

CREATOR BUILDINGS

RAPIDLY CREATE BUILDINGS FOR HIGH-FIDELITY REAL-TIME 3D GRAPHICS APPLICATIONS

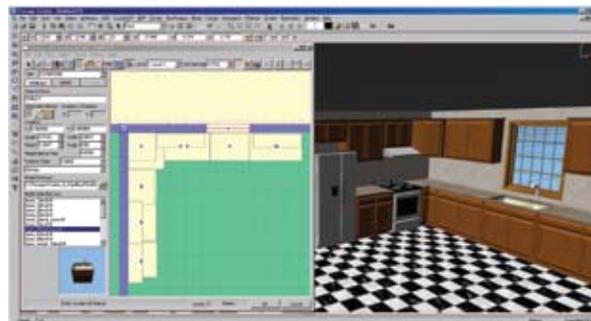
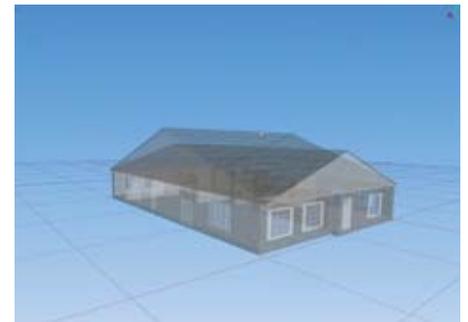
QUICKLY AND EASILY CREATE REALISTIC BUILDING MODELS

FEATURES

- Tools for quickly importing building plans and for creating walls, doors, windows, ventilation openings, stairs, and other custom building characteristics.
- Rapidly add multiple building levels.
- X-ray view to see inside rooms.
- Ability to specify textures for any part of a building.
- Ability to preview changes in 3-D as you create and edit the model.
- Many 3-D furniture models provided out-of-the-box.
- Over a dozen different roof types to choose from.
- Automatically generate buildings with interiors for a wide range of common building types.
- Create realistic buildings skirts to perfectly mesh with surrounding terrain.
- Buildings created with Creator Buildings can be populated with intelligent AI.implant driven human characters.
- Ability to save buildings in either UHRB or MES format or both.

Creator Buildings is an optional module for Creator that allows for the rapid creation of highly detailed OpenFlight 3-D building models, including both building interiors and exteriors.

A building created with Creator Buildings can have one or more levels, as well as a roof and a below ground basement. For each level, users can specify the location of walls, windows, doors, stairs, and other components and can manually place furniture or use wizards to scatter furniture in the building. In addition to the visual representation (polygonal geometry) of a building, Creator Buildings can also be used to create representations for CGF (Computer Generated Forces) in UHRB (Ultra High Resolution Building) and/or MES (Multiple Elevation Structure) formats.

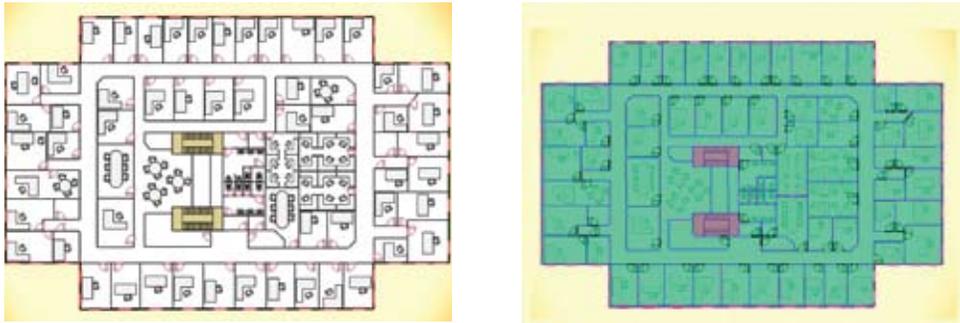


CREATE DETAILED BUILDINGS AND BUILDING INTERIORS IN MINUTES

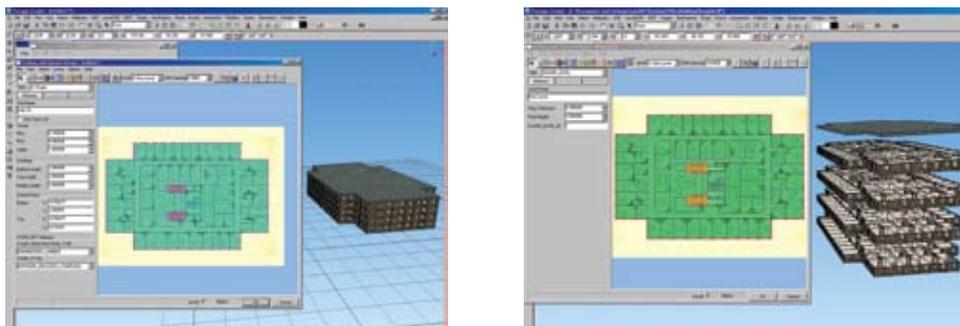
Creator Buildings features an entirely new tool bar with specific controls and functions to help you create and edit building exteriors and interiors.



Creator Buildings allows you to import a building plan in a variety of image formats to use as a footprint for the building. Once the floor plan has been imported, you can draw walls and place doors, windows, and even stairs with full control over the size of these elements. Using the wall tool, walls 'snap' to 90 degree angles, making it easy to quickly create complex layouts. You can also specify whether doors will swing in or out, and the select tool allows you to select only one or many doors, walls, and/or windows at a time.



The split view in Creator shows your 3-D building interior model in both 2-D and 3-D. Additionally, any changes made in the 2-D view are instantly updated in the 3-D view. Creator Buildings allows you to cut and paste entire floors to quickly create multi-floor buildings.



The tool comes with hundreds of different textures and 3-D models that are useful for creating realistic exteriors and interiors. With Creator Buildings, you can easily add your own textures and models to create a unique look.