



3DS Output Function

This function enables all models within the VR-Design Studio 3D space including terrain to be output in an arbitrary 3D model data format. This enables users to export data from VR-Design Studio in 3DS format so that they can be imported into such standard CAD tools as 3DStudio Max.

In addition to the 3DS format, the ability to export to FBX, Obj, VRML and OpenFlight format is also planned.

The objects that can be output in 3DS format are listed in the below table. These models can be exported in line with the Export Option Settings. Exporting the entire VR-Design Studio data (which is very large) to a single file can lead to size issue and a headache in terms of data management. This is where the Export Option comes in handy. This Option allows you to eliminate models down to the ones you wish to export, and also set up so that only 1 model will be exported to 1 file.

No	Objects that can be output
1	Terrain
2	3D model
3	Road
4	Tree (2D)
5	Street furniture (traffic signs, trees, road markings etc.)



For more information please contact

patrick@forum8.com

FORUM8 Western Office: Fleet House 8-12 New Bridge Street, London, EC4V 6AL
+44(0)207 822 1887

www.forum8.com