

OPEN SOURCE: AFSIM PERSPECTIVE

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R&D Perspective: Business as Usual

- Redundant Development
 - Most money for R&D software goes into making the same assets over and over
 - Graphics are inferior to games from 10-15 years ago
 - Encourage use of inexpensive commercial game engines
 - Other assets: Physiology, sounds, radiographs, etc hard to come by
- Less money goes to novel content under current model
- Limited number of developers have access to appropriate technology

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An Example: Simulation Open Framework Architecture (SOFA)



Eye model (left external, right internal) rendered within SOFA

Courtesy CIMIT SimGroup,
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Why TOPS?

- Tri-Service Open Platform for Simulation
 - Reduce redundancy
 - Lower purchase costs
 - Enable a standard interface that scenario and software product makers can write to

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