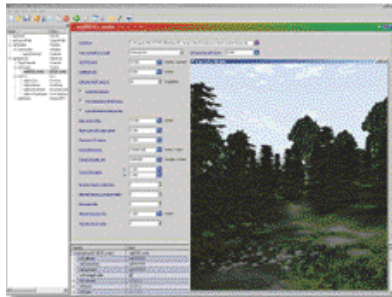


# Blueberry3D Development Environment

# Visualize Reality



## Blueberry3D Features

- Procedural geometry in realtime
- Fractal based vegetation
- Uses VSG (Vega Scene Graph)
- LynX Prime GUI interface
- C++ API

## Procedural Geometry for Realtime3D

**Blueberry3D Development Environment** brings advanced fractal mathematics and procedural geometry to MultiGen-Paradigm's Vega Prime™ environment. Blueberry3D Development Environment is a C++ API integrated with VSG™ and Vega Prime, as well as the LynX Prime™ user interface. The ability to create geometrical shapes procedurally only when needed allows incredible complex and detailed terrain databases to be built and visualized quickly and efficiently.

### Features

#### Procedural Geometry

- Geometrical shapes created from mathematical models only when needed

#### Unique Fractal Vegetation

- Every natural object is unique as it is spawned from different fractal "seeds"

#### Motion Model Optimization

- Ensure optimized performance by tuning your database to the behavior of your motion model

### Benefits

#### Ease of Use

Integrated with Vega Prime and the LynX Prime GUI configuration tool

#### High Level of Detail

Complexity in the scene increases dynamically as the observer gets closer

#### Large Areas – Small Database

Terrain detail is created from mathematical models in realtime, allowing the data stored offline to be kept to a minimum

### System Requirements

See [www.multigen-paradigm.com](http://www.multigen-paradigm.com) for detailed system requirements.



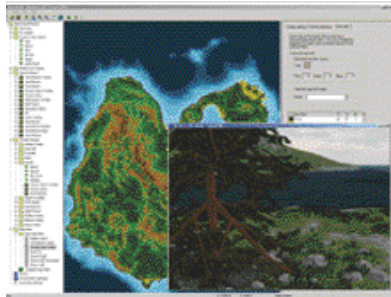
[www.multigen-paradigm.com](http://www.multigen-paradigm.com)

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# Visualize Reality

## Blueberry3D Terrain Editor



### Blueberry3D Features

- Geo-specific/synthetic image generator
- Terrain class material mapping tool
- Curved roadway surfaces
- Naturalistic ground layer dispersion
- Dynamic to static terrain converter
- Expandable vegetation library
- Plugin for MultiGen-Paradigm's Creator Terrain Studio application

### Procedural Geometry for Realtime3D

**Blueberry3D Terrain Editor** brings advanced fractal mathematics and procedural geometry to MultiGen-Paradigm's Creator Terrain Studio™. The ability to create geometrical shapes procedurally only when needed allows incredibly complex and detailed terrain databases to be built in a very short time span. The Blueberry3D Terrain Editor allows users to create terrain models at resolutions never before realized in realtime 3D applications. Now, even the rendering of the smallest details such as rocks, grass and ground vegetation can be delivered with stunning resolution.

#### Features

##### Terrain Class Mapping Tool

- Advanced material classification system, with erosion, fertility, density etc

##### Fractal Based Vegetation

- Dispersion occurs naturally, trees do not grow on rocks, etc. Vegetation objects are unique and non-repetitive, based on individual fractal seeds

##### Orthoimage Generator

- Increase the resolution of ground textures by burning in the high detail of procedural geometry

##### Dynamic to Static Terrain Export

- Export a Blueberry3D terrain database directly to Vega Prime™ or to OpenFlight® at various levels of detail

##### Expandable Vegetation Library

- Add new plants from third party products

##### Man Made Objects

- Curved roads, fences, hedges and walls are placed with high precision as part of the surrounding terrain

#### Benefits

##### Extend your application

Integrated with MultiGen-Paradigm's Creator Terrain Studio which ensures compatibility with and access to a wide range of products in the MultiGen-Paradigm product line

##### Rapid Database Development

With little manual effort, quickly populate vast areas with incredibly detailed terrain

##### System Requirements

See [www.multigen-paradigm.com](http://www.multigen-paradigm.com) for detailed system requirements.



[www.multigen-paradigm.com](http://www.multigen-paradigm.com)

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