

# C2GRID

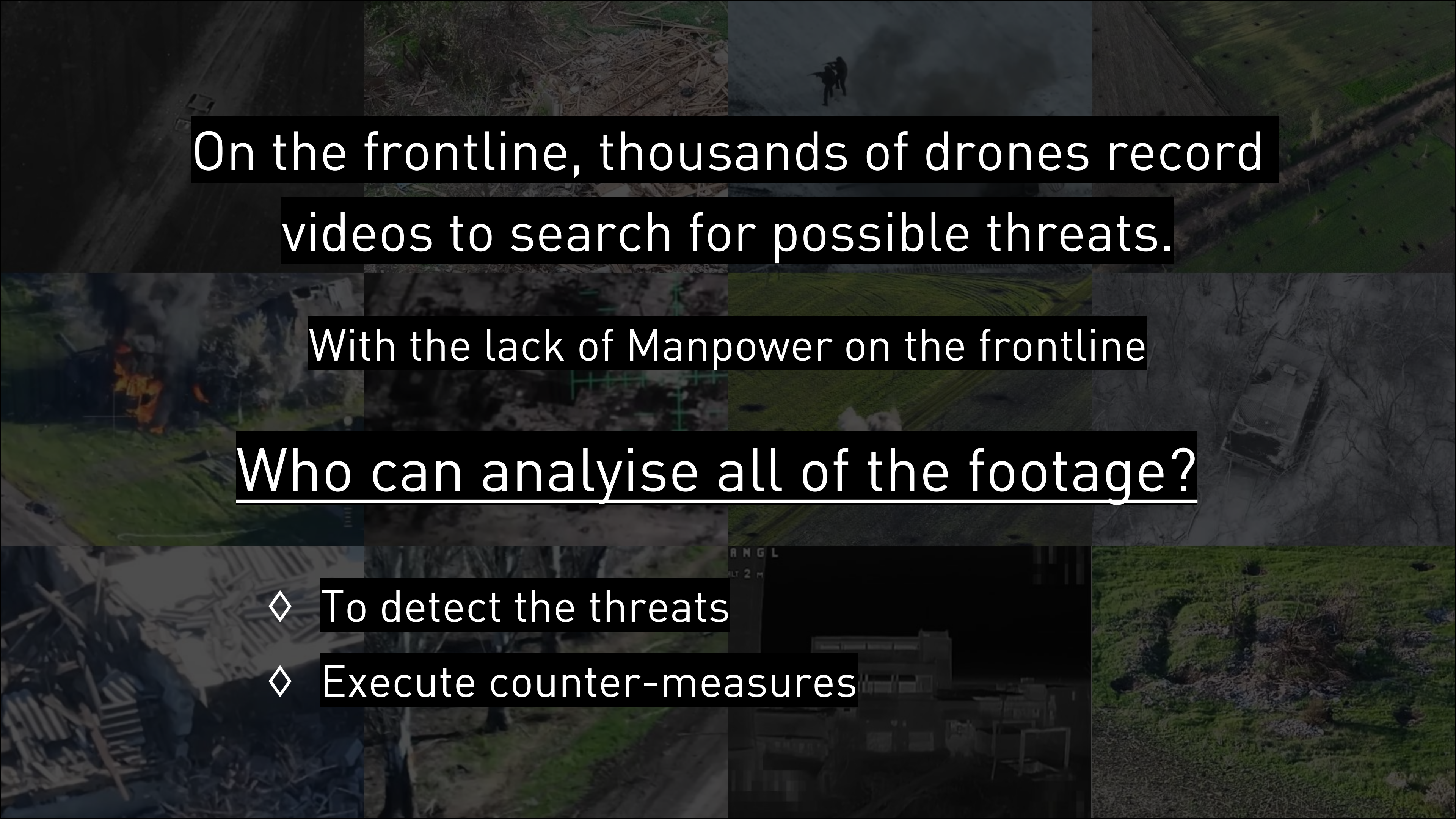
Battlefield Awareness Reinvented

PRESENTED BY

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The background of the slide is a collage of aerial drone footage from a conflict zone. It shows various scenes: a road with a vehicle, a field with soldiers, a large pile of debris, a tank, and a building on fire. The text is overlaid on this collage in white boxes.

