Corporate Capabilities Statement 2016

Digimation

Inform

Instruct

Inspire

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Digimation
INFORM • INSTRUCT • INSPIRE

PARTIAL CLIENT LIST

NORTHROP GRUMMAN

LOCKHEED MARTIN

BOEING

QINETIQ

FAA

BAE SYSTEMS

BOOZ | ALLEN | HAMILTON

GENERAL ELECTRIC

GENERAL DYNAMICS

HALLIBURTON

NASA

RAYTHEON

RIVERHAWK FAST SEA FRAMES

ROCKWELL COLLINS

SAAB

TEXTRON

UNITED TECHNOLOGIES

US ARMY

US AIR FORCE

GLOBAL TECHNICAL SYSTEMS

NGRAIN

GLOCK

HORNBECK OFFSHORE SERVICES

ELECTRONIC ARTS

PIXAR

INDUSTRIAL LIGHT AND MAGIC

NBC

ABC

WALT DISNEY

MAI

QUANTADYN

MAERSK LINE

UNIVERSAL STUDIOS

BORDELON MARINE

COMPANY DESCRIPTION

Digimation was founded in 1992 based on the idea that 3D technology was the perfect medium to communicate information and ideas. Twenty four years later, we continue to pioneer the use and development of interactive 3D technologies to help our client's organizations – including some of the world's largest government agencies and corporations – use this technology to inform, instruct, and inspire.

Digimation's commitment to delivering what we promise – and more than we promise – defines our company. Our time-tested management processes, quality control methods, and work environment ensure that our clients' most complex projects are delivered on time, on budget, and to the complete satisfaction of our customers. As a result, we enjoy enduring relationships with our existing clients, as well as a constant flow of new business. Year after year, we receive accolades from our clients and industry peers for our leadership and excellence in training, simulation, interactive marketing, and 3D content.

PRODUCTS AND SERVICES OVERVIEW

Digimation provides a wide range of products and services, including:

- Just-in-time interactive work instruction training
- Virtual task training and virtual maintenance training
- Small arms training (mechanical and marksmanship)
- Mobile solutions for iOS® (iPad®), Android® devices, and emerging technologies
- Highly detailed 3D environments suitable for security training, situational awareness, and emergency response
- Strategic planning and course design

- Development in Unity3D®, CryENGINE®, and other platforms
- Interactive Electronic Technical Manual (IETM) development
- Interactive 3D marketing
- Human-machine interface (HMI) design
- Photorealistic 3D content development
- Full 3D modeling and animation services
- CAD data conversion

For the past eleven years in a row Digimation has been selected as one of the top companies in the defense training and simulation industry by Military Training Technology magazine. Although we share this distinction with a number of large corporations we're a small company and extremely nimble; able to respond quickly to customer requests, and take on projects that are tough and unique. We are equipped to handle large and small projects as well as quick-turnaround surge requests.

DIGIMATION LEADERSHIP

David Avgikos, Founder and President
David has more than 30 years' experience in a variety of 3D disciplines. He founded Digimation in 1992 and pioneered the development of 3D software tools for desktop computers. Responsible for the company's vision and business development, David continues to be a driving force in the firm's success.

Marsha Avgikos, Director
Marsha has more than 25 years' experience in management, sales, and human resources. Her background includes employee and labor relations, conflict resolution, expectation management, training, and professional development. She keeps Digimation humming by making sure everyone is productive and focused on the company's mission and core values.

Dave Nielsen, VP Business Development
Dave has more than 15 years of business development, sales, account, and business management experience, much of which includes data acquisition and laser scanning. Dave is responsible for cultivating and maintaining client relationships as well as the development of strategic partnerships. Dave has an undergrad and two masters degrees in business disciplines (BSB, MM, MBA).

Isaias Arguello, Lead 3D Artist
As head of Digimation's graphics production, Isaias is well versed in all facets of production, including texturing, modeling, asset management, and production efficiencies. As an artist, he is expert at rendering and lighting, and works to implement the latest techniques into our processes to ensure our 3D imagery reaches the highest level of quality possible.

