

Terrain Databases - Product Data Sheet



Our 3d terrain databases are of geo-specific or geo-typical character. They resemble a given landscape either in detail very close to its real appearance or with its typical features in an otherwise generic environment.

Based on elevation, vector and image data we generate terrains in various resolutions. Different terrain types can be combined so that e.g. specific high-resolution insets at dedicated points-of-interest can be incorporated into environments with lower resolution.

In order to achieve maximum performance, our database are optimized with various levels-of-detail. They are physically arranged in tiles, therefore allowing for later extension or modification (e.g. by exchanging an existing tile with a newer one of higher resolution).

Geo-specific databases are built from elevation and vector data that fit the real landscape and they are textured with ortho-photos. Distinctive structures cut into the terrain mesh and 3d-models matching the base texture further improve the visual impression. In addition, forests, roads, rivers, power lines or buildings can be added in natural combination to their surroundings.

As the quality of source data differs, we have developed a wide range of skills and tools for improving, debugging and applying various data types. Even if a strong generalization of source data took place, our databases provide a highly realistic visual impression which allows for perfect immersion into a virtual world.

Our terrain databases can be found in a wide range of applications. Typically, they are geo-referenced, so that they can be combined with further application-specific data. In addition to being used in flight and off-road driving simulators, they can be further enhanced for applications in architecture, landscape development, tourism, geology, hydrology, advertising etc.

