OKTAL-SE
Synthetic Environment

EO
AEO
RF
GNSS
RAY

SE-AGETIM-BUILDING

BULDING TEMPLATE CREATION

FAST

SE-AGETIM-BUILDING is a software tool dedicated to the edition of building templates. It also handles the extrusion of buildings from those templates in the SE-AGETIM software.

Features

- Automatic 3D building generation software for multi sensors simulation use (EO, AEO, RF and GNSS domains).
- Adaptative 3D generation: each generated building is custom made to fit its footprint and height.
- Easy re-generation of 3D building.
- Dedicated both to real-time and non real-time 3D terrain exploitation.
- Large 3D templates library included.

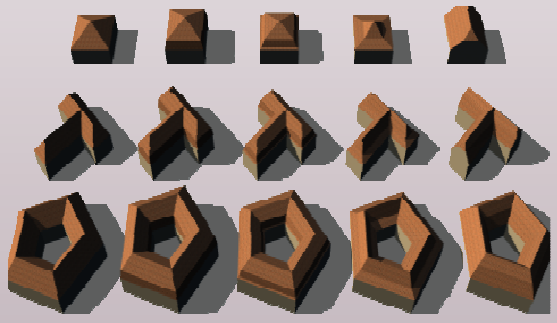
Bulding Templates

A building template is an abstract description of the outside structure and aspect of a building. It describes parameters such as the roof style, the groundwork type, the materials to use, the different available frontages, etc.

It is mainly composed of three types of elements: the roof templates, the groundwork templates and the frontage templates.

A building template can be seen as a “style sheet”: it gives information such as the wall rendering, the kind of windows and doors to use (described as textures and materials), the possible dimensions of those elements, but also how those different elements will be placed on the building outside.

SE-AGETIM-BUILDING is able to generate a large number of roof styles (some of them are shown below). Roofs, gables and ridges can have external references modelling chimneys or skylights.



It also allows the user to choose the groundwork style and to describe several different groundwork templates.

Frontage templates are a combination of elementary walls of different types that allow one to create extrusions, grids, and lists of walls and to reference objects.

The building templates and the building generation module provide the user with tools allowing him to describe as many building styles as desired, from the most simple (for example, buildings with one texture per frontage for flight simulators) to the most complex (for example, buildings using 3D objects, meant to be walked around for precise urban mock-ups) and generate buildings of those styles on any footprint.

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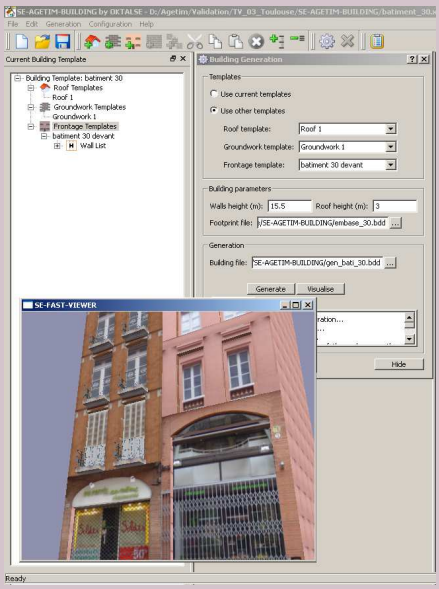
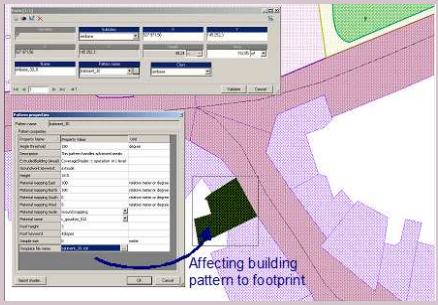
Benefits

- Automatic generation of a large number of buildings, simple or complex
- Creation of geo-specific or geo-typical buildings



System requirements

Windows



The SE-AGETIM-BUILDING Editor

SE-AGETIM-BUILDING provides a building template editor.

It allows the user to create or edit any building template and to control its rendering on 3D footprint by generating control buildings.
Those templates can then be used by the SE AGETIM software tools to generate 3D mock-ups.

SE-AGETIM and SE-AGETIM-BUILDING allow the user to generate a large amount of custom made buildings, ready for multi-sensor simulation, in a very simple and efficient way.
They are daily used to produce OKTAL-SE virtual mock-ups such as the Toulouse downtown precise mock-up shown below or large generic urban areas such as the one above, where more than 17 000 buildings were generated from a dozen of generic building template, providing a good variety.

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