CREATOR

EASILY AND EFFECTIVELY CREATE HIGHLY DETAILED 3D MODELS

THE WORLD'S MOST POPULAR 3D MODELING SOFTWARE FOR MODELING AND SIMULATION

One of the key features that differentiates Creator from other 3D modeling software is its precision, control, and accuracy for all levels of a scene. Creator provides immersive control over the entire modeling process, and the polygon-based authoring system quickly generates optimized and highly detailed models and terrains for the creation of realistic simulation environments. Creator streamlines the modeling process and increases your productivity by enabling you to easily and effectively create and make real-time changes to your 3D content.

Image courtesy of cantaloupe | 3d

CREATOR FEATURES

- Wizards for quickly generating runways, billboards, bridges, buildings, building interiors and tree models.

- Creator Wizards can automatically create up to three LOD for the models they build for improved runtime performance.

- Texture Power Tools "pre-wrap" coordinates for easy 3D texture mapping using common 2D concepts.

- Analyze Model tool automatically validates and fixes OpenFlight models for optimized performance in run-time applications, including CDB.

- 3D painting includes a custom tool palette and an integrated texture editor.

- Advanced light string/light point modeling and editing that feeds directly into real-time applications.

- Creator provides Radiosity Tools for the automatic generation of light maps to significantly improve scene accuracy and realism.

- Expanded set of Deformation Tools facilitates the construction of more irregular or organic shaped geometry.

- Precise and reliable real-world unit and geo-coordinate authoring.

- The Enhanced Material Palette capability allows users to model complex structures interactively to enhance usability for improving the visual realism of models and scenes.

- Convert to GIS Source tool provides the ability to extract GIS source data from OpenFlight models and import them directly into a Terra Vista project.

- Support of KML, KMZ, and COLLADA files for interoperability with Google Earth.

- P3D export filter to output models directly from Creator to VBS2 simulation environment.

PRE-LIVE THE FUTURE.

PRESAGIS

CREATOR BENEFITS

Standards-Based Real-time 3D Visual Simulation Focus— Creator natively outputs OpenFlight, the leading visual database standard in the world and the defacto standard format in the visual simulation industry. At its core, Creator is a flexible real-time 3D modeling environment that is ideal for any application.
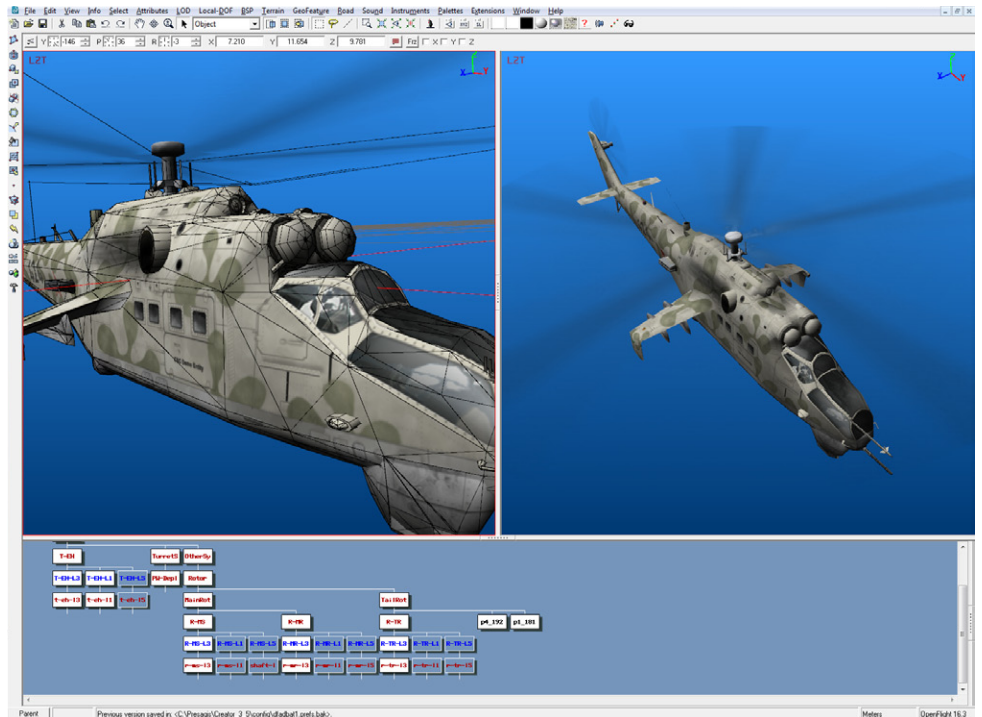
Stable Proven Platform—Creator is a widely used, and trusted, modeling toolset that continues to innovate and mature.

Optimal Hierarchy—Creator is designed for building optimal database hierarchies for real-time 3D performance. The unrivaled hierarchy tools in Creator allow you to identify and correct performance bottlenecks in your models and to tune them to meet the specific needs of your runtime application.

Wizards—Use Wizards to quickly generate trees, buildings, bridges, and runways for use as point features when generating virtual environments or to quickly build detailed models through a fast, ground-up modeling approach. These tools automatically orient, texture, and attribute the models that they are producing for immediate, ready-to-run results.

Plug-in Tool Architecture—Creator facilitates custom tool development and can be extended to meet a project's specific needs.

Integration— Presagis is committed to the on-going integration of Creator and Terra Vista as part of the Presagis Aeria vision to deliver a seamless development workflow for the modeling and simulation community. Creator also integrates with several other Presagis products, as well as third-party tools, and can benefit from cross-functionality with AI.implant and Vega Prime.

Using Creator and an innovative approach to database creation, Makemedia produced models of unparalleled quality and detail.

– Makemedia

Get power and productivity in one complete solution

Creator, the industry's leading direct-purpose real-time 3D modeling toolset, allows users to quickly create high-fidelity and extremely realistic 3D simulation content that is application-ready. Extensible and multi-purpose, the polygon-based authoring system in Creator is designed to quickly and easily generate optimized object models, high-fidelity terrain, and realistic synthetic environments.

Build from inside a true WYSIWYG environment

Build and make real-time changes in Creator's high-fidelity visual user interface that immerses you in the world you are building. Creator provides precise control over the entire modeling process, and, like animation-based modelers, Creator offers the flexibility necessary for modeling from multiple points of view. These features streamline and simplify the modeling process, thereby increasing your productivity.

Take total control—down to the smallest detail

The "drag-and-drop" hierarchical view in Creator gives complete control over the structure of the model. In addition, it allows users to manage the rendering process through features including level of detail (LOD) control, culling, priority ordering, logical switching, degree of freedom (DOF) articulation, and other non-visual nodes required by real-time rendering software. The full native visualization of the OpenFlight file format in Creator provides comprehensive interactive control from the global visual database level down to a single vertex attribute.

EXTEND CREATOR

Extend the capabilities of the Creator product series with optional modules.

Creator Road Tools™
Creator Road Tools meets the stringent requirements for creating driving simulations for vehicle design, specialized driver training, and accident reenactment. Using accurate and advanced algorithms for synthetic road generation, Creator Road Tools enhances the realism of urban simulations and transportation applications by allowing users to place roads with automated attributes and to then preview them in a unique "drive" mode. Creator Road Tools can be purchased as an add-on for Creator or Creator Pro.

Bionatics REALnat Premium for Creator
Bionatics REALnat Premium for Creator is a third-party option that offers a fully automated multiple LOD generator that facilitates the fast and easy creation of realistic plants with only a few clicks of the mouse.

Creator's Texture Tools were extremely useful in mapping imagery sources to the geometry to provide a high-fidelity, realistic training environment.

– CAE Inc.

Image courtesy of Adacel

VISUALIZE CREATIONS WITH OPENFLIGHT

OpenFlight, developed and supported by Presagis, is the de facto standard real-time 3D database file format and is the native output file format of Creator, offering comprehensive interactive control. Its unmatched real-world precision and reliability have made it the most widely adopted 3D format in the visual simulation industry. 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. Developers will enjoy the flexibility, open connectivity, and easy interoperability of OpenFlight, along with advanced real-time functions.

The OpenFlight APIs continue the Presagis commitment to advance customer productivity — a commitment that began when we first set out to solve the problem of database modeling for realtime image generators (IGs). These APIs simplify the development of visual simulation applications by making OpenFlight databases more accessible and easier to customize in order to facilitate the development of specialized tools to augment the powerful set of Presagis general-purpose modeling tools.

To ensure the OpenFlight standard continues to serve the needs of the visual simulation community in the years to come, Presagis is attentive to actively engage the community by hosting and supporting user group meetings and open forums.

Image courtesy of cantaloupe | 3d

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TACKLE COMPLEX MODELING PROBLEMS WITH CREATOR PRO

CREATOR PRO FEATURES

- Powerful polygonal modeling and site application tools.

- Library of DFAD models that are ready for point feature integration.

- Delauney and Polymesh tessellation techniques.

- Optimized vector feature editing and modeling.

- Sophisticated ridge, valley, and coastline detection.

- Automated visual importing and processing of several common elevation file formats.

- Elevation data generation from a wide variety of raster image source files.

- Site Modeling Capabilities—Creator Pro provides site-level terrain generation capabilities within the modeling environment and other advanced features.

Creator Pro is a super-set of the capabilities found within Creator along with the extra power necessary to create high-definition areas-of-interest. The unique integration of polygon modeling, vector editing, and terrain 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.

Build new, high-fidelity models or modify existing ones

Use the intuitive polygonal modeling tools in Creator Pro to build 3D models that are free of artifacts and anomalies. Models that have been imported from CAD or animation software can be corrected by hand or by using textured models from the extensive library in Creator Pro for point feature substitution into the synthetic environment.

Cut development time with reusable vector data

Automatically project, create, or edit fully textured realistic models onto a terrain with Creator Pro. The vector data editing and processing tools in Creator Pro can regenerate these models for multiple rendering engines or application purposes, thereby dramatically reducing development time.

Creator Buildings with Interior Wizard

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

Image courtesy of Makemedia

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