



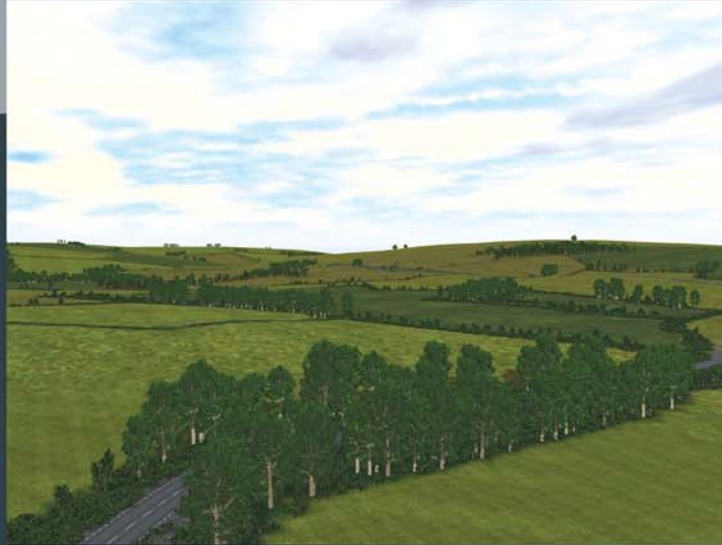
Blueberry3D

Procedural geometry engine for fast development of realtime 3D databases

Can you imagine an immersive experience in a beautiful landscape where details are so rich that the world looks real?

Blueberry3D is the first software program in the world that makes it possible in realtime. Simply take your existing data and build a detailed and realistic environment. Thanks to Blueberry3D, it is faster and easier than before. From now on, only your creativity sets the limits for what you can do. Now, even the rendering of the smallest details such as rocks, grass and ground vegetation can be created very quickly and delivered with stunning resolution in realtime.

If you think you will need a supercomputer for this, you are wrong! Blueberry3D takes advantage of all available system resources so that the run-time adds as much details as it can handle. You do not need to design your database anymore for a specific hardware configuration.



- Ease of use
- High level of realism
- Rapid landscape design
- 60Hz display performance
- Existing workflow compatible
- OpenFlight / XML format

Blueberry3D uses advanced fractal mathematics and procedural geometry. The ability to create terrain details only when needed allows incredibly complex and detailed scene to be built quickly and visualized in no time. The rendering of the smallest details of a landscape is now possible even on large scales in realtime!

The easy way to perfect Realism!

Applications:

Military Training Simulation
(tanks, helicopters, jets, vehicles)

Civil Training Simulation
(trucks, trains, trams, planes)

Urbanism & Civil Engineering
(roads, highways, urbanism)

Video Games & Virtual Reality





VERSION 2

The Blueberry3D Modules

The Blueberry3D Editor

The **Editor** offers two main functions:

- It helps you to create very large and highly detailed 3D landscape by transforming your geo-referenced terrain data into a procedural geometry model.
- A material classification system allows you to quickly enrich your terrain by integrating smoothly such variables as erosion, cultivation, density...etc. Trees and bushes can be rapidly seeded around the rocks, roads, and lakes with realism. Constructions, hedges, roads, walls, rivers or even tank tracks can be added. No irregularities appear as they are fully integrated into the procedural terrain.

The **Editor** is developed as a plug-in in order to allow seamless integration into existing workflow. It also includes a **Viewer** enabling you to pre-visualise your database or play your scenarios on any PC with a standalone tool.

The Blueberry3D RT Environment

The **Run Time Environment** allows you to run your database and show extreme levels of detail in your terrain as high as 0.1 meters definition at 60Hz with dynamic shadows, wind, dense and realistic forests with seamless transition between levels of detail and a very stable terrain surface.

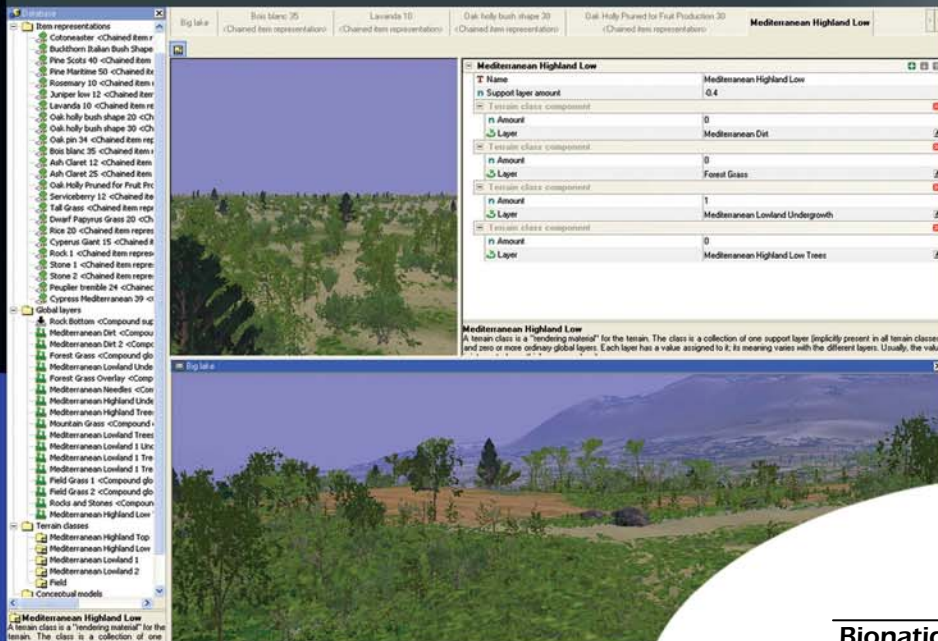
It optimizes the display of very large database and its deployment on multiple computers. The display performance can be tuned for any hardware configuration through the network.

The RTE Viewer lets you profile your database during a normal operation session.

The Vega Prime plugin is able to read the profile file and use it to reach optimal performance.

Blueberry3D **Editor** is developed for **MultiGen-Paradigm's Creator Terrain Studio™**

Blueberry3D **Run Time Environment** is developed for **MultiGen-Paradigm's Vega Prime™**



Scalability!

Blueberry3D lasts longer than today's software! The power of your PC is always used at its maximum. If you upgrade your hardware, no need to update your database, more details will be generated at the same frame rate!



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