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For Immediate Release

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GameSim Built 3D Urban Planning Visualizations for Goleta, California

Orlando, FL – GameSim Inc, provider of products and services to the entertainment, modeling & simulation, and geospatial industries, delivered 3D urban planning visualization media to the City of Goleta, California. GameSim worked with the City of Goleta to assist in the process of educating decision makers, students, and the general public on the development of a new bike path.
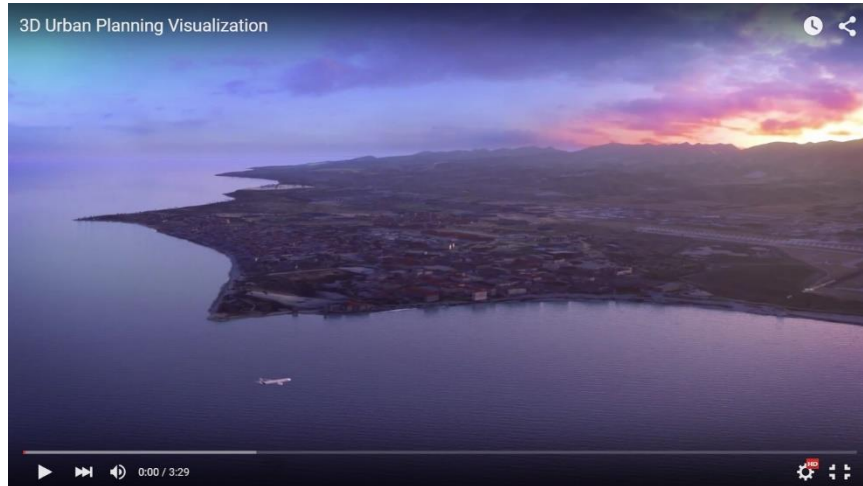
Using Images, Videos, Games, and Geodesign Applications, GameSim shows stakeholders how the community is improved by the new bike path.
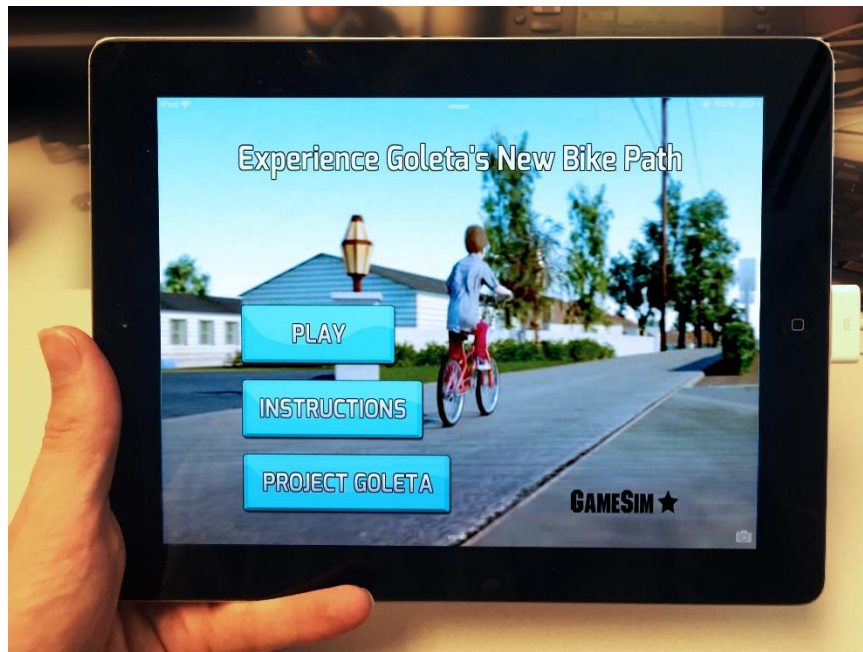

This image shows the current bike path on the left, while the right shows the planned bike path. More images at: https://www.gamesim.com/3d-urban-planning-visualization-package/

Videos can tell a story that helps the community and decision makers see the benefits of important urban developments. Link to video: https://vimeo.com/141752502

GameSim built games and geodesign applications to allow stakeholders to experience the new bike path (Share the ArcGIS Online App with your Stakeholders: http://goo.gl/MuCzVo, Children can play the Goleta Bike path Game: https://goo.gl/fLdQDA)

"It was great working with the City of Goleta," said GameSim President, Andrew Tosh. "We love bringing our customers' plans to life."

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GameSim products and services target the needs of the entertainment, modeling & simulation, and geospatial industries. GameSim engineers, designers, and artists maintain a customer-centric focus throughout the entire project lifecycle. Within the video game industry, GameSim can provide full game development services to publishers or work as a co-developer for other studios. Additionally, GameSim self-publishes products, bringing games directly to players. GameSim's geospatial terrain tool, Conform, is the fastest product on the market for importing and fusing geospatial datasets to produce high-quality visualizations of the environment. Conform is used for military simulation, entertainment, urban planning, virtual worlds, and crisis management. Within the modeling & simulation industry, GameSim primes contracts with the government, as well as subcontracting to partner companies.