On the frontline, thousands of drones record videos to search for possible threats.

With the lack of Manpower on the frontline

Who can analyse all of the footage?

- ◇ To detect the threats
- ◇ Execute counter-measures



2D maps, aerial photos, and slow 3D solutions limit battlefield situational awareness, delaying decisions and putting soldiers at risk.

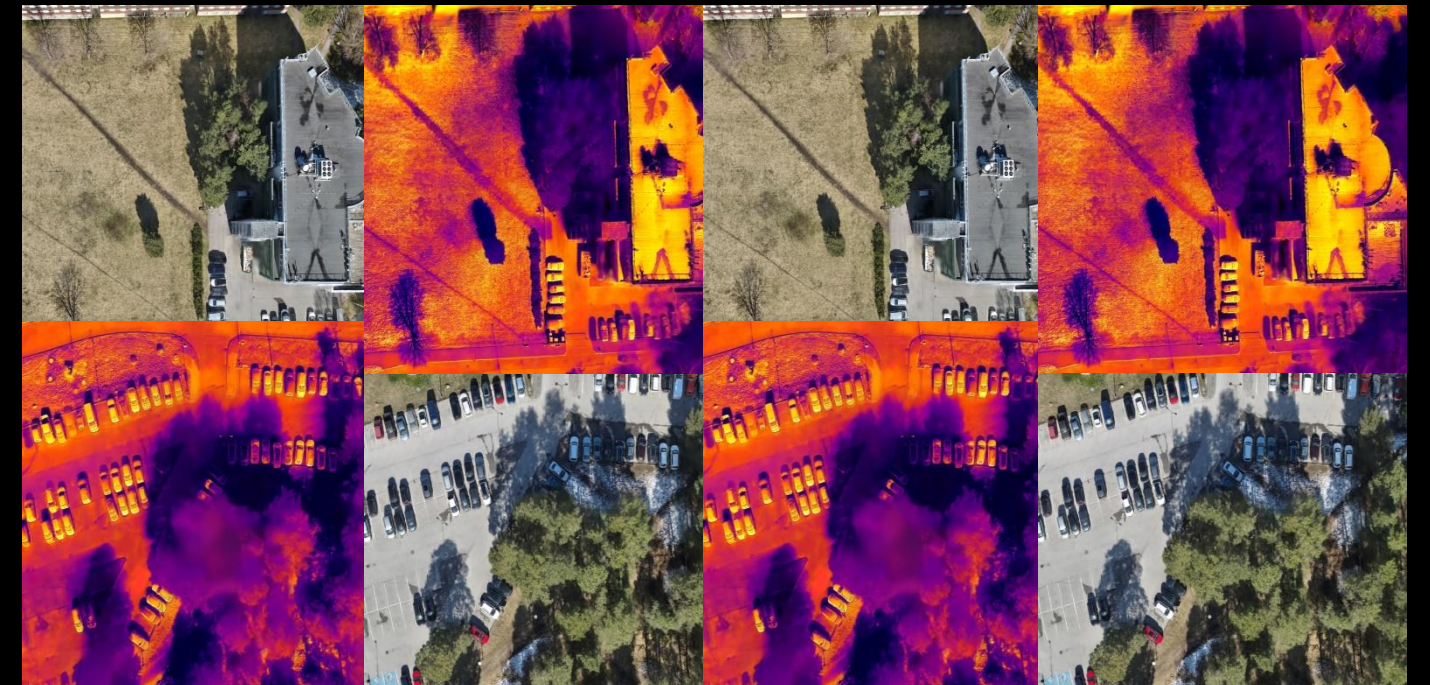
- ◇ Current battlefield 3D solutions take 1-2+ hours.
- ◇ Limited enemy discovery in urban and concealed areas.
- ◇ Manual and slow threat detection reduces operational effectiveness.

