



## WORLD BUILDER

### AT-A-GLANCE

- **Creates 2D and 3D worlds from GIS data**
- **Used to build worlds up to 300 square km**
- **Processes worlds at 100 square km in minutes**
- **Provides multi-resolutional views**
- **Full day/night effect with celestial objects and skydome**

#### [ BUILD VIRTUAL WORLDS FROM REAL WORLD DATA ]

The mōsbē World Builder™ allows you to create custom 2D/3D digital environments for your simulations.

mōsbē's powerful world building tool can import geospatial data to produce an interactive 3D world that simulates a real world location exactly for use in scenario development.

- Generated worlds include terrain, heights, buildings, natural boundaries (such as forests and water), and road networks.
- Buildings are textured with representative appearance according to data supplied in associated real estate databases, based on region or location.
- Road networks are used to provide information for unit pathfinding in the simulation.

#### [ FAST, POWERFUL TERRAIN GENERATION ]

The world building capability in mōsbē generates real-world locations faster and more accurately than other terrain generation tools and products because of our unique proprietary approach to the translation of standard data types and the ingestion of those data types into our rendering and visualization system.

- Processes worlds at 100km X 100km in minutes, reading geospatial height, terrain, building, street, and natural boundary information.
- Accepts Shapefile (SHP) and OpenFlight for 2D ground geometry
- Accepts GeoTIFF satellite images to define terrain maps and height data

#### [ CREATE CUSTOM WORLDS WITH DESIGN TOOLS ]

Worlds can also be "built" rather than generated using the World Builder by customizing the tiles that comprise the virtual ground area of a digital world. This tile-based process uses the Tile Editor component of the World Builder along with a raster paint program (not included) and height data.

- Build an area from terrain tiles, using a library of terrain tiles that represent features such as coasts, deserts, grass, forests, etc.
- Create the desired landscape and add 3D attributes and objects
- Design a Use Map with the raster program to specify how the tiles should be arranged in the built world.

