

# Virtual Reality Content Development

## Terrains and Models

March 07, 2011

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Sandia National Laboratories is a multi-program laboratory managed and operated by Sandia Corporation, a wholly owned subsidiary of Lockheed Martin Corporation, for the U.S. Department of Energy's National Nuclear Security Administration under contract DE-AC04-94AL85000.





# Acquiring Reference Resources

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- **Gather Up-to-date and High Quality Resources**
  - **Data types**
    - **GIS (Elevation, Imagery, Shapes, Points, etc.)**
    - **Pre-existing 3D models**
    - **CAD floor plans and designs**
    - **Photos**
  - **Acquire data from**
    - **Site\Customer**
    - **Internal SNL**
    - **Open source**
    - **Purchases from external Gov and non-Gov**
  - **Review for quality and usability**
    - **Resolution, file types, corrupt\empty data**



# Data preparation

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- **Geo-rectify**
- **File type conversion**
  - From resources to acceptable file types
- **Photo manipulation**
  - Make orthographic
  - Lens\color correction
  - Make transparent
  - Item removal



# Terrain Development

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- Import resources into Terra Vista
- Create required shapes, lines, and points
- Apply code to shapes, lines, and points
- Create Gaming Area
  - Determine appropriate polygon density, tile size, image resolution.
- Export to .flt file
- Convert to appropriate format



# Model Development (Buildings)

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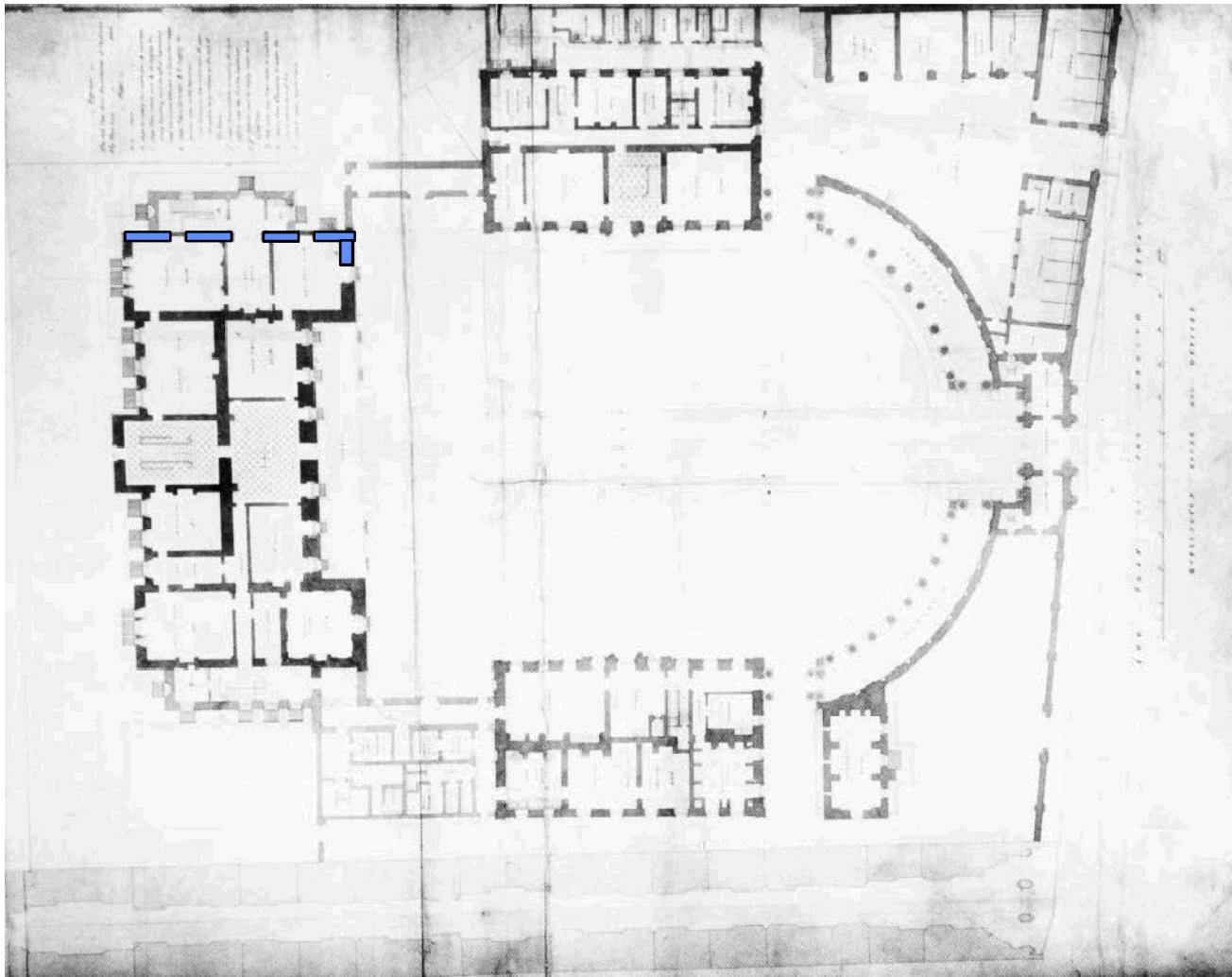
- From scratch (with CAD resources)
  - Import references into 3D package
  - Prepare plans to be extruded to 3D
  - Model other parts not acquired from extrusion
    - Doors, Door over hangs, Fences, Windows, Ceiling Beam, Pipes
  - UV Mapping and Lightmap Baking
- Modify existing models
  - Reduce polygon count
    - Remove high detailed parts
    - Simplify geometry
  - Modify/Create Textures
- Export for particular game engine