DIGIMATION CORE CAPABILITIES

iPad and Mobile Solutions

Digimation develops fully interactive 3D applications (apps) that are optimized to run smoothly on tablets, laptops, and smartphones. These apps can be used for instruction, just-in-time training, product demonstrations, and more.

- Virtual Task Training
- Maintenance Training
- Interactive Technical Manuals and Documentation
- Product Demonstrations and Digital Prototypes

Computer-Based Training

Digimation creates stand-alone and web-based courseware in cooperation with curriculum designers, instructors, and subject matter experts.

- Instructional Design
- Serious Game Development
- Integration with Learning Management Systems (LMS)
- SCORM Compliant Courseware

Interactive Electronic Technical Manuals

Digimation IETMs combine thoughtful interface design, interactive 3D graphics, audio, video, and data into applications that is easy to understand, upgrade, and use. Presenting information in an interactive and realistic manner has been proven to increases comprehension and retention compared to traditional technical documentation.

- Realistic Interactive 3D Graphics and Animation
- Step-by-Step Task Training
- Content Easily Updated Remotely
- Easier to Understand Compared to Traditional Manuals

Research and Development

Digimation couples its extensive background in 3D technology, computer-aided instruction, and design with your subject matter experts to develop products designed especially for you.

- Experimental Design and Proof-of-Concepts
- Customized Solution Development
- Software Programming and Development

3D Content Creation

Digimation employs a staff of industry veteran 3D artists and graphic designers who are expert at recreating hyper-realistic 3D content. We also provide surge capacity for in-house art teams. Digimation offers a library of more than 20,000 pre-made 3D assets including military vehicles, architecture, anatomy, and more.

- Highly Accurate and Realistic 3D Models
- Optimized Models for Real Time Engines and Simulation
- World's Largest Collection of 3D Content Available for Purchase
- Develop 3D Content from CAD, Photographs, and Schematics

RECENT WORK EXPERIENCE

Digimation has successfully delivered award-winning work for hundreds of government clients, businesses, and some of the world's largest defense contractors. Recent projects include:

- Interactive 3D application for GLOCK® demonstrating the features and functionality of the GLOCK 17 Gen4® pistol
- High fidelity interactive 3D work instruction training running on iPad® and Android® tablets for Lockheed Martin®
- Highly detailed interactive environment of a DDG engine room in CryENGINE 3® for land based training for Lockheed Martin
- High quality 3D animation for Northrop Grumman's® laser targeting division demonstrating the application of various laser targeting components in a battlefield environment
- Developed hundreds of 3D renders, animations, and interactive walkthroughs of various coastal patrol ships
- for RiverHawk Fast Sea Frames® which are used in a sales and marketing capacity

  Designed and developed a high-fidelity, interactive 3D application to show the features and benefits of a
- Common Processing System developed for the US Navy by Global Technical Systems®

  Developed hundreds of highly detailed 3D renders and animations from CAD data of the Joint Strike Fighter for
- Northrop Grumman

  Created a high-fidelity 3D version of a Kawasaki® ATV, complete with internal components, from photo reference
- as the basis for a maintenance trainer for NGRAIN®

  Created a high-fidelity 3D model of a P-100 water pump, complete with all internal parts, for NGRAIN
- Developed a realistic 3D replica of Eglin Air Force Base to be used in flight training for Northrop Grumman

WORK EXPERIENCE CONTINUED

ACME – developed detailed aircraft models for real time Boom Operator Weapons Systems Trainers (BOWST)
Armersive – developed laser-based virtual small arms trainer and course creation software
Bordelon Marine – development of photo realistic imagery and animation of Stingray Class Vessel for use in various marketing materials
Federal Aviation Administration (FAA) – developed various real time aircraft for simulation training
General Dynamics – developed various real time aircraft for simulation training
Global Technical Systems – developed fully interactive trainer demonstrating the form and function of the Common Processing System (CPS)
GLOCK
• G17 – developed detailed 3D animations showing the various parts and functionality of the GLOCK 17 pistol
• G19 – developed fully interactive small arms trainer demonstrating safety features, field stripping, and cycle of operations
Hornbeck Offshore Services
• HOS Achiever – fully animated video demonstrating features and capabilities
• HOS Iron Horse – development of photo realistic imagery for use in various marketing materials
Lockheed Martin
• Naval Console Manual – interactive electronic technical manual replacement running on iPad
• DDG-68 Walkthrough – interactive 3D walkthrough of the DDG-68 engine room created in CryENGINE
• Engine Controller – interactive just-in-time training demonstrating the proper procedures for various maintenance tasks
• Kimray Valve – interactive just-in-time training demonstrating the function and proper maintenance procedures for mechanical valve
• 3D Content – developed various ground, water, and aircraft models for simulation training
Maersk Line – fully animated video demonstrated the process of liquid natural gas transportation and refueling
NGRAIN
• Detroit Diesel – developed the 3D parts and components of the 12V71 engine to be used in interactive maintenance training
• C-130 – developed the 3D parts and components of the propeller assembly to be used in interactive maintenance training
• CH-47 – developed the 3D parts and components of the hydraulics system to be used in interactive maintenance training
• CIRAS Vest – fully animated video demonstrating features and capabilities
• LT-ATV – developed the 3D parts and components of Kawasaki ATV to be used in interactive maintenance training
Northrop Grumman
• Scalable Agile Beam Radar (SABR) – interactive Touchscreen Demonstration for Trade Shows
• Common Infrared Countermeasure (CIRCM) – fully animated video demonstrating features and capabilities
• Joint Effects Targeting System (JETS) – development of photo realistic imagery for use in various marketing materials
• UAV Project – fully animated video demonstrating features and capabilities of Northrop UAVs
• Special Operations Forces Laser Acquisition Marker (SOFLAM) – fully animated video demonstrating features and capabilities
• Mark VII Handheld Eyesafe Laser Rangefinder – fully animated video demonstrating features and capabilities
• Lightweight Laser Designator Rangefinder – fully animated video demonstrating features and capabilities
• Government/Industry Partnership – fully animated video proposal featuring the operation and service of various Northrop Grumman aircraft
• Expeditionary Warfare – fully animated video demonstrating features and capabilities of various Northrop Grumman products
• Counter Sniper Program (C-Sniper) – fully animated video demonstrating features and capabilities
• CG(X) Ship – fully animated video demonstrating features and capabilities
• Joint Strike Fighter – lead developer of graphics and animation for JSF courseware for 7+ years
• Eglin Air Force Base – detailed 3D model of Eglin Air Force Base with outlying buildings and roads to be used in flight simulator training
QinetiQ – developed various real time aircraft for simulation training
QuantaDyn – developed detailed aircraft models for real time Boom Operator Weapons Systems Trainers (BOWST)
Quantum Marine – development of photo realistic imagery for use in various marketing materials
Raytheon – development of photo realistic imagery for use in various marketing materials
**RiverHawk Fast Sea Frames**
• Advanced Multimission Platform (AMP) – fully animated video demonstrating features and capabilities
• Multimission Offshore Patrol Vessel (OPV) – fully animated video demonstrating features and capabilities
• SeaStriker Fast Patrol Craft – fully animated video demonstrating features and capabilities
• Coastal Combatant; Advanced Tactical (cCAT) – fully animated video demonstrating features and capabilities
• Various Marketing Collateral – brochures, video, web site, interactive tablet apps, etc.
Rockwell Collins – developed more than 300 detailed aircraft for use in real time instrumentation and display technology
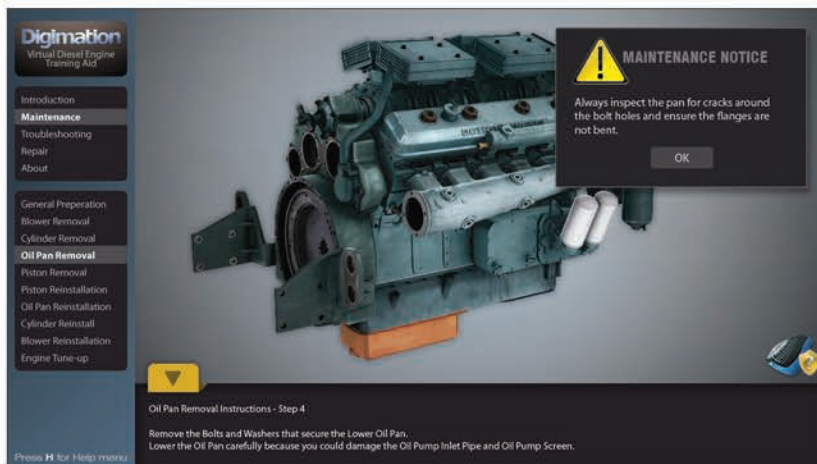
VIRTUAL MAINTENANCE TRAINING

