

World Creator 2023.3 (WIN)

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World Creator 2023.3 (WIN): World Creator stands as the pioneering real-time Terrain and Landscape creation tool, uniquely executing all procedural and design processes directly on the GPU, leveraging thousands of cores. This innovative approach combines the computational power of procedural generation with the creative freedom and efficiency of a real-time workflow. The real-time nature of the workflow encourages experimentation, providing a low-stakes environment that ultimately saves significant time and resources. World Creator is your gateway to bridging the gap between conceptualizing ideas and realizing the final product—all in real time.

Unrestricted Terrains with Varied Detail

World Creator empowers users to craft terrains of any conceivable size, eliminating limitations entirely. Whether you're sculpting landscapes spanning a few meters or extending to thousands of kilometers, the flexibility knows no bounds. The latest terrain system introduces the ability to create landscapes with precision at any level—ranging from meter-scale accuracy to centimeter-level intricacy. Such remarkable detail is exclusively achievable through the advanced capabilities of World Creator.

Empowering Shape Design Capabilities

Craft Your Desired Terrain Shape

Advanced Terrain Sculpting

World Creator simplifies the process of crafting terrains from scratch or modifying existing landscapes with its sophisticated sculpting tools. Equipped with a variety of brushes, the application also allows for the importation of custom brushes, ensuring a user-friendly experience akin to other painting applications.

Grid-Based Sculpting Innovation

Utilizing our patented grid-based terrain sculpting algorithm, World Creator facilitates the rapid creