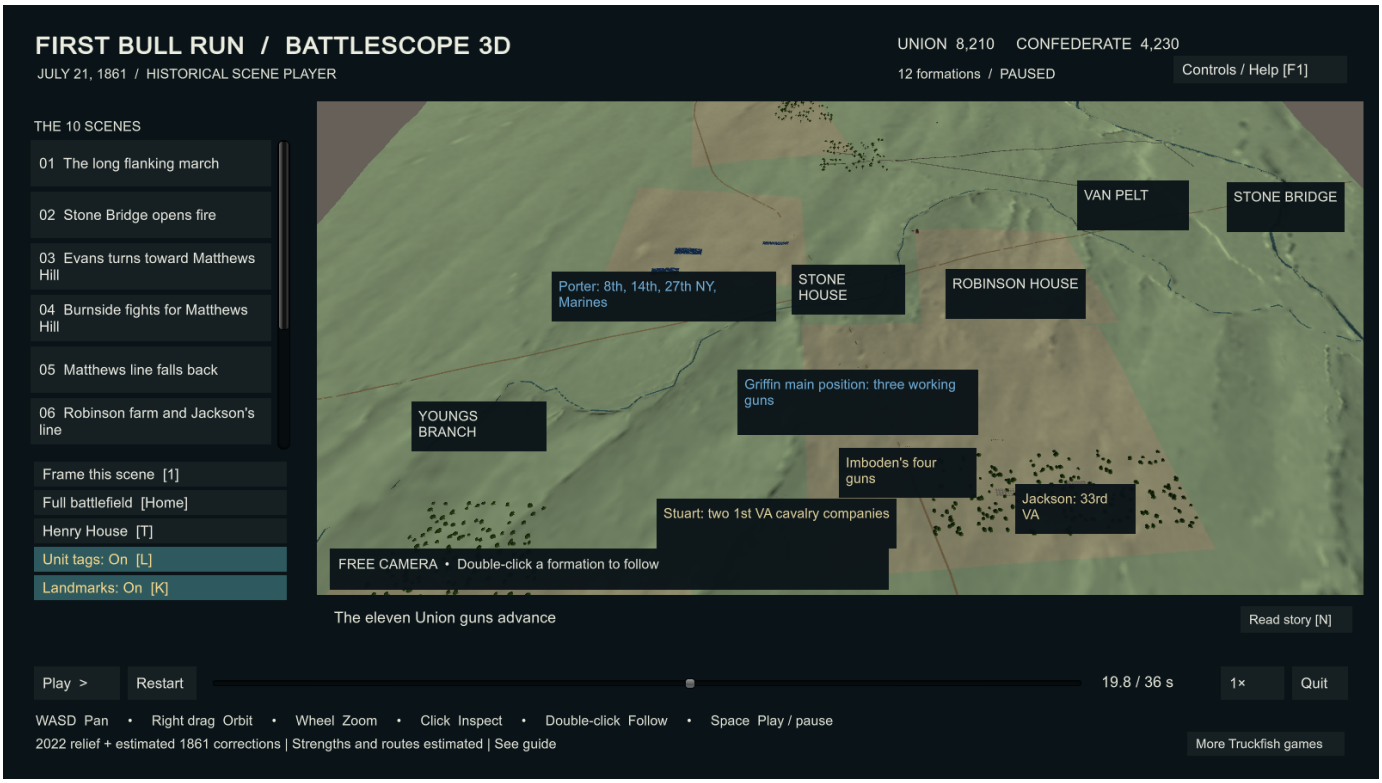
First Bull Run

21 July 1861 | Ten authored historical scenes



Explore the first major land battle of the American Civil War. Follow the flanking march, the fighting on Matthews and Henry hills, and the collapse on Chinn Ridge in a 4.5 by 5.2 kilometre landscape.