Digimation virtual trainers use a system of exploration, observation, and practice to teach equipment installation, operation, maintenance, and repair.

Students become familiar with equipment in the exploration module by interacting with animated assemblies that demonstrate functionality. Individual parts can be hidden or shown in x-ray mode; allowing equipment to be viewed in a way impossible to match in the real world – leading to increased understanding.

Interactive animation in the learning module allows students to review and learn procedures by seeing them broken down into easy to understand steps. Animations can be paused, sped up, and slowed down – allowing students to learn at their own pace.

The practice module allows students to repeat procedures demonstrated in the learning module. Students can remove and replace parts on the equipment in real time and if a mistake is made; automated feedback will guide him to the correct path.
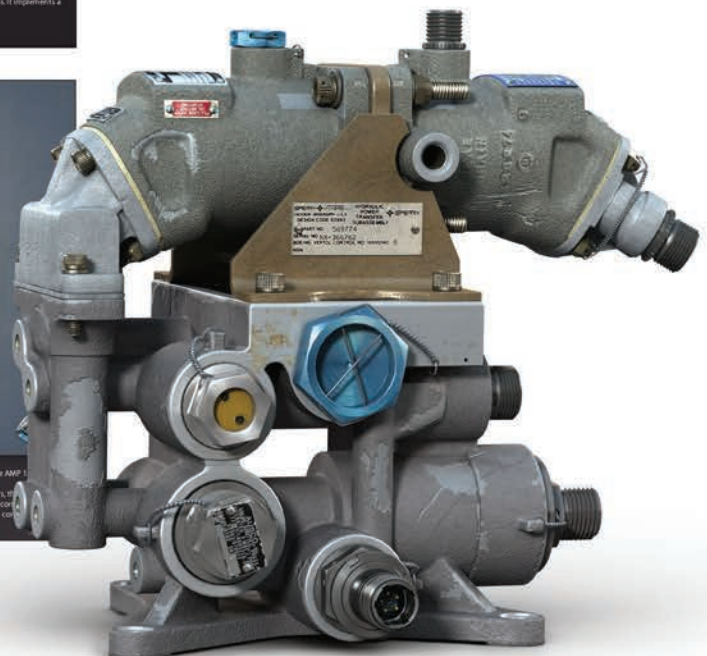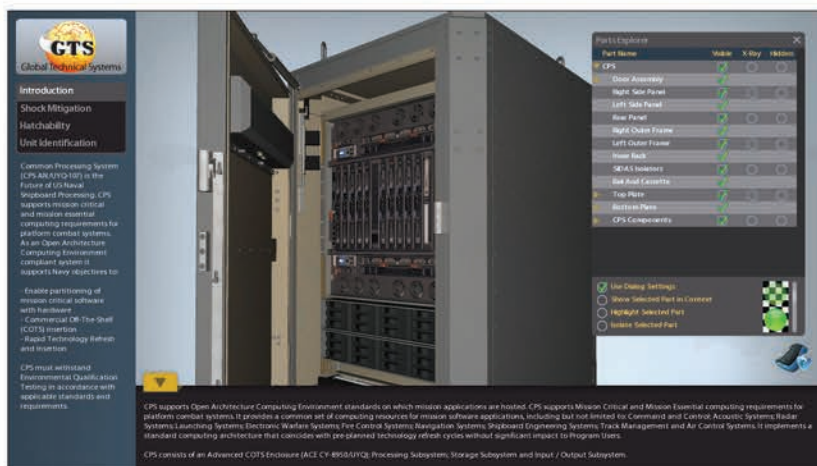
VIRTUAL WEAPON TRAINING

