



TEXAS GENERAL LAND OFFICE
GEORGE P. BUSH, COMMISSIONER

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PRESS RELEASE

Commissioner George P. Bush Launches First-Ever Alamo "Digital Battlefield" Letting Texans Visit the Alamo Virtually Through Time

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AUSTIN — Today Texas Land Commissioner George P. Bush announces a first: a digital visualization of the Alamo Battlefield as it appeared in 1836 matched up with how it appears now. The online interactive Alamo Digital Battlefield tool allows anyone on the Internet to explore the Cradle of Texas Liberty like never before. The Alamo Digital Battlefield is live today on TheAlamo.org and SavetheAlamo.com. "The Digital Battlefield marks the first time we can explore the Alamo's past and present at the same time," said Commissioner Bush. "Anyone with an Internet connection can virtually stand on Alamo Plaza today, see everything around them in 360 degrees, and go back in time to see how the Alamo looked shortly before the most important battle in Texas history. It's a simple but revolutionary tool, and as a former history teacher I see many applications for it. We have never been able to do this before."

During his term as land commissioner, Commissioner Bush has championed the use of technology to streamline and improve GLO operations across the board. He led the charge to put energy lease sales online, leading to strong revenues against the grain of the corrected energy market. In one online sale, the Land Office tallied nearly \$100 million in lease sales in just 20 minutes. These revenues help fund public education across Texas. Commissioner Bush's technology emphasis has also benefited the Alamo, through its interactive Bowie: Man - Life - Legend exhibit, and now through the Digital Battlefield.

The Alamo Digital Battlefield merges an extremely accurate and detailed digital 3D model with current real-world photography of the Alamo and its surroundings. The 3D model is the work of James Boddie.

Mr. Boddie has spent about 8 years perfecting his lifelike digital model of the Alamo and its entire 1836 compound.

"I am thrilled to have the Alamo use the model I've created,"said James Boddie.

"Building this model started out as a hobby. To see it used by the Alamo to help educate everyone on what the battlefield was like in 1836 is wonderful. The Alamo's story is awe-inspiring and I am happy to play a part in telling it."

The General Land Office's Communications team captured the photography and built the interactive in-house, creating an exceptional visual tool while also keeping costs to a minimum.

"Mr. Boddie's Alamo model is unique in its quality and its detail,"said Commissioner Bush."As soon as we saw it, we realized its educational value. Today the Alamo's 1836 Battlefield is very hard to recognize, but thanks to Mr. Boddie's painstaking work, everyone can see it. It's also fun to explore and we encourage everyone who cares about the Alamo's future to check it out."

Boddie's 3D model is based on the diorama and art work by Mark Lemon.

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