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### Business Domain

Military training simulation

### Project Type

3D Modeling

# Creating the Localized 3D Environments of Ukraine for the Leading Military Simulator



## Client

eSim Games develops high-fidelity virtual and constructive simulation software for military training. Their flagship product, Steel Beasts Professional, is used by armed forces for gunnery, tactical operations, and crew procedure training of armored vehicles in realistic battlefield environments.

## Project

Intetetics created a comprehensive set of buildings and props representing Ukraine's civil, industrial, and military infrastructure to create various complicated scenes for training military staff using 3D simulation software.

## Objective

The Client needed to expand the library of buildings inherent to Ukrainian environments. This set of buildings and props should allow the modeling of complicated UA-localized environments.

## Team Reinforcement

eSimGames required a team of 3D artists familiar with Ukrainian-specific architecture styles in residential, administrative, and industrial buildings. The Client needs this expertise to localize their simulation software for a new market.

## Challenge

The Client's simulation software uses a custom 3D engine that is optimized for training the staff in very dynamic environments. This requires all 3D models to satisfy a comprehensive set of limitations to combine realism and performance while rendering complicated scenes.

Every 3D model should have several LOD (Level of Details) versions. Besides this, every model should have several "skins" like woodland, desert, winter, PBR, and thermal imaging view.



### Quick Facts

- ✓ 6 reference boards with 100+ variants of buildings/assets were created and agreed with the Client
- ✓ 35+ buildings were designed

#### Technologies

Autodesk 3ds Max / Blender / Maya / Adobe Photoshop / Google Maps / set of various converters

## Solution

### ★ 01

The global repository of buildings and assets were extended with the comprehensive set of Ukrainian buildings.

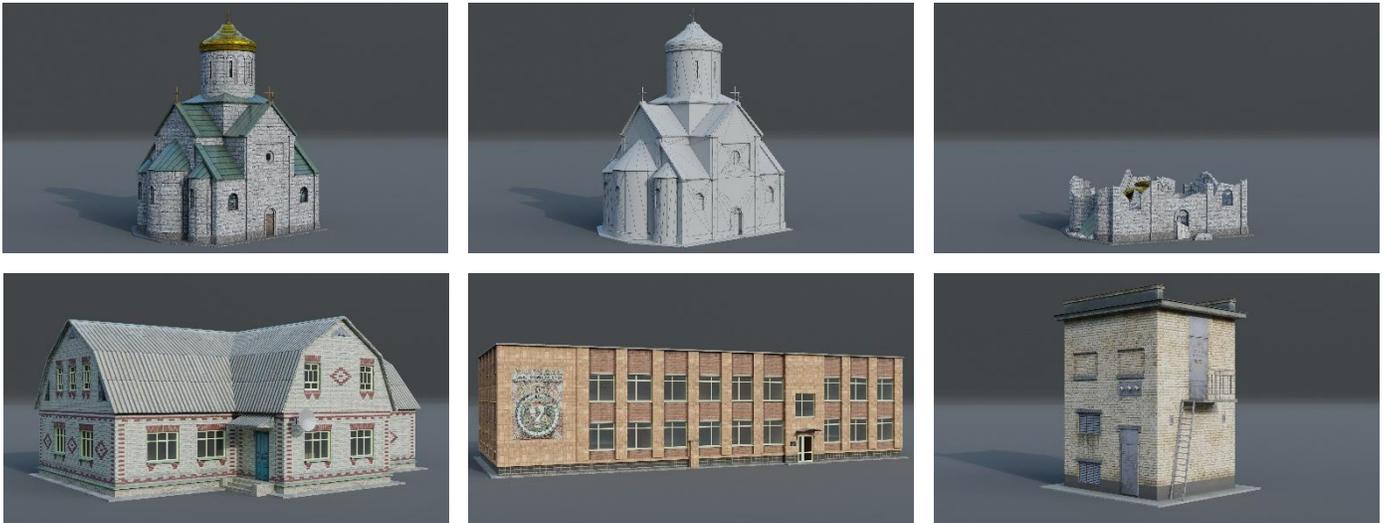
### ★ 02

New set of UA inherit buildings allow to build localized scenes for missions training.

### ★ 03

3D models design process was adopted and integrated to Client's workflow, from requirements discussion to final models' integration to the simulator software.





## Client Reference



*Got a first chance to look at your buildings inside our application. I just wanted to send compliments to your artists for adding the personal touch to the building interiors - bookshelves, paintings, the set of icons inside the church, etc.*

*Very nice indeed. :)*

*Their going beyond the "minimum viable" was noted and is appreciated.*

**Nils Hinrichsen, CEO**

## Benefits and Results

- ★ Country-specific buildings set is an important part of product localization.
- ★ The staff instructors got the opportunity to build the localized scenes for the specific missions' trainings.