Digimation's Visible Weapons Series is a line of virtual small arms trainers designed to augment classroom instruction by allowing students to quickly become familiar with the mechanics of a weapon including its individual parts, function, and cycle of operation. By using realistic 3D graphics and interactive animation, the Virtual Weapons Series communicates information visually in a way that stimulates learning and improves comprehension and understanding.

Our Work
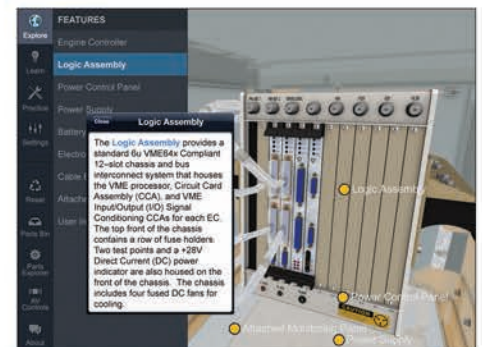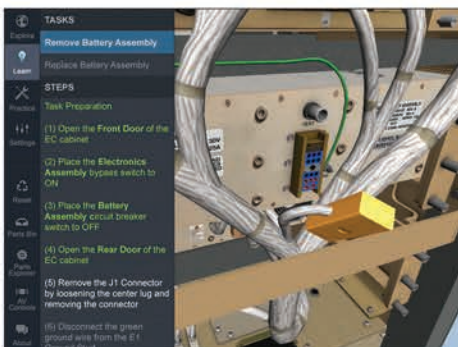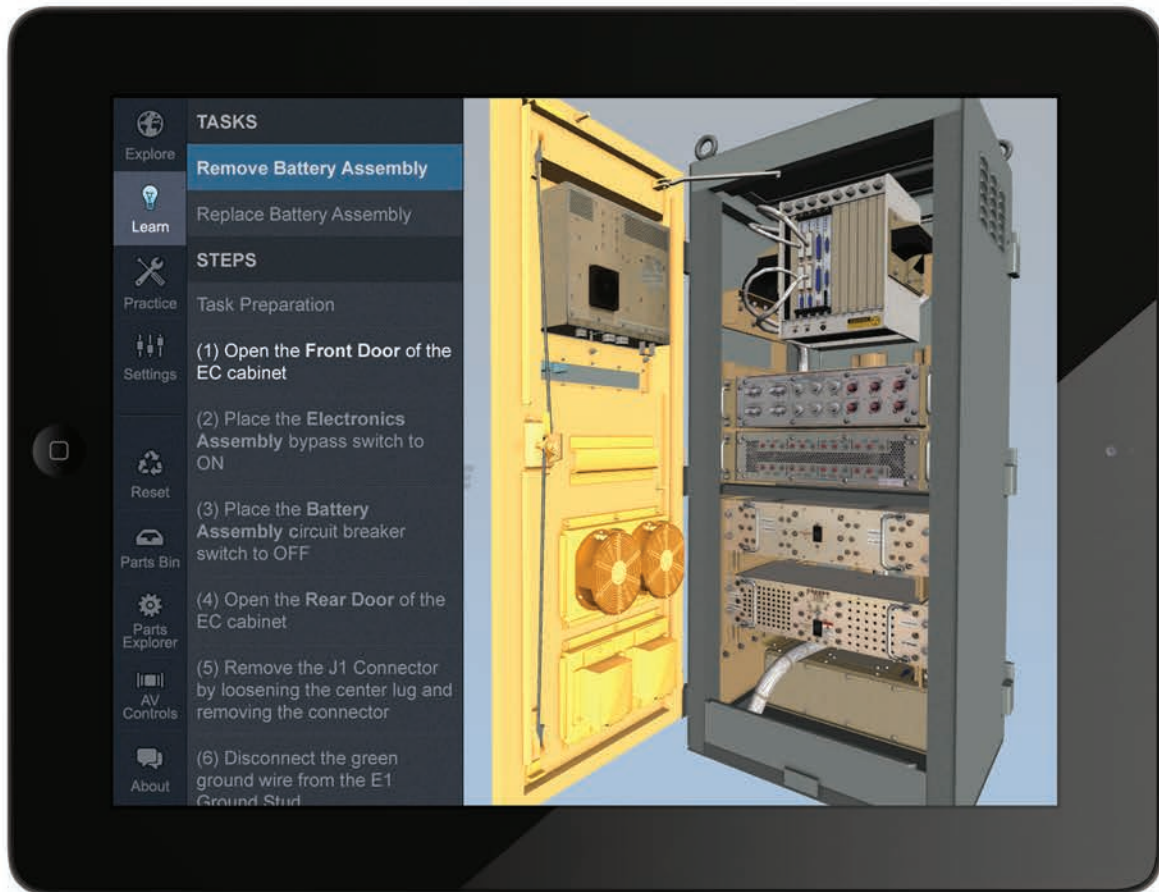
JUST IN TIME TRAINING

