Two days at Shiloh

6-7 April 1862 | Twelve authored historical scenes



Explore the battle from above and at formation level. Follow selected Union and Confederate brigades from the first contact through the Confederate withdrawal. Pause, inspect formations and move freely across a seven-kilometre landscape.

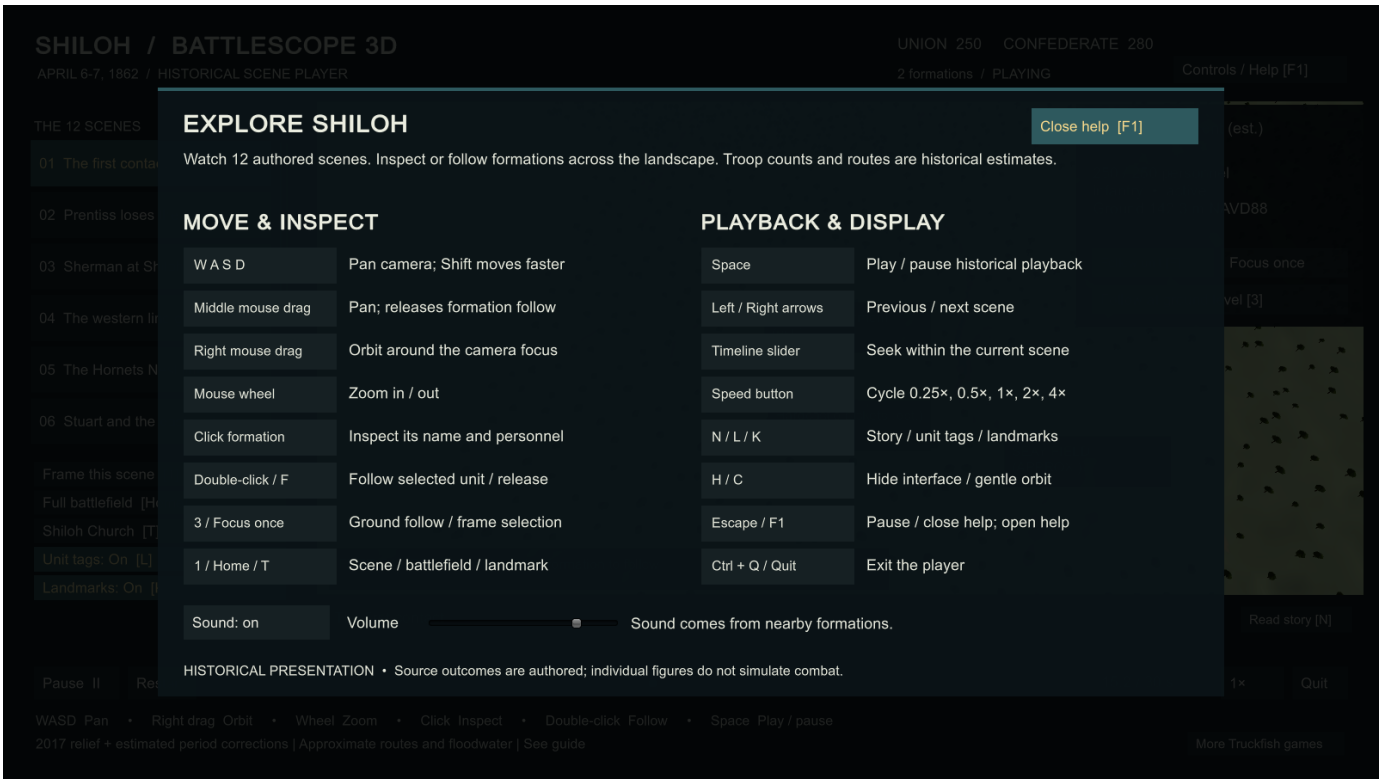
This is an authored historical scene player. You control the camera and playback, not military orders or combat outcomes. There is no victory, defeat or campaign save to earn. The goal is to understand the sequence, terrain and changing positions.

