PRESAGIS
\ MAKE IT REAL

CONTENT CREATION
CREATOR
BUILD. MODEL. OPTIMIZE.

\ **Content creators** are constantly challenged to produce more models with higher detail, increased realism, and improved performance. Creator gives real-time content creators market-leading tools with which to create, edit, and enhance optimized 3D models for use in real-time simulations.

Designed specifically for simulation applications, Creator is the industry-standard software in the creation of optimized 3D models for real-time virtual environments. Using a rich set of tools, content creators can build models from scratch, edit or import existing ones, and enhance objects for use in sensor-capable simulations. With full control of the modeling process, Creator allows you to quickly generate highly optimized and visually accurate 3D models with varying levels of detail (LOD) and export in a wide variety of formats.

BENEFITS

ONE APPLICATION DOES IT ALL

Using Creator, content creators can build an entire database, or a edit a single vertex without purchasing or using multiple applications.

RAPID 3D MODEL DEVELOPMENT

Not only can you import a wide variety of model formats, but Creator's tools and wizards let you save time and costs by quickly building buildings (and their interiors), bridges, and billboards.

STREAMLINED PRODUCTION

Optimized for simulation, Creator can validate your 3D models performance for use in simulations, ensure conformity to sound modeling conventions and help optimize the quality and performance of your simulated environments.
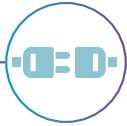
EXTENDABLE ARCHITECTURE

Creator can easily be extended through plug-ins and custom development and scripts in order to meet your project's goals.

MAXIMIZED EFFICIENCY & WORKFLOW

Creator's customizable desktop lets each content creator chose how they work, thereby maximizing the efficiency and workflow.

HOW CREATOR HELPS

With complete interactive control of your models from terrain database level to a single vertex attribute, Creator lets you develop or import models faster than ever. Wizards and scripting tools allow for the rapid creation of buildings, bridges, billboards and other objects that add realism to your virtual environment.

Also, Creator lets you assign materials (wood, steel, glass, rubber, etc.) and hot spots (i.e.: heat signatures on vehicles) to model physically accurate sensor-ready assets.

CREATOR FEATURES

\ **BUILDING WIZARD**
Rapid creation of buildings with various roof styles and appearance options. Additional roof, wall and perimeter clutter options via rules and key directions. LOD generation with Importer Texture options.

\ **CONSTRUCT ALONG PATH**
Allows you to create or place geometry/models along a "path". This is ideal for creating common geometry typically found around airports (taxiways, lights, etc.) or roadways (power lines, lampposts, etc.).

\ **FBX IMPORT/EXPORT**
Creator imports and exports FBX files. This gives you access to millions of readily available 3D assets from the gaming world. Through FBX import and export, file interchange capabilities for OpenFlight assets is dramatically increased.

\ **HOT SPOTS**
Supporting the Ondulus IR sensor simulation workflow, you can easily create, position and orient hot spots on your models.

\ **PHYSICS-BASED MODELING**
Use integrated physics to help you create realistic damage states for your buildings.

\ **MATERIAL CLASSIFICATION**
Creator uses a simple approach to allow you to designate the physical material composition of a model's surface. Texture-based physical material maps provide the ability to include considerably more detail when designing a model.

\ **TEXTURING TOOLS**
Creator includes several texture mapping and mapping modification tools. Support for a wide range of texture formats and an integrated texture editor.

\ **LIGHTING**
Advanced light string/light point modeling, palettes, and editing that feeds directly into real-time applications.

\ **USER SCRIPT ACCESSIBILITY**
To put the power into your hands, Creator is now faster and easier to use due to a more efficient workflow and quicker access to your important scripts. This is accomplished through the use of assigned keyboard shortcuts and updates to the ribbon toolbar.

\ **2D & 3D FRACTURES**
Distort existing models to generate area-preserving sets of new models. Move, scatter, or delete the new objects to create a damaged version of your model. Subdivide geometries into n-pieces to mimic a wide range of broken-down shapes.

\ **CUSTOMIZABLE PERFORMANCE OPTIONS**
- Clamp Texture Resolution
- Low Resolution Texture Objects
- Optimized Database Rendering Option

\ **RENDERING PERFORMANCE OPTIONS**
- Vertex and Light Point normals options
- Dynamic Xref bounding boxes
- Dynamic Wire Frame
- Dynamic Texture

\ **ANALYZE MODELS**
This tool automatically validates and fixes models for optimized performance in run-time applications.