Instead of teaching sailors the ins and outs of every piece of shipboard equipment, the Navy can teach general mechanical skills and let interactive programs such as this just-in-time trainer provide specific knowledge whenever and wherever its needed. That's the idea behind this program designed and developed by Digimation for Lockheed Martin that uses interactive 3D graphics to teach complex mechanical procedures.
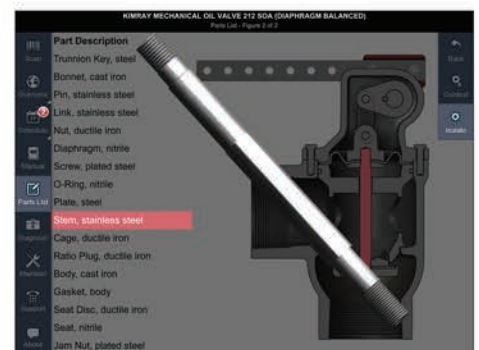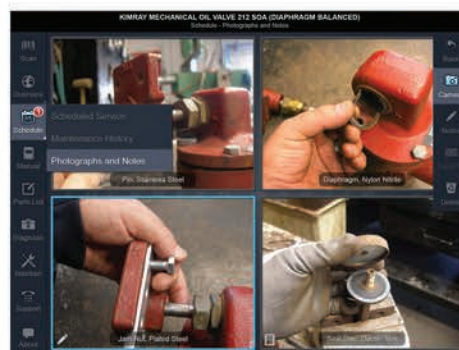
21ST CENTURY TECHNICAL MANUALS

This technical manual was designed and developed by Digimation for Lockheed Martin to illustrate the advantages of highly interactive documentation compared to traditional PDF or paper manuals. The program contains all the information found in traditional documentation and adds an interactive troubleshooting guide, 3D illustrated part lists, and step-by step procedural instructions using interactive 3D graphics.

MAINTENANCE TRACKING AND TRAINING

The Plant Operator's Mobile Application Suite was designed and developed by Digimation for Lockheed Martin, and allows an operator in the field to scan an identifying barcode on a piece of equipment and retrieve its maintenance history and service schedule. If the operator is unfamiliar with the service required, it will step him through the procedure using interactive 3D graphics and animation.

REALISTIC COMPUTER ENVIRONMENTS

The high fidelity nature of Digimation's 3D graphics are evident in this series of images which show the original reference photograph on one side and Digimation's virtual ship environment on the other. Screen shots were taken from a 3D game level created for Lockheed Martin using the CryENGINE 3 game engine.

Our Work

3D MODELING & ANIMATION

Computer imagery is an important part of every training and simulation project. Users expectations for realism run high, but creating accurate, true-to-life graphics is often difficult, time consuming, and expensive.

Digimation's talented team of artists can help increase your production bandwidth, lower your creative costs, and enhance the final look of your projects.

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