ENAVO Intelligent Video Solution for Network Centric Warfare

Conceptual Diagram of ENAVO System

Key Discriminators

-Operational Capability-

Real-time, 2-way video communication capabilities (PC to PC, PC to hand-held, one to many, many to one) in a low-bandwidth environment.

Advanced relay video streaming increases performance and coverage, allowing distribution of critical information to many end users simultaneously.

High-level of security through 256-bit encryption, access via voice recognition, and minimal data stored on handheld/mobile devices.

Player-less technology allows instantaneous upgrades to end users.

Interoperable across many computing platforms. The mobile client will stream video, display images, text and spreadsheet documents as overlays to live video streams and GIS maps, or as independently delivered components.

The Pacific Disaster Center has expressed interest in both field testing the prototype system. The PDC would ultimately use this system for timely collection of critical data during assessments of impact from natural disasters.

Problem/Readiness/Champions

-Problem Being Addressed-

The infrastructure of contemporary battle communications is constrained by limited bandwidth, wide coverage, interoperability, security and mobility. The ENAVO video solution is a revolutionary new approach to streaming real-time video, delivered at lower bit rates, improved quality and a higher level of security. The multi-platform product will overlay data, text and video onto maps to facilitate communication from the war fighter to the command center, resulting in more efficient troop deployment and enhanced target accuracy.

-Technology Readiness Level-

The crude proof-of-concept for the real-time video delivery to handhelds has been completed. Prototype development began in Nov 2005.

-Champions-

The Pacific Disaster Center (PDC) has agreed to field test our prototype once it is ready. The prototype will be deployed for damage assessments and field communications in the arena of post-disaster impacts.

Milestones

Milestone	Deliverable	Date	Status
Hardware & System Specifications	Client Application Design	12/30/05	In Progress
	Team Project Outline	12/30/05	Completed
	Resource Allocation Plan	12/30/05	Completed
	Environment Infrastructure	12/30/05	In Progress
	Server Application Design	01/14/06	Future
	Hardware & System Specifications	01/30/06	Future
Full System - Alpha Version	Desktop Client Alpha Version	02/14/06	Future
	Handheld Client Alpha Version	02/14/06	Future
	Server Application Alpha Version	02/14/06	Future
	Functionality Acceptance Outline	02/27/06	Future

bump networks