Import and Export files (VR-Design Studio Ver9)

Following are the files that VR-Design Studio can import for 3D Visual Interactive Simulation:

Import File	Data Type							Required Plug-in
	3Dモデル	**Terrain**	**Road alignment**	**Road sections**	**Intersection**	**Simulation**	**Others**	
3DS (*.3ds)	Static 3D Model	-	-	-	-	-		None
FBX (*.fbx)	Static 3D Model Skeleton animation	-	-	-	-	-		None
Collada (*.dae)	Static 3D Model	-	-	-	-	-		None
DXF (*.dxf)	Static 3D Model	-	-	-	-	-		None
Shapefile (*.shp)	Buildings (extruded footprint)	Any vertices with height attribute imported as terrain patch	Lines imported as horizontal and vertical alignments. Use PointZ data for height profile. Default curve parameters applied.	-	*Automatically generated*	-		Shapefile plug-in
AutoCAD Civil 3D (API)	-	TIN surface vertices imported as terrain patch	Horizontal and vertical alignments	Calculated corridor assemblies imported as road sections. Texture mapping done in UC-win/Road.	*Automatically generated*	-		Civil 3D plug-in and AutoCAD Civil 3D (2006, 2007, 2008, 2009, 2010, 2011 32bit, 2012, 2013)
LandXML (*.xml)	TINデータは3Dモデルとしてインポートされる	Vertices from TIN, DataPoints, Contours, Breaklines imported as terrain patch.	Horizontal and vertical alignments	CrossSectSurf and Roadway data converted to road sections.	*Automatically generated*	-		LandXML plug-in

InRoads (*.xml)	-	Imported from LandXML	Imported from LandXML	InRoads Cross-Section Report XML file converted to road sections.	*Automatically generated*	-		InRoads plug-in
12D (*.12da)	-	TIN model imported as terrain patch.	Horizontal and vertical alignments	String 4D (Road Section) converted to road sections.	*Automatically generated*	-		12D Model plug-in
SIDRA (*.dat)	-	-	Straight roads	Lane width and section change for left/right turn lanes	Movements Traffic control type Traffic light phases	Vehicle volumes		SIDRA plug-in
OpenMicroSim (*.xml)	-	-	-	-	-	Object movements Traffic and vehicle lights Pedestrian actions		Micro Simulation Player
S-Paramics (*.csv, vehicle file)	-	-	-	-	-	Vehicle movements		Micro Simulation Player
S-Paramics (network data file set)	-	-	Centre line and height Ramps generation	Number of lanes	*Automatically generated*	-		S-Paramics plug-in
VISSIM (*.ani.txt)	-	-	-	-	-	Vehicle movements Traffic and vehicle lights		Micro Simulation Player
Legion (2D and 3D) (*.xml)	-	-	-	-	-	Pedestrian movements.		Micro Simulation Player, Legion link plug-in
OSCADY Pro (*.xml)	-	-	-	Lane width and section change for left/right turn lanes	Movements Traffic control type Traffic light phases	Vehicle types and proportions, Traffic volume		OSCADY plug-in
TRACKS (*.xml)	-	-	Centre lines	Number of lanes	Movements Traffic control type Traffic light phases	Vehicle types and proportions, Traffic volume		TRACKS plug-in

Format	Col2	Col3	Col4	Col5	Col6	Col7	Col8	Col9
XPSWMM (*.xpx, *.xp)	Pipe network	-	-	-	-	Flood water run off Pipe network water level		xpswmm plug-in
Point Cloud (xyz coordinates, RGB)	Point cloud	Points converted to terrain patch.	Extract centreline point string from MMS data	Extract section point string from MMS data	-	-		Point Cloud plug-in
GDAL Raster Format	-	Will become terrain data that corresponds to the data.	-	-	-	-		None
EXODUS (*.vrs, *.vrg)	-	-	-	-	-	-	Evacuation animation data from buildingExodus	EXODUS plug-in
IFC (*.ifc)	-	Terrain defined in IfcSite is imported.	-	-	-	-	-	IFC plug-in
Wind and heat fluid analysis data (*.vtk)	-	-	-	-	-	Flow lines are visualized.	CFD analysis result analyzed by OpenFOAM	VTK plug-in
Tsunami analysis data (*.def, *.grd)	-	-	-	-	-	Tsunami is visualized.	Can be imported by saving the result of various tsunami analysis solvers to a file in a format original to FORUM8.	Tsunami Plugin

* Imported FBX or Collada data is not exported