



**Mechdyne Awarded \$2.9 Million Contract  
by US Army Command and Control Directorate**

*Software Division to Provide R&D Services for Shared Virtual Environment  
Project in Communications-Electronics Center*

**Marshalltown, IA** – Mechdyne Corporation today announced that its Software and Services Division was awarded a \$2.9 million contract from the US Army Communications-Electronics Research, Development and Engineering Center (CERDEC) at Ft. Monmouth, New Jersey. Under the 18-month contract, Mechdyne will provide research and development services in support of the Shared Automated Virtual Environment (SAVE) program, which is a continuation of activities for improving the warfighter's ability to plan, assess and review mission activities through advanced visualization combining live, virtual and constructive representations within a three-dimensional geospatial environment.

Mechdyne's software team will continue to be on-site and directly involved in R&D activities at Ft. Monmouth. Projects include command and control software, human computer interaction technology, automated 3D modeling and interoperability of virtual environments with Army Battle Command Systems. In addition, Mechdyne's Systems Division will provide assessments of new, advanced 3D and high resolution display technologies that could enhance warfighter awareness and command. The company will also direct the work of several subcontractors, including Iowa State University, JB Management and Future Skies.

The new contract builds on a history of Mechdyne work with the US Army in the area of C4ISR (Command Control Communications Computers Intelligence Surveillance Reconnaissance), including delivery of interactive visualization systems to Ft. Monmouth in every year from 2004 through 2007, subsequent maintenance of these systems and consulting projects.

"We are very pleased to receive this new contract award from the Army, which will allow our experienced team and partners to expand on previous work and help to create new capabilities for the US military," said Cathy Lascara, COO of Mechdyne's Software and Services Division. "It is really gratifying to have the opportunity to collaborate with Army researchers to solve tough problems in data integration and visualization that ultimately will provide American soldiers with tools to be more effective and safer."

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## **About Mechdyne Corporation**

Mechdyne Corporation is the world's largest company dedicated to consulting and development of immersive, networked and collaborative visualization solutions. Winner of a 2008 AV Award from ArchiTech Magazine and InfoComm, the company addresses complex projects where an in-depth understanding of user requirements leads to the development of products and customized solutions involving elements of visual, software and support systems. Mechdyne's product divisions provide advanced display technology, audio/visual systems design, and implementation services, as well as immersive and interactive software development and support. Headquartered in Marshalltown, Iowa, Mechdyne's customers include leading government laboratories, military research programs, energy companies and a variety of 'edutainment,' manufacturing, and other users of visualization technology. More information is available at [www.mechdyne.com](http://www.mechdyne.com).