# 3D view of battlefield in RGB, thermal and other layers

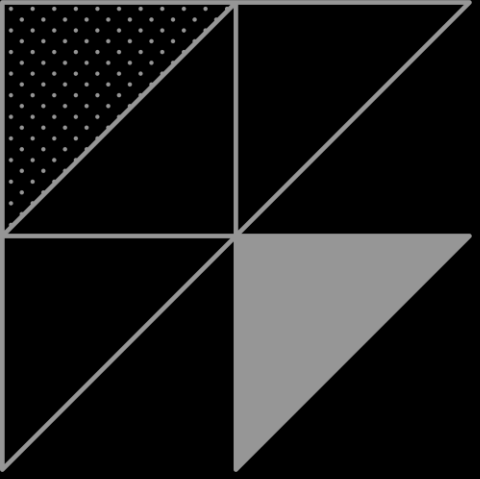


# Unique values

- ◇ Tactical planning of operations
- ◇ Fast map updates, especially in urban areas.
- ◇ Fusion of multiple data sources (multi-layers and filtering)
- ◇ Agnostic to hardware used
- ◇ Integrations with C2 software (TAK)







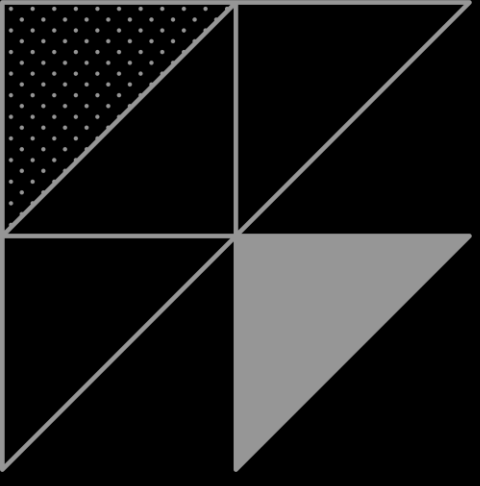
# Ongoing Battlefield Test



Product developed together with front-line soldiers:

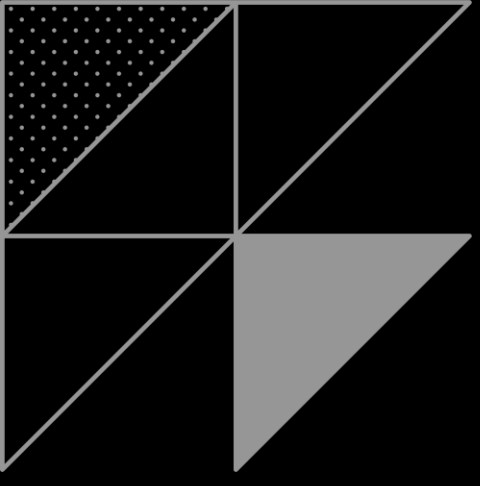
- ◇ Collaboration with 13th BDE Khartiia (UA) is ongoing.
- ◇ Roadmap constantly redefined based on the current needs.





## Cooperation in Estonia

- ◇ Tailored video streaming and automated ENY detection solution for the Estonian Defence Forces
- ◇ Pilot projects with the Estonian Defence League to support small unit mission planning and situational awareness
- ◇ Drafting plans for AI-based automated terrain analysis for IPB



# Possible Civilian Applications

- ◇ Hotspot detection for forest and large fire events.
- ◇ Rapid 3D mapping for rescue operations in disaster-stricken areas.
- ◇ Instant crime scene reconstruction for law enforcement investigations.
- ◇ Construction planning, energy efficiency, and infrastructure assessment.



