

Virtual Reality Content Development

Terrains and Models

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Acquiring Reference Resources

- **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

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



Terrain Development

- **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**

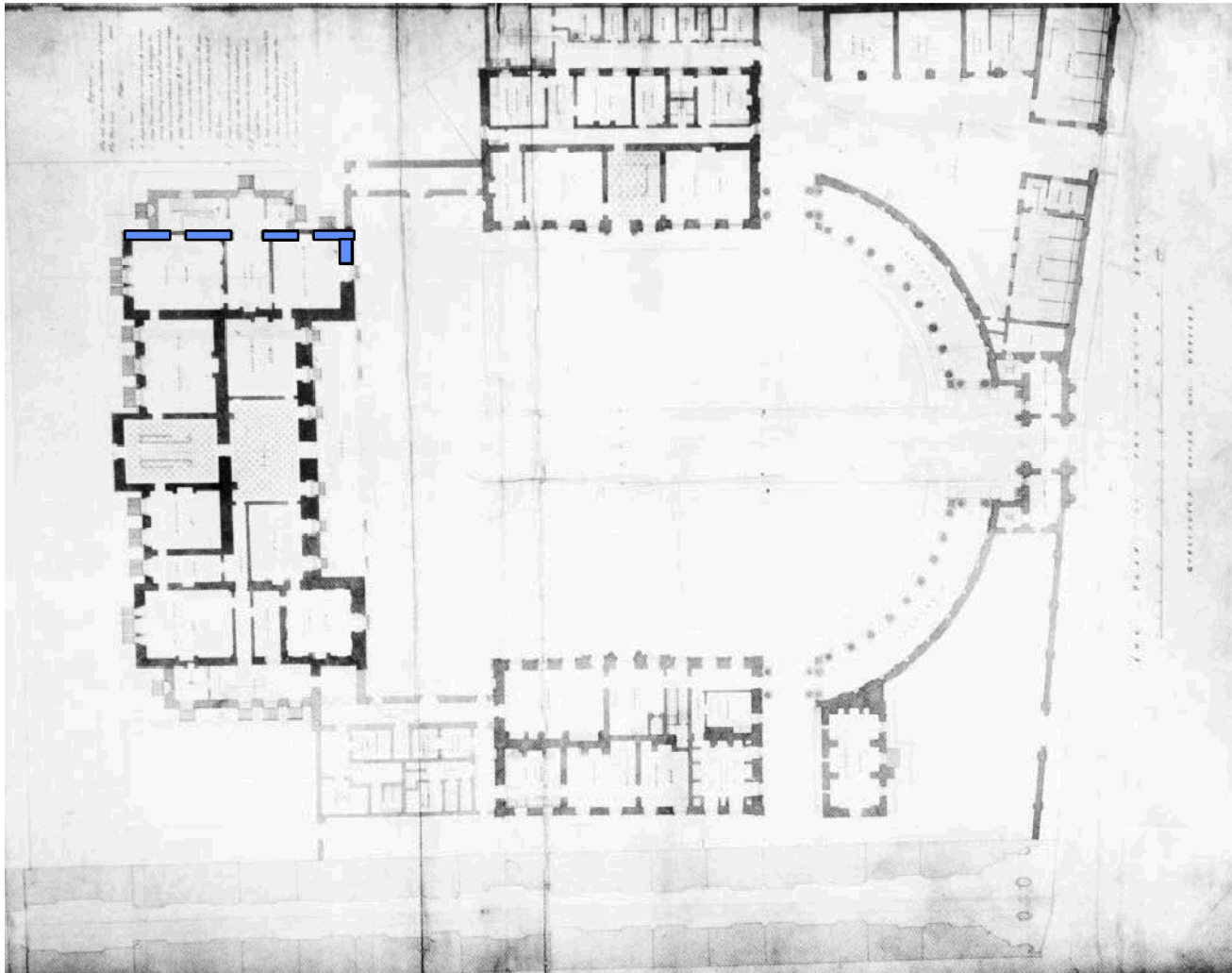


Model Development (Buildings)

