# VBS3 Terrain Generation

## Level One Course

A course that delivers thorough understanding of required source data, VBS3 terrain development tools, and workflows that enable students to create several playable terrains.

Course Syllabus

"The natural formation of the country
Is the soldier's best ally."
– Sun Tzu

## Aim

The aim of this syllabus is to detail the training, administrative, and logistic requirements for the course.



# Welcome to the Course

Training is at the heart of Bohemia Interactive Simulations. Our products are developed to enable the most effective training of our military and professional industry customers worldwide. In support of our simulation and development products, and in response to consultation with our customers, we are proud to deliver training courses of the highest caliber.

# Course Description

This course is specifically aimed at terrain development within the VBS3 developer tool suite provided with the purchase of a VBS3 license. And in particular, using Bohemia Interactive Simulation's proprietary development software: Visitor 4.

You will be exposed to the available tools within Visitor 4 and relevant to the terrain development process that will lend to creating geo-specific or geo-typical terrains within a short time frame.

The course provides students with the opportunity to learn from experienced BISim terrain developers and instructors, and gives students a strong foundation in the required techniques and tools used for development for VBS3.

# Course Prerequisites

There are no formal prerequisites for this course, but previous experience with VBS3 is highly desirable.

Students with minimal experience and skill will learn how to inspect source data, import source data, and process over common data formats to generate terrain and terrain features.

# Course Objectives

At the end of this course, students will be able to create and modify custom terrain databases for use within VBS3.

Specifically, students will be able to:
- Develop custom terrain databases from source files
- Modify custom terrain databases
- Create additional content from the vast VBS3 library onto custom terrain
- Demonstrate how to leverage VBS3 to assist with fine-grain development

## Requires Texts and Resources

- Terrain Generation Student Guide
- VBS3 Editor Manuals
- VBS3 Command Reference (Offline or Online Wiki)
- VBS3 Developer Suite

## Instructional Methods

This course will use the following methods of instruction: Direct Teaching, Lecture, Presentation, Demonstration, Discussion, Cooperative Learning, Step-by-Step Activities, Small Group Activities, Hands-on Practical Application, Reading Assignments, and Simulation.

## Course Policies and Requirements

### Attendance and Participation

It is required that you attend at least 90% of this course (36 hours) in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

### Grading

This is a Pass / Fail course. If you are unable to complete at least 90% of the lessons successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

### Teamwork

This course depends upon teamwork and cooperation. You will be working with other students to create and modify scenarios, host and join sessions, and troubleshoot items as they may arise. If you have difficulty working in teams, please speak with the instructor. Although you will work in teams, your work must be produced independently.

### Professionalism Policy

In order to maintain the optimal learning environment, mobile phones, pagers, tablets **must be silenced** during all classroom activities. Those individuals who do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions. Students who habitually disturb the class by talking, arriving late, leaving early, etc., and have been warned by the instructor may not receive a Course Certificate.

### Indemnity Clause

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the academic integrity of this course.

## Tentative Course Schedule

The times and dates listed are tentative and subject to change.

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|---|---|
| **Monday:** | 0900 – 1700 |
| **Tuesday – Thursday:** | 0800 – 1700 |
| **Lunch:** | 1100 – 1230 |
| **Breaks:** | 15 Minutes between lesson blocks |
| **Preview/Review:** | 15 Minutes at start and end of class day |

## Course Topics

The course will introduce students to the development tools used to create their own terrain databases. They will be able to utilize all the tools available to generate the database from raw source data and add content procedurally, such as forests, cities, roads, rivers, and other natural and man-made constructs.

Specifically, the students will be familiarized with:
- Visitor 4
- Landbuilder
- AddonPacker
- VBS3 configurations

## More Information

Complete details for our primary training sites can be found at: https://www.bisimulations.com/company/contact-us
- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamtown, Australia

Contact our Training Department directly via email at: training@bisimulations.com

You can find more information on other courses at our website via: https://www.bisimulations.com/training

# Which Courses Do You Need?

**BISim Farnborough** 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

VBS3 terrain development is a very important skill set for a VBS user developer, as it provides the developer with the ability to create sensitive terrain areas with restricted source data, within the security of your own organization. Combined with the VBS3 Rigging and Import Course, the developer is armed with a very powerful skill set which will, with the necessary source data, enable high detail replication of real world terrain locations.

**BISim Farnborough** 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

Three courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds upon lessons learned in the Administrator Course, and end at Level Three for those who want to tap into basic Designer-level tasks.

**BISim Farnborough** 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

The VBS3 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS3. This course covers the following topics: VBS3 capabilities, administrator functions, scenario design, and lesson design.

**BISim Farnborough** 🇬🇧 **BISim Orlando** 🇺🇸 **BISim Williamtown** 🇦🇺

The Rigging and Import Course is specifically aimed at model development within the VBS3 Developer Suite, provided with the purchase of a VBS3 license. And in particular to Bohemia Interactive Simulation's proprietary modelling software "Oxygen2." You may already be an experienced 3D artist in Maya, 3DSmax, Modo or any number of other modelling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.