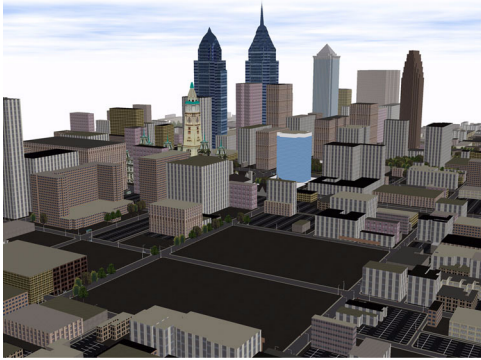
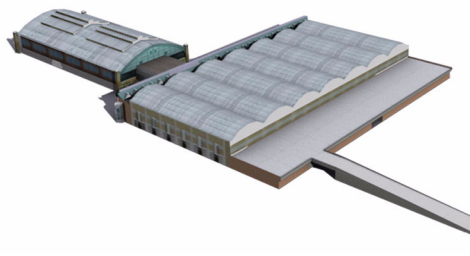


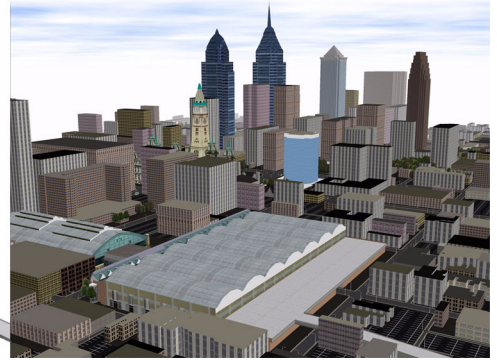
# TSG Importer for 3ds Max



TSG Urban Environment



3ds Building Model



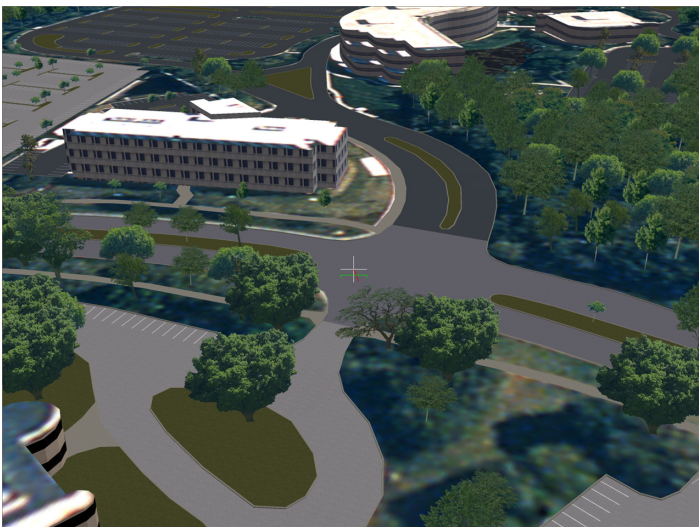
Integrated Environment in 3ds Max

The TSG Importer for 3ds Max is a powerful plug-in that allows users to import TerraTools Tiled Scene Graph (TSG) format databases directly into 3ds Max®, one of the pre-eminent 3-D modeling and animation packages on the market. The TSG Importer for 3ds Max joins the already extensive list of import and export plug-ins available for TerraTools, maintaining TerraTools' market-leading position as the most flexible and powerful 3 dimensional geospatial database creation suite.

## New Possibilities

The TSG to MAX importer opens up a new realm of possibilities for current TerraTools users and introduces TerraTools to entirely new groups of designers who work natively in the 3ds Max environment. Architects, engineers, urban planners, movie makers, game designers, and others may now take advantage of TerraTools' unmatched terrain and geospatial database creation capabilities for use in their own 3ds Max projects. The TSG to MAX importer makes it easy to take a TerraTools database and import it into 3ds Max, allowing you to:

- create more realistic renderings including complex lighting and shadows
- import a highly accurate geospatial environment for use as a locale for your movie or video game
- add highly detailed architectural models into their urban context
- perform solar paths and shadow studies
- build large area visualizations for 3ds automatically using GIS and CAD data



Central Florida campus viewed in TSGFly



Shadow and lighting effects in 3ds Max

## Features for Ease-of-Use

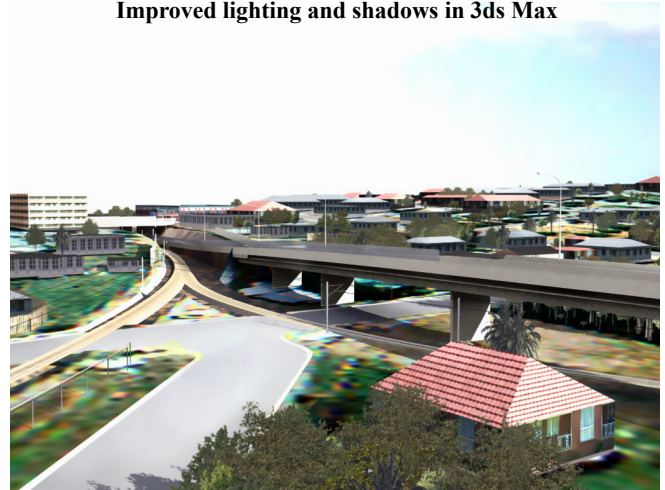
The TSG to MAX importer includes several features that make importing TerraTools databases simple:

- Import an unlimited number of camera paths directly into 3ds Max, allowing for exact copies of camera paths you create in TerraTools.
- The importer can add all database geometry sharing the same feature name to a contiguous object mesh in 3ds Max, creating a powerful yet simple object hierarchy, maintaining responsiveness, and allowing easier object manipulation.
- The importer preserves smoothing for objects that are smooth shaded and also retains the highest level of geometrical detail in LOD models for best appearance in renderings.

Transportation project design in TSGFly viewer



Improved lighting and shadows in 3ds Max



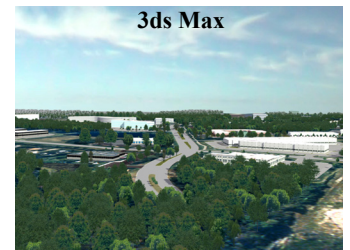
## TSGTools for Max

Along with the TSG Importer for 3ds Max, TerraSim has developed a complementary suite of tools for use in 3ds Max that allows users even with minimal 3ds Max experience to quickly and effectively set up their scene for beautiful renderings and animations. These TSGTools for Max utilities allow the user to import additional camera paths from a TerraTools database and show and hide textures in the view ports for objects you select in 3ds Max. Additionally, 3ds Max rendering templates, developed and optimized for TerraTools databases, take the guesswork out of lighting and rendering a scene.

TSGFly



3ds Max



For new 3ds Max users, tutorials step you through the process of importing a database to 3ds Max and creating renderings and animations.

## About TerraSim

TerraSim is a U.S. owned high-technology company that provides software solutions and services for advanced visual simulation and database construction using a variety of geospatial source data. TerraTools®, their primary product, is available for Windows XP/Vista workstations.

TerraTools is used in the automated construction of dense urban environments for operations planning and situation assessment as well as to produce exercise databases covering hundreds of one degree geocells. TerraSim also provides database construction services and advanced technology development for both civilian and military customers.

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