

# Creator Family Specification

**Creator:** Creator is a design tool for building polygonal models and databases optimized for use in real-time 3D applications. Creator includes an integrated set of powerful tools for building hierarchical visual models and databases in a “what you see is what you get” environment. These models and databases conform to the OpenFlight format.

- Streamlines the modeling process and increases productivity by tool design, function, UI grouping, ease of use
- Apply attributes such as color, materials, textures, bump maps, extended textures to add realism to your model or database
- Tools organized to focus on creating and editing models and databases
- Enables whole groups of elements to be modified in a single step
- Enables the isolation of individual elements for precise editing
- Many elements can be grouped and saved in palettes for easy reuse
- Optimize existing models and databases for use in real-time 3D applications
- Natively supports the import and export of many formats (see table)
- Several third-party vendors have utilities to convert to/from OpenFlight from/to other formats
- Plug-in architecture
- Integrated and extensible toolset

**Choose Creator** when you have a need to create high fidelity entity and terrain site models for use in a real-time 3D application

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**Creator Pro:** Creator Pro is a design tool for advanced and large area terrain generation. Creator Pro includes all of the features and capabilities of Creator. Creator Pro includes an integrated set of powerful tools for use of elevation and vector data, integrating ground culture, light point generation, instrumentation, global texture mapping, and many other features.

- Convert imagery, elevation, and vector source data to enable use in the Creator Pro workflow
- Generate roads, place buildings, trees, etc.
- Work in many common projections
- Generate geospecific sites including airports, urban areas (cities, villages), and target zones
- Generate detailed buildings with exteriors and interiors using the Building with Interiors Wizard-
  - Multi-floor, including basements
  - Doors, windows, stairs, furniture
  - Use DXF, jpg, and other images as a “background”
  - A large library of roof styles
  - Flexible tool set enables rapid construction, 2D and 3D simultaneous view, full control of CGF attribution
  - Auto-Floor Plan Generation if desired
    - Can then edit the auto-generated model

**Choose Creator Pro** when you have a need to create high fidelity entity and terrain site models, **and** large site and terrain databases – both suitable for use in a real-time 3D application.

**Creator Road Pro (optional module):** The Creator Road Pro option enables rapid creation of realistic road models that meet AASHTO standards for driving simulation, training, and accident reenactments – as well as generating path and lane data used by CGFs.

- Readily duplicate complex 3D surfaces used in real-world road construction, including:
  - Superelevated curves
  - Spiral transitions
  - Parabolic vertical profiles
- Curves, hills, and arbitrary combinations are readily defined and adjusted
- Generate correlated analytic roadway data for use in traffic simulation and vehicle dynamics computations.
- Preview road construct in a “drive” mode

**Choose Creator Road Pro** when you have a need to create high fidelity and realistic road networks suitable for use in real-time 3D and simulation applications.

**Creator Airports (optional module):** The Creator Airports option enables the rapid generation of airfields – the runway, taxiway, tarmac areas, facilities, lighting, signage, etc.

- Main discriminator from other tools is the ability to work with templates
  - Template contains a complete description of an object
  - Templates can include markings, shoulders, lighting systems, textures, specific attributes, etc
- Clipping features is automated, not a manual task
  - Process “does the right thing” with markings, shoulders, lighting systems, etc., between the “overlapping” features
- Can import and use DAFIF and Jeppesen (ARINC 424) data (but not required)
- Export to OpenFlight, shapefile or CDB constructs

**Choose Creator Airports** when you have a need to create high fidelity airfields – not just runways – for use in real-time 3D applications.