- **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**

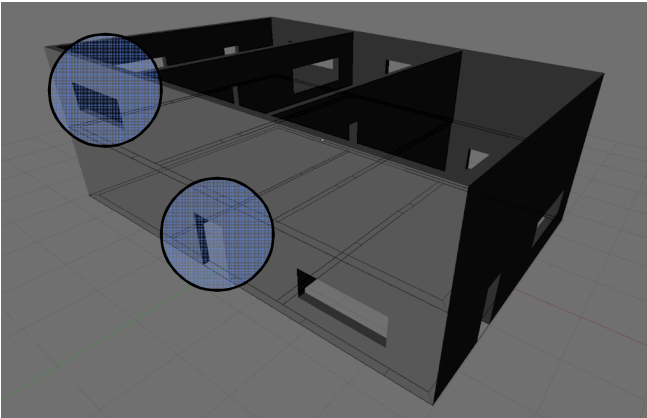
Modeling Notes

Working with Limited\Bad Resources





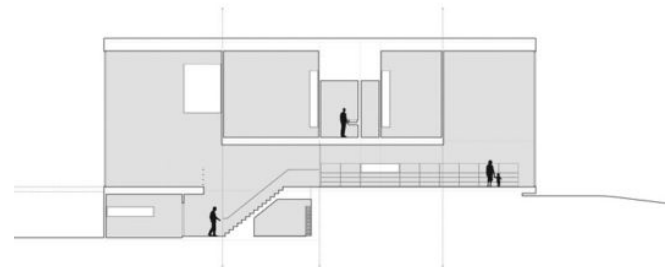
Modeling Notes



Not Just Floor Plan Extrusion



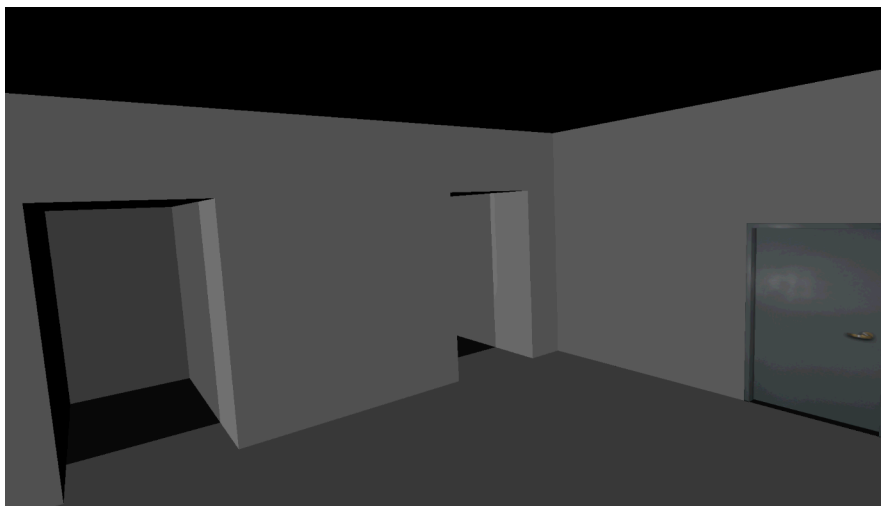
Adding Basic Reusable Details



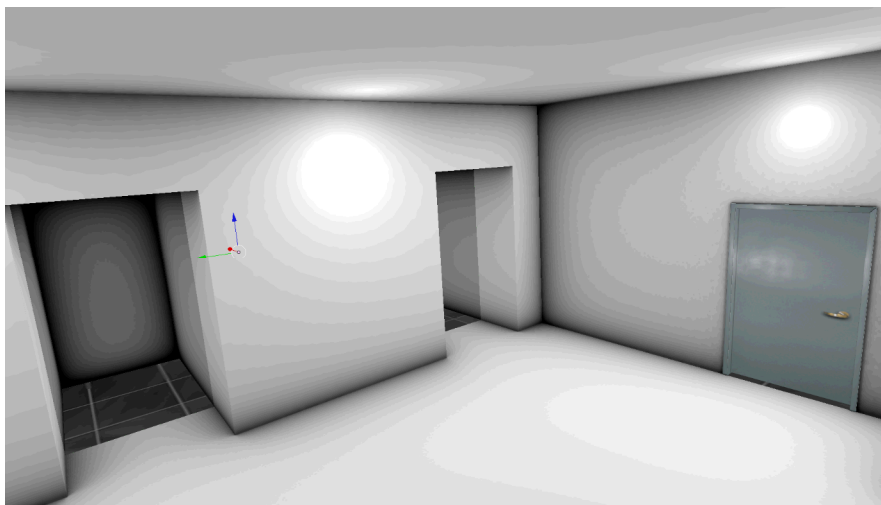
Complex Multi Levels

Modeling Notes

Light Mapping (Ambient Occlusion)



**Without
Ambient Occlusion**



**With
Ambient Occlusion**