January 27, 2020 USGIF MS&G Working Group Meeting

Title of Talk: Project Anywhere

<u>Synopsis:</u>

In Project Anywhere, Cesium's full-scale globe was live-streamed into Unreal Engine as 3D Tiles, delivering high-fidelity imagery from any distance and flight tracking data from nearby airports, all streaming live to a PC, tablet, or mobile device as participants navigated the globe. Project Anywhere is a next-generation proof of concept deployed on the strength of Cesium 3D Tiles, Microsoft Azure, NVIDIA GPUs, and Unreal Engine

<u>**Seb Loze Bio**</u>

Sebastien Loze, Simulations Industry Manager, Epic Games

Starting his career in the modeling and simulation community more than 15 years ago, Sébastien was working for Engenuity as a software engineer for the implementation of the lesson planner scenario generator (LPSG) of the Eurofighter Typhoon training solution as well as several other European projects.

After moving to Montreal, Canada in 2006, he has been working on the COTS integration at CAE and the Presagis focusing on Simulation and Visualization products.

Lately he put together simulation and training teams and strategies for innovative simulation companies like CM Labs and D-BOX.

After a short incursion in the "real reality" World, managing Rheinmetall Defense Canada European channels, Seb came back into the virtual World.

He is now the Simulations Industry Manager at Epic Games. During his career, Seb focused on learning about the latest simulation innovations as well as sharing his experiences about how experts have solved their challenges. If you are building virtual reality applications in order to train machines or train humans he wants to hear from you.