# Modeling Notes

## Working with Limited\Bad Resources

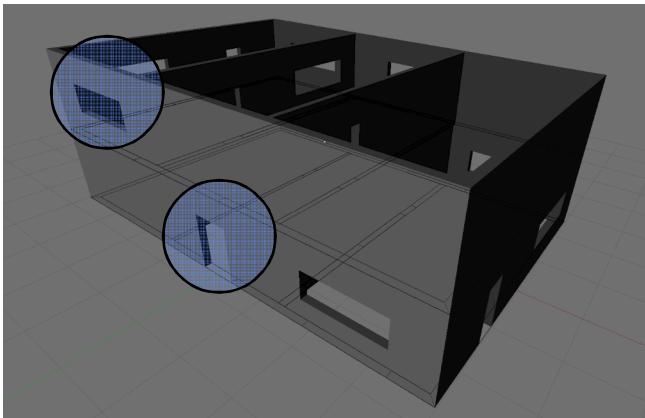
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# Modeling Notes

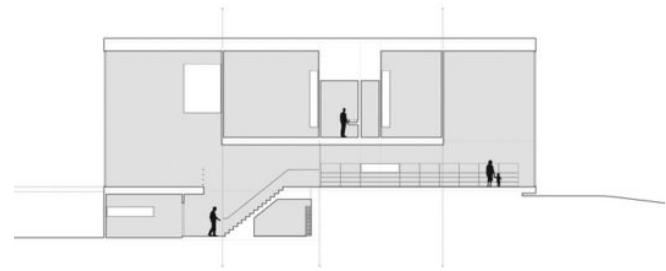
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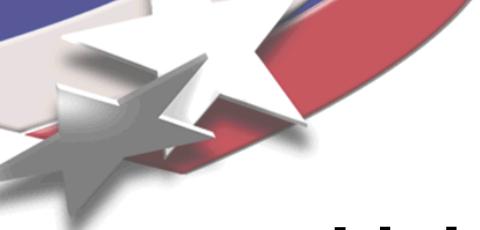
**Not Just Floor Plan Extrusion**



**Adding Basic Reusable Details**



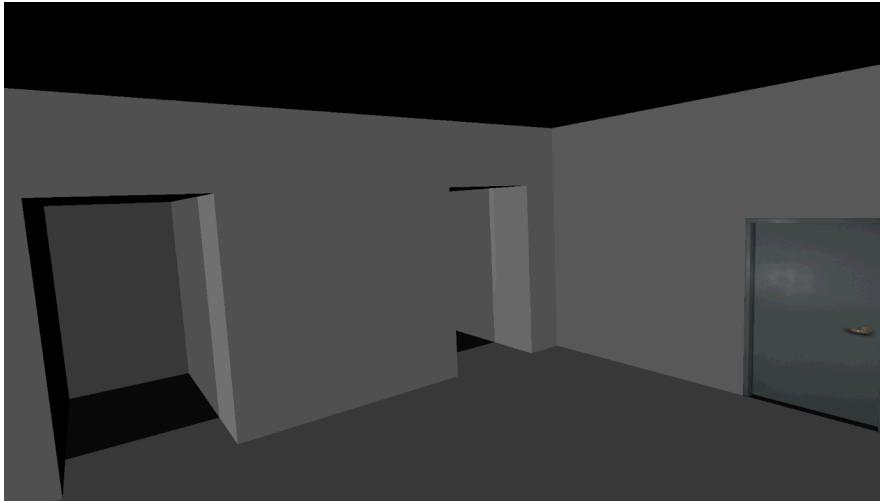
**Complex Multi Levels**



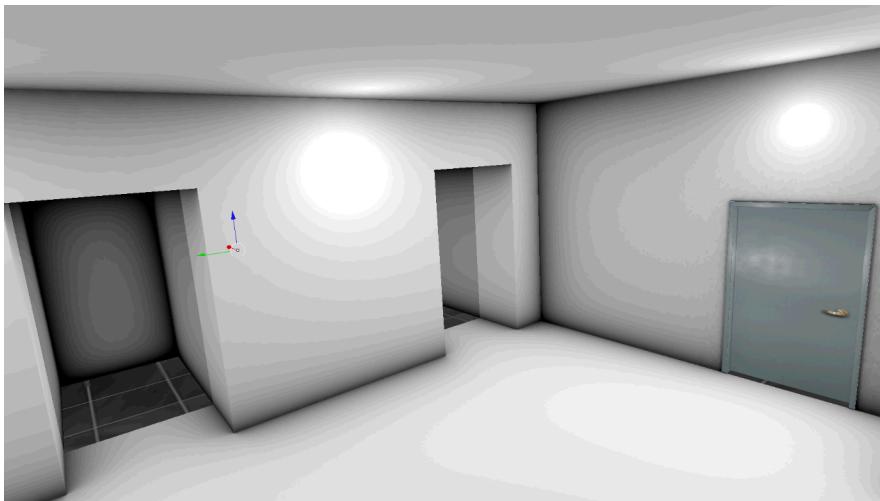
# Modeling Notes

## Light Mapping (Ambient Occlusion)

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Without  
Ambient Occlusion



With  
Ambient Occlusion