\ **CREATOR SCRIPT**
Many more Creator tools as well as importers and exporters are available through Creator Script, thus allowing you to automate more of your modeling tasks.

\ **LOD**
Automatically create multiple Levels of Detail (LOD) for improved run-time performance.

Visual Studio 2015 (VC 14) Support

Support for Windows 10 and 4K displays.

TIME-SAVING TOOLS

\ **FILLET**
Creates a set of triangles forming the shape of a fan. This can be useful to make inner or outer corners for roads and/or taxiways.

\ **JOIN EDGES**
Allows you to connect two or more edges with a curved strip and apply attributes and textures to the new geometry.

\ **UNDO/REDO SELECTION**
Allows you to revert to a previous selection after making an accidental selection.

\ **ENHANCED TEXTURE UV UNWRAPPING**
Allows you to map textures to more complex geometry more easily.

\ **ENHANCED PYTHON INTEGRATION**
Access to more Python built-in capability when using OpenFlight or Creator Script.

\ **TEXTURE COMPOSITOR**
Reduce large number of textures by compositing them into a texture atlas. Slice polygons and duplicate texels option to remove repetition further reduce texture memory usage.

\ **ENHANCE APPEARANCE**
Dramatically improve the appearance of models by using several built-in features: Bake Ambient Occlusion, Bake Normals, Make Surface Maps, Average Normals Shading.

\ **CONVERT TO GIS SOURCE**
This tool provides the ability to extract GIS source data from OpenFlight models and import them directly into Terra Vista, the Presagis terrain generation software tool.

CREATOR PRO FOR COMPLEX MODELING

If you need to develop both high-fidelity 3D models and specific areas of interest suitable for use in real-time 3D applications, Creator Pro provides you with the added polygon and terrain modeling and vector editing features you need to successfully meet your requirements.

Creator Pro provides the additional tools modelers and developers need to creat e high-fidelity areas of interest. The unique integration of polygon modeling, vector editing, and site creation in Creator Pro offers unsurpassed efficiency and productivity. Creator Pro is the ideal tool for creating and assembling aircraft, ground vehicles, buildings, and specific areas of interest, including airfields, ports, city centers, and industrial complexes.

BUILDING WITH INTERIOR WIZARD

The Building with Interior Wizard allows for the rapid creation and editing of highly detailed 3D building models, including both building interiors and exteriors. In addition to the visual representation (polygonal geometry) of a building, this feature can create representations for CGF (Computer Generated Forces) in UHRB (Ultra High Resolution Building) and/or MES (Multiple Elevation Structure) formats.

CREATOR CONSOLE

is an application that allows power user access via a separate command line executable. Users can run OpenFlight and Creator Python Scripts on one or more OpenFlight databases. Removes UI overhead, increasing overall application performance by running independently from modeler's station.

CREATOR ROAD TOOLS

Creator Road Tools allow you to generate ready-to-run roads and road networks that integrate into your terrain and synthetic environment—fully optimized for real-time visual simulation applications. Creator Road Tools are ideal for vehicle design, driver training, entertainment, and accident re-enactment applications.

IMPORT/ EXPORT

Creator features a wide range of import and export capabilities that make it a flexible 3D modeling software tool regardless of which content creation tools you use.

IMPORT

- OpenFlight (.flt)
- Autodesk FBX (.fbx)
- 3D Studio (.3ds)
- ACX (.acx)
- AutoCAD (.dxf)
- Collada Document (.dae)
- KML Footprint (.kml)
- KMZ Model (.kmz)
- Shape (.shp) (Creator Pro only)
- Stereolithography (.stl)
- Wavefront OBJ Files (.obj)

EXPORT

- OpenFlight (.flt)
- Autodesk FBX (.fbx)
- ACX (.acx)
- AutoCAD (.dxf)
- Collada Document (.dae)
- KML Footprint (.kml)
- KMZ Model (.kmz)
- Stereolithography (.stl)
- VBS/P3D (.p3d)
- Wavefront OBJ Files (.obj)
- X-Plane Object (.obj)

OPENFLIGHT®

Creator allows content developers to work natively with the OpenFlight® data format. Created by Presagis, OpenFlight is the de facto standard real-time 3D database file format and is the native output file format of Creator. The customizable extension capabilities of the OpenFlight format provide a common ground for its diverse users and a mechanism to save and re-use objects or environments for future projects.

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