

3D models

■ The company VR Group a.s. specializes in creation of 3D models for real-time applications; including not only models of ground and airborne vehicles and of people, but also static environmental models according to the customer's demands.

■ The models are meant for wide array of applications, including military simulators, synthetic battlefield visualization and civilian 3D applications.

■ The model construction is optimized to reduce the number of polygons to the minimum, though preserving maximum of displayable details, which helps creating realistic scenery with reduced system requirements.



Level of detail - LOD

The models are delivered with several details levels optimized for displaying from a given distance, thus maximizing the real-time application performance. There are usually three or more levels of details for each model, depending on the complexity of the given model.



Textures

The models are covered by several resolution-based versions of highly detailed photo realistic textures. It is also possible to create camouflage patterns to match the various environments.



Animated and articulated parts

Model parts such as propellers or rotor blades are fully animated. All the models contain DOF elements structures which allow e.g. turret rotation, barrel elevation or turning of wheels and tracks with a speed proportional to the speed of the movement of the given vehicle.



Destroyed DIS state

Ground vehicle models and static object models (if required) include a variant after its destruction.

Format

Standard format for delivering the models is OpenFlight and MetaVR HPS with an option to convert it to other formats. Textures are delivered in SGI-RGB format.