TerraTools® Platinum

Terrain Generation and Export

TerraTools rapidly and automatically builds high-fidelity geo-specific terrain databases from cartographic input data, imagery, and 3D model content. The TerraTools project flow graph allows users to build, review, refine, and publish correlated environments for simulation, training, and experimentation.

Correlated Terrain Development

TerraTools is the market leader in correlated terrain output, supporting correlation across a wide range of runtimes. Develop and export from a single project to multiple correlated terrain exports.

Extensive File Format Support

Import and export a wide range of elevation data, satellite imagery, and vector data with varying fidelity, scale, and coordinate system information.

Automated Generation

TerraTools comes with a complete set of tools for the automated generation of content including fully-destructible buildings with complex interiors, large-scale road networks with AI navigation, and complex bodies of water.

Viewing & Editing Tools Included

Use built-in tools to quickly start projects, create, edit, and view geospatial data, edit and view textures and models, monitor progress, and preview the environment as you transition from source data to the final terrain output.
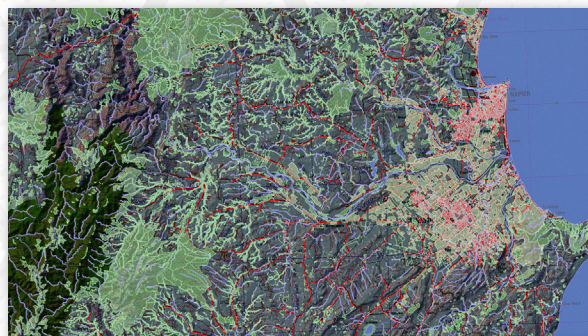
Flexible & Reusable

Configure TerraTools projects to process specific geospatial source data. Make incremental updates to an existing project to further enhance and refine the environment, then reuse as templates to fast-track future terrain production.

Scalability for Large Terrain Production

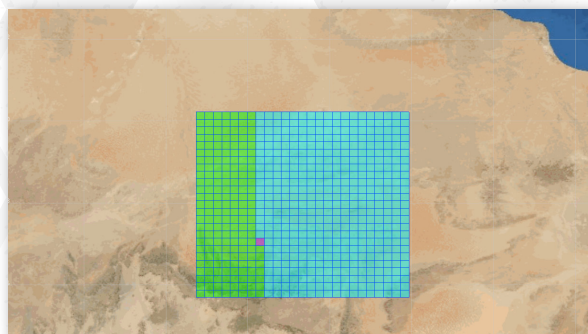Automate the processing of geospatial data sets to generate large-Automate the processing of geospatial data sets to generate large area tiled environments. The Batch Mode Manager utility offers a management interface for handling tile-based terrain generation, and Distributed Processing instances allow users to scale production to leverage available resources on a single workstation, a local network, or in the cloud.

VBS Terrain Produced with TerraTools

SWORD Terrain Produced with TerraTools

Batch Mode Manager for Large Terrains

Bohemia Interactive ®
SIMULATIONS

TerraTools® Platinum

TerraTools Platinum

The new TerraTools Platinum offering includes all TerraTools features previously separated into Core, VBS, Gov, and Max versions. It also includes data preparation tools; DEMTools, Building Designer, and MaterialMap.

Components	Type
TerraTools	Core
3D Building Generation	Core
Road, Bridge, Tunnel Generation	Core
GIS Vector Editor	Core
Scripting Interface	Core
3D Terrain Preview	Core
Model and Material Library	Core
Batch Mode Manager	Productivity
8 x Distributed Processing Instances	Productivity
Xtract Legacy Database Reader	Import
DEMTools	Data Prep
Building Designer	Data Prep
MaterialMap	Data Prep
NGA Import (DTED, VMAP)	Import
CDB Import	Import
CDB Export	Export
Unreal/Unity (FBX) Export	Export
OpenFlight Export	Export
VBS3 Export	Export
VBS Blue Source (VBS4, VBS Blue IG)	Export
CTDB Export	Export
JCATS Export	Export
OneSAF Export	Export
OpenSceneGraph Export	Export
SEDRIS Export	Export
S1000 Export	Export
X-Plane Export	Export
MASA Sword Export	Export
Steel Beasts Pro Export	Export

TerraTools includes a broad data prep, import and export capabilities

Recommended System Requirements

CPU: Intel Core i7-12700K , Ryzen 9 7900X

RAM: 32 GB DDR4

GPU: Nvidia GeForce GTX 1080, DirectX 11

Disk: 512 GB SSD for OS and project data

OS: Windows 10 or 11, 64-bit

Optimal System Requirements

CPU: Intel Core i9-12900K , Ryzen 9 7950X

RAM: 64 GB DDR4

GPU: Nvidia GeForce RTX 3080, DirectX11

Disk: 2 TB SSD for OS and project data

OS: Windows 10 or 11, 64-bit

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SIMULATIONS