# Roadmap

2025

Q2

Q3

Q4

- MVP delivery
- Real-time 3D reconstruction engine
- Initial AI models: object, threat & change detection
- Pilots: UA 13th Brigade, EDL
- Intelligence dashboard (MVP)
  - 3D module integration with map provider

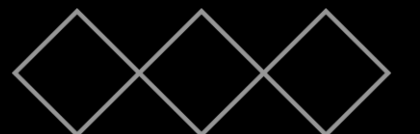
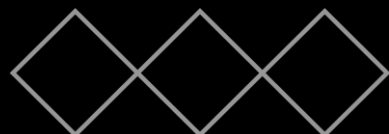
- Video upload & management dashboard
- Law enforcement pilot launch
- Enhanced AI inference: vehicles, landmarks
- Pilots with defence hardware companies and other military units

- Stream explorer dashboard for intel units
- API gateway for interoperability
- Backend scaling for modular AI
- Integration with smart wearable platforms
  - Human-Robot collaboration interfaces

2026

- Participation in NATO CWIX
- Testing in ISR, MILGEO, CYBER, C2 domains
- Toward NATO Secret (NS) accreditation
- Broader NATO/EU deployment path

**And a lot of other crazy things we have in mind!**



## Management

# Meet the Team Advancing 3D Intelligence

## Development



Prof. Vladimir Kuts 

PhD in Engineering and MBA with extensive experience in technology and strategic planning. Professor of Digital manufacturing, Head of VR&AR Lab, R&D expert, and Estonian Defense League member.

 Ivan Symotiuk

Software Engineer at Final Assembly Technology Equipment Development team at Ericsson; Project Specialist at TalTech Industrial VR&AR lab of Smart Industry research



 Heiti Kruusmaa

25+ years experience in IT and information security. Currently developing a NATO capability. Reserve officer in intelligence and communications roles. Active Estonian Defense League member.



Rostyslav Boychuk 

Project specialist at TalTech Industrial VR&AR lab of Smart Industry research. Previously Mechanical design engineer at ABB Drives Estonia,



Saamuel Stepanov 

Marketer with a background in the defense industry and agricultural startups. Formerly involved in the area of government under MOD of Estonia. Area commander in the Estonian Defense League.

 Daniil Rõbnikov

Software Developer at Laboratory of Language Technology at TalTech, specializing at audio signal processing and speech synthesis; R&D specialist in Robotics at VR&AR Lab



## Mentor

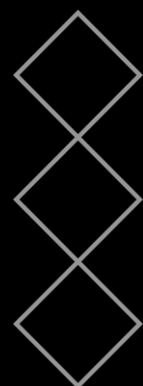
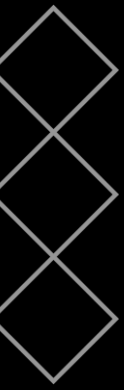
 Villiko Nurmoja

COO and Co-founder at SensusQ.



Yevhen Bondarenko 

Early-stage researcher at TalTech Industrial VR&AR Lab; experienced in computer vision, AI and immersive technologies; technical co-founder of several startups.



# With C2GRID, you'll always be aware.

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Estonian Defence  
and Aerospace  
Industry Association



**Additional slides**



C2GRID Transforms Footage into 3D Situational Awareness.

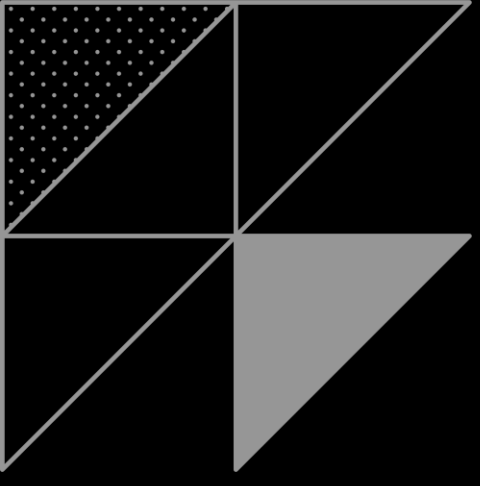
**C2GRID**

<https://youtu.be/9X2rGIBHR1A>



Enables multi-layer views, including thermal imaging.





# We do AI-Powered 3D Situational Awareness

C2GRID uses AI solutions (based on Gaussian Splatting) to create an instant 3D battlespace from any video source in 5 to 20 minutes:

- ◇ Combining RGB, thermal, hyperspectral, and acoustic layers enables automated threat detection.
- ◇ AI-based segmentation of objects: add/remove buildings, vegetation, and vehicles.
- ◇ Interoperability with C2 systems like TAK.