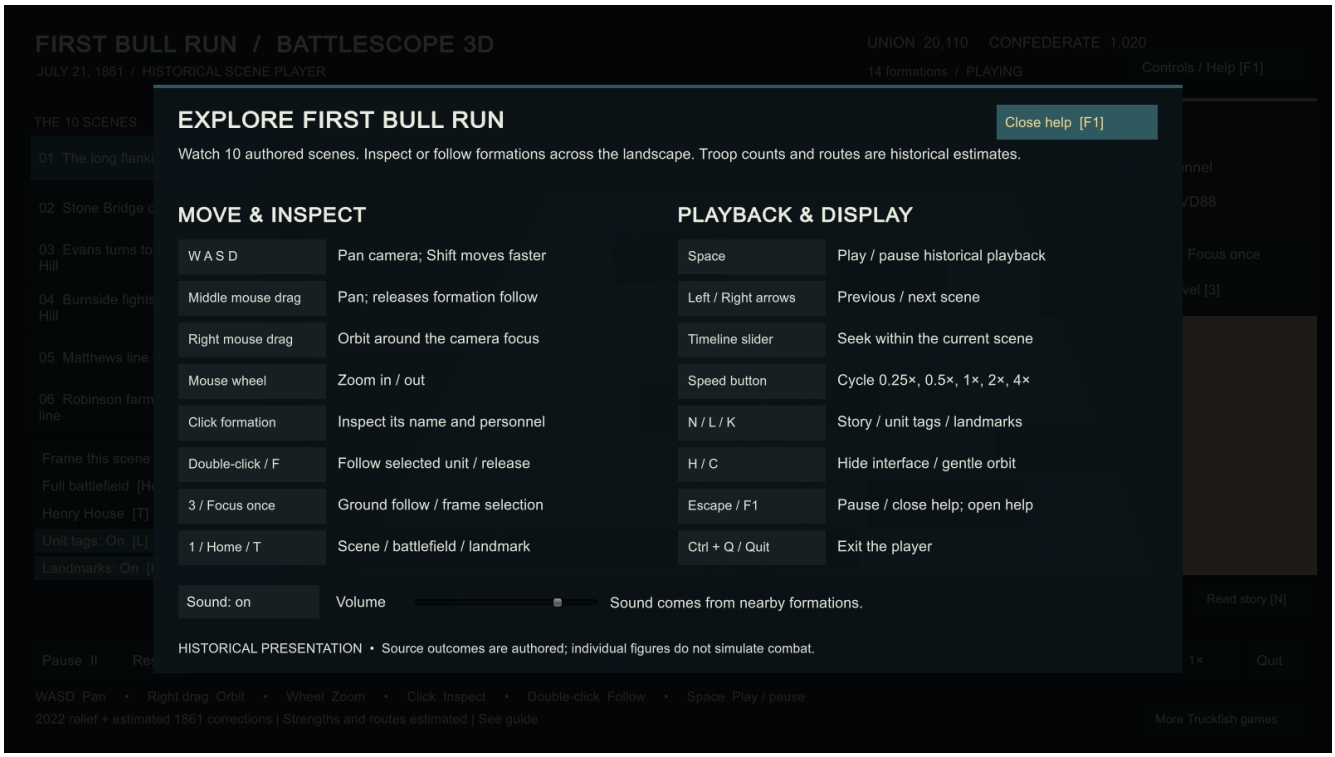
You control the camera and playback. Military orders and outcomes follow authored history; this is not controllable combat. Formation positions, routes and compressed timing are interpretations between sourced anchors.

Install: download from your authenticated Interactive 3D library, extract the entire ZIP and open **FirstBullRun3D.exe**. Keep the Data, Mono and supporting folders together. The extracted player works offline.

First minute: choose scene 07, press Play, click a formation and press F to follow. Zoom with the wheel. F1 opens controls and audio settings.

Look, follow, listen

Camera controls never issue combat orders



Camera: W A S D or middle-drag pans; Shift moves faster. Right-drag orbits; the wheel zooms. Click a formation to inspect. Double-click or F follows; 3 selects ground follow. Manual panning releases follow.

Navigation: 1 frames a scene, Home shows the battlefield, T focuses Henry House. Scroll the scene list for all ten scenes; left/right arrows switch scenes. L and K toggle unit and landmark tags independently. H hides the interface; C enables gentle orbit.

Playback: Space plays/pauses; the slider seeks; Restart returns to the beginning. Speed cycles from 0.25x to 4x. N opens the story. Escape pauses; Ctrl+Q or Quit exits.

Audio: F1 provides mute and volume. Movement is audible within 250 m, muskets within 1,600 m and guns within 3,200 m. The listener moves with your camera. Pause, help, mute and seeking stop obsolete sounds. A distant overview may be quiet.