Install: download the Windows ZIP from your authenticated Interactive 3D library, extract the entire folder, then open **Shiloh3D.exe**. Keep the Data, Mono and supporting files together. The extracted player works offline.

First minute: let the publisher screen finish, choose scene 03, press Play, then click a formation. Press F to follow it, use the wheel to zoom, and press F1 for help.

Look, follow, listen

Actual player interface - 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 its name and display strength. Double-click or F follows it; 3 moves to ground-follow view. Manual panning releases follow.

Navigation: 1 frames the current scene, Home shows the whole battlefield, and T focuses Shiloh Church. Scroll the scene list to reach all twelve scenes. Left/right arrows switch scenes.

Playback: Space plays or pauses. The timeline slider seeks within a scene; Restart returns to its beginning. Speed cycles through 0.25x, 0.5x, 1x, 2x and 4x. N opens the narrative; L and K toggle unit and landmark tags independently. H hides the interface; C enables a gentle orbit.

Sound: F1 opens the mute and volume controls. Sound comes from nearby acting formations: movement is audible within 250 m, muskets 1,600 m and guns 3,200 m. Zoom closer if the overview is quiet. Pause, help, mute and seeking stop old sounds. Escape pauses; Ctrl+Q or Quit exits.

Read the sequence

Scenes overlap in historical time as the view changes sectors

01-03 | Surprise and the camps
Before dawn on 6 April, reconnaissance meets Confederate pickets. Prentiss loses his camps while Sherman fights near the log church.

04-06 | Lines bend and hold
The western line falls back. Wallace and Prentiss defend the Hornet's Nest sector; Stuart fights on the isolated eastern flank.

07-09 | The first day closes
Johnston falls near the Peach Orchard. The Hornet's Nest pocket closes. Grant holds above Dill Branch while fresh Union forces arrive.

10-12 | Return and withdrawal
Lew Wallace advances at dawn on 7 April. Buell's fresh formations and Union survivors regain ground; Confederate counterattacks precede the withdrawal toward Corinth.



Thirty seconds of playback stands for a much longer historical interval. Brigade names identify selected formations; second-day names often identify associated remnants or composites. Counts are sourced display strengths or explicitly labeled estimates, not a live casualty simulation.

Evidence and uncertainty

Use the scene as an interpretation, not as a surveyed reconstruction

People and events. The main source is D. W. Reed, *The Battle of Shiloh and the Organizations Engaged* (1909): narrative pp. 13-23, organization pp. 37-44, and strength returns pp. 90-108. The NPS Land Protection Plan, Appendix C, supplements the two-day sequence. Reported strengths and estimated allocations are distinguished in the packaged provenance.

Landscape. Four public-domain USGS 3DEP tiles from the 2017 Tennessee West Central project supply modern relief. Named, bounded estimates adjust documented roads, culverts, parking and the eroded landing apron. Ground outside those masks is unchanged. The Thompson 1900 map is approximately registered: the independent landing residual is 328 m. Troop routes, field edges, woodland and the church model are interpretations.

Floodwater. NPS gives a 372-375 ft battle-day river range without naming its vertical datum. The rendered midpoint uses an explicit assumed datum offset and is tested across a wider elevation range. This is a provisional connected-floodplain scenario, not an exact 1862 shoreline. Bluff-foot erosion and stabilization are not precisely reversed. The Hornet's Nest is not exaggerated into a trench.

Audio and models. Civil War models and a representative log church are owner-created Blender assets. Five existing owner-provided BattleScope/ElevenLabs generated effects supply positional sound. They are not historical recordings. Action timing is illustrative; no new audio spending was required.

Continue reading: the ZIP includes full source notes, model/terrain/audio hashes, registration residuals and correction receipts in its Provenance folder.
Library of Congress - Reed
NPS - Land Protection Plan

Interactive 3D library: battlescope.click
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