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UNREAL GEOSPATIAL

Rise of the Game Engine

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Geo.Geo

mapping solutions for the majority world



WHAT ARE GAME ENGINES?



Physics
Engines.



Animation
Systems.



Audio
Processing.



THE EVOLUTION OF GAMING



Improving
Technologies.

Our Demand
For Realism.

(Geo)Data
Availability.



ENTER THE REAL WORLD

The Benefits of Going Geospatial

Large-Scale
Game Worlds.

Immersive
Experiences.

Widening
Applications.



EDUCATION

A New Era For Storytelling

Human
Histories.

World
Geography.

Real-World
Phenomena.



DIGITAL TWINS

For Development & Planning

Digital Real
World Models.

Virtual(ly Endless)
Simulations.

Visual Impacts
& Demonstration.



CONSERVATION & HERITAGE

Protecting A (Virtual) Past

Documenting
Landscapes.

Conserving
Cultures.

Raising
Awareness.



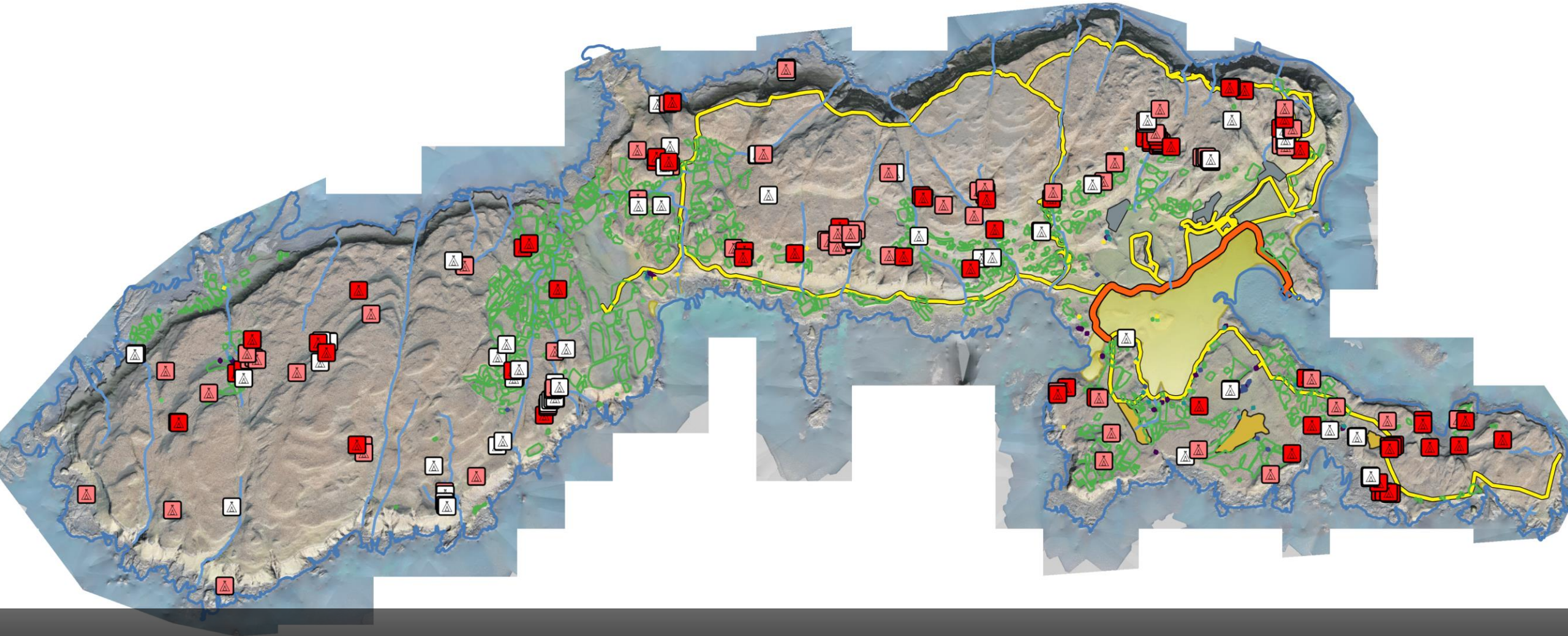
UNREAL ARCHAEOLOGY

The Isles of Canna & Sanday

UAS-Based
Survey (2018).

Digitised Isles'
Archaeology.

Unreal Engine 5.2
Plugins & Features.



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**“Everything is related to everything else,
but near things are more related
than distant things.”**

1st Law of Geography by Sir Waldo Tobler (1930-2018)

Teach.

Build.

Fly.



THANKS FOR LISTENING!



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