Read the sequence

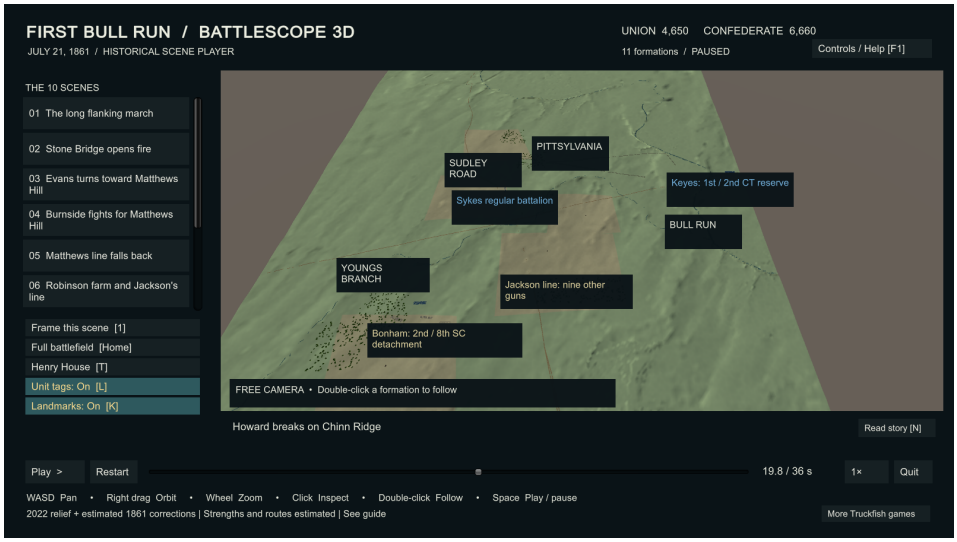
Overlapping time windows follow different sectors

01-03 | The flank is turned
A delayed Union march reaches Sudley. Schenck demonstrates at Stone Bridge; Alexander warns Evans, who leaves a small guard and shifts roughly 900 men toward Matthews Hill.

04-06 | Matthews to Henry
Burnside engages; Bee and Bartow reinforce. The Confederate line retreats across Young's Branch. Hampton covers the retreat while Jackson forms behind thirteen guns. Keyes attacks near Robinson House with two regiments.

07-09 | The guns on Henry Hill
Ricketts brings six guns and Griffin five. Close fighting and confused identification lead to repeated captures. Sherman attacks piecemeal; the 8th and 18th Virginia finally secure Ricketts' guns.

10 | Chinn Ridge and withdrawal
Howard faces Elzey, Early and supporting detachments. His collapse triggers general withdrawal; Sykes' regulars screen it. The later Cub Run bridge panic is off-map.



Display strengths include rounded scenario allocations and selected remnants. Artillery personnel are representative visual crews, not battery muster returns. The player does not invent a running casualty total.

Evidence and uncertainty

A source-based reconstruction, not a surveyed 1861 landscape

Historical sources. NPS First Manassas chronology and both orders of battle; U.S. Army Center of Military History, *The Civil War Begins: Opening Clashes, 1861*, pp. 27-42; NPS *Fence Lines, Fields, and Forests* (2013); and the official Manassas National Register nomination. The packaged handoff gives page-level claims and distinguishes documented facts, estimates and animation abstractions.

Ground. Four public-domain USGS 3DEP tiles use December 2022 lidar, NAD83 / UTM zone 18N (EPSG:26918), NAVD88 metres. Bounded cross-slope and local-plane estimates remove modern road widening, visitor/parking pads, campus grading and interstate works. Outside the masks, resampled elevations remain unchanged. The southern freeway edge uses clamped boundary support and is a low-confidence estimate outside the main tactical action; this cannot recover every wartime contour.

Registration. Five physical-site controls link the NPS historical map to the modern grid, with residuals about 4-27 m and estimated control uncertainty of 60 m. Broad hill labels differ by up to roughly 240 m. Exact unit fronts, field edges, woodland and river/road traces remain interpretations. Read the numerical and player acceptance receipts.

Structures and sound. The original Stone Bridge had two approximately 20-foot arches. Henry House is represented as a modest one-and-a-half-story weatherboarded dwelling, not the later replacement. Building dimensions and details are estimates. Models are owner-created Blender assets. Five owner-provided BattleScope/ElevenLabs generated effects are illustrative, not historical recordings; firing timing follows the authored actions.

Read more: NPS First Manassas | Official National Register nomination
The ZIP includes source notes, hashes, registration, correction and verification receipts in **Provenance**.

Interactive 3D: battlescope.click. New subscriptions USD19.99/month; existing lifetime rights preserved.
More games: Truckfish Games.