SILVADOR
RAPID TREE GENERATOR

Create detailed vegetation with minimal effort

Quickly and easily create a vast array of life-like vegetation with Silvador, Bohemia Interactive’s rapid tree generator. Silvador is designed to be used without any programming knowledge and offers fully automated level-of-detail creation and pre-calculated shading. Plant models can be directly used in VBS3, and models and textures can also be exported into common formats for use in any third party product.

Easy-to-use features

- Create countless number of variants from a single tree definition with a single click
- Preview plant models in real time
- Generate optimized plant models with chosen polygon count (from few to millions)
- Automatically generates all assets needed by real-time renderers: LODs, various UV sets, texture atlases with precalculated shading and more
- Generated model can be put directly into game without additional steps

Silvador is currently being used to produce vegetation for the game title Arma 3.

For more information, please visit our website, www.bisimulations.com, or contact sales@bisimulations.com.

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