

Approved for public release, NGA-U-2026-01579

2026 Photogrammetry, 3D Visualization, and Lidar (P3DL) CoP Conference Agenda				Standards and Accuracy
Location: NCE (Alder)/ICConnect/Microsoft Teams				Lidar Technologies
Classification Level Up To: UNCLASSIFIED//For Official Use Only & TOP SECRET//SI//TK//RSEN/REL TO USA, FVEY				Applied Photogrammetry
Wednesday, 29 July 2026				Lidar Applications
Time	Briefing Title	Speaker	Length	Panel
0800	Introduction	Chris Cugier, Tyler Harding (NGA)	5	3D Reconstruction/Visualization
0805	SFNS Geodetic Surveys – Recent Updates with Geodetically Controlled LiDAR and Photogrammetry	Casey Shanks, NGA	15	3D Terrain
0820	Recent Army Lidar Investments	Ryan Kirkpatrick, U.S. Army Engineer Research and Development Center (ERDC) - Geospatial Research Laboratory (GRL)	15	
0835	GPS Denied Navigation for Improved Mission Survivability: Multi-phenomenology / Multi-Sensor Toolkit	Todd Lovell, Raytheon	15	
0850	LASER- Lidar Analysis for Surface & Environmental Reconnaissance	Monique Walker, NGA	15	
0905	Break		15	
0920	Mensuration Services Program (MSP) Update	Justin Miller, NGA	15	
0935	Generating Stereo Image Pairs from Single Image Collections	Joseph Mundy, Vision Systems Inc. (VSI)	15	
0950	GeoLock: A Large-scale Image Geopositioning System - 2nd Generation	Calvin Bauer, Vision Systems, Inc. (VSI)	15	
1005	Army One World Terrain 3D Collaboration with NGA	Keith Allen, NGA	15	
1020	Break - Transition to TOP SECRET//SI//TK//RSEN/REL TO USA, FVEY Session		15	
1035	Compass Close Range Photogrammetry Software Update	Steve Tardiff, NGA	20	
1055	Geolocating Imagery via Photo Correlation and Line-of-Sight Analysis	Megan Marsolek & Nicholas Donovan, NGA	20	
1115	Challenges of Evaluating the FLiP Tank Tool: Floating Lid POL Tank Tool	Constantine Roros, NGA	20	
1135	Lunch		60	
1235	MSP Python API	Justin Miller, NGA	20	
1255	Integrating Commercial Sensors into Stereo Production	Jeremy Rogers, NGA	20	
1315	Operationalizing Automated Tie Point Generation in HPC Environments	Scott Kiefner, NGA	20	
1335	Break		15	
1350	Unreal Engine Panel Discussion Unreal Engine Unleashed: Revolutionizing Intelligence Visualization and Simulation Virtual Frontiers: Harnessing Unreal Engine for Next-Gen Intelligence Delivery Latest Technology for 3D Animation using Unreal Engine 5.4	Dorian Rea, NGA Alison Santiago, NGA Dave Wood, NGA	60	
1450	Break		15	
1505	MetaMosaic: Georegistered FMV Mosaics from Metadata and Vision	Matt Leotta, Kitware	20	
1525	Photogrammetric Approach to Synthetic Array Generation (SAG) in Modality Independent Raster Image (MIRI) Processing	Henry Theiss, KBR	20	
1545	CLOSE			

Approved for public release, NGA-U-2026-01579