

A photograph of a person standing on a grassy cliff edge, looking out over a body of water towards distant hills under a warm sunset sky.

# UNREAL GEOSPATIAL

## Rise of the Game Engine

Paul Georgie, CEO & Geospatial Technologist

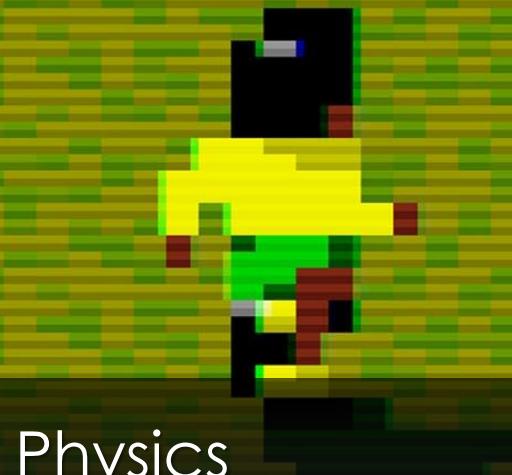
BSc (Hons) Geography, MSc International Development, MSc Geographic Information Science



**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.





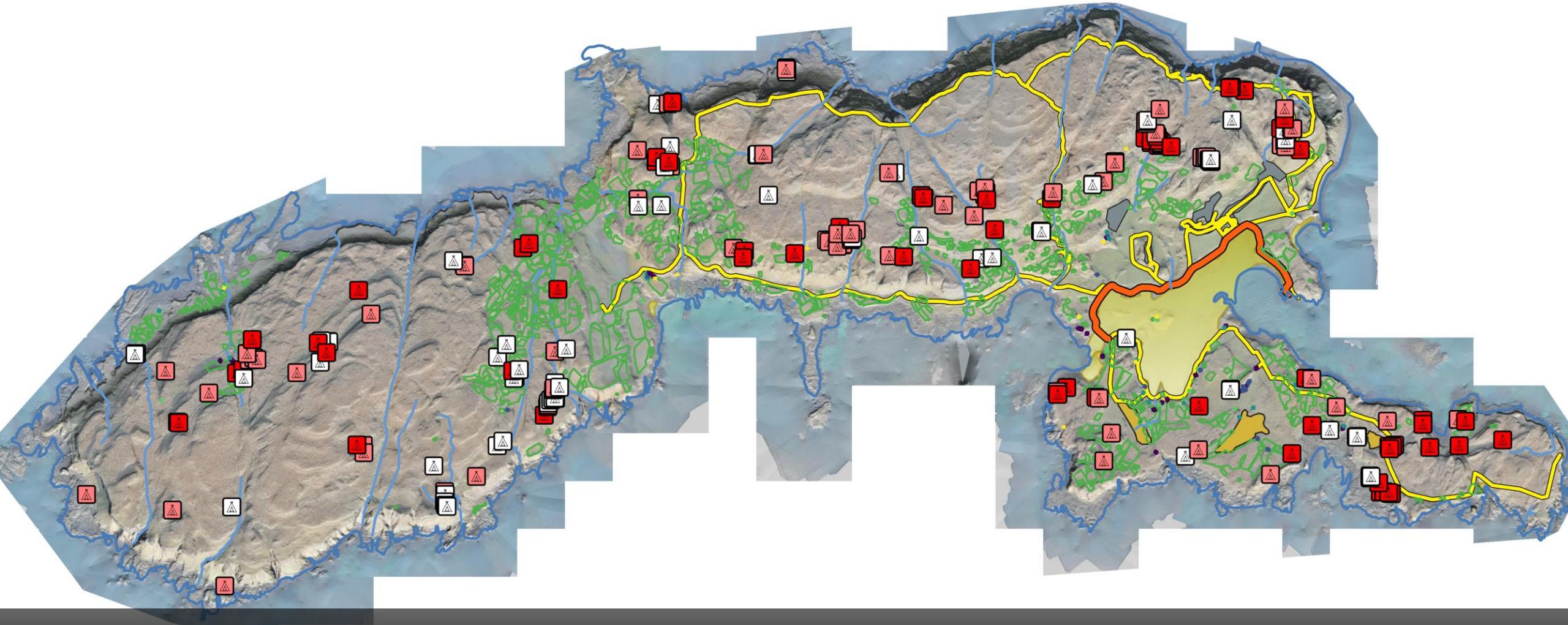
# UNREAL ARCHAEOLOGY

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.”**

**1<sup>st</sup> Law of Geography by Sir Waldo Tobler (1930-2018)**

Teach.

Build.

Fly.



# THANKS FOR LISTENING!



[paul@geogeo.co.uk](mailto:paul@geogeo.co.uk)



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