. Current research projects include investigation into Virtual Reality (VR) and Augmented Reality (AR) products.

TECHNOLOGY/FACILITY DESCRIPTION:

Although serious games can be entertaining, their purpose is to train or educate users, conduct research, and/or demonstrate new technologies. Combat Capabilities Development Command Armaments Center (DEVCOM AC) has its own organization devoted to serious games called the GITM Branch. GITM has been working in the serious gaming field for 10+ years. During this time GITM has developed multiple Army training software applications and R&D tools. To further serious gaming innovation, GITM established and maintains DEVCOM AC's Gaming Innovation Lab (GIL). The GIL is a virtual "sandbox" for the creative mind, where DEVCOM AC employees can learn how to develop serious games. The focus areas of the GIL are video game programming, 3D art development and game based technology research. The GIL provides equipment, software, reference material and space for DEVCOM AC employees to find innovative ways to use the latest gaming technology to support the Warfighter.
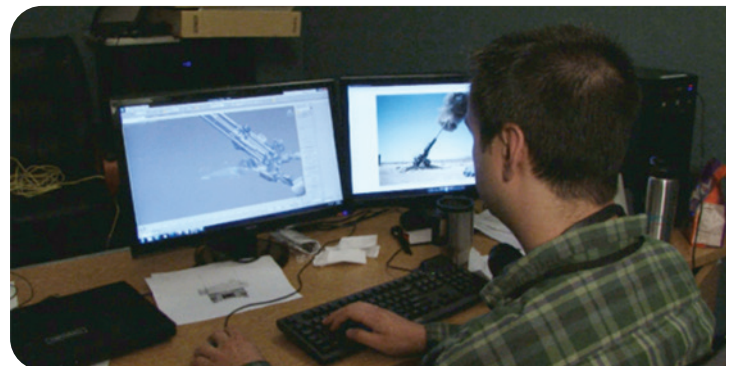
EQUIPMENT AND EXPERTISE AVAILABLE:

• 4x Development Class Workstations
• 4x Xsens Motion Capture Suits
• 3D Scanners
• Oculus Rift VR Headset
• Unreal Development Kit
• Unity Development Environment
• Autodesk Entertainment Creation Suite Ultimate

• Professional Sound Recording Booth
• Adobe Production Premium Suite
• Game based training software development
• Game based R&D software development
• Technology demonstrators

• Training videos (live action and/or animated)
• 3D modeling and animation
• 3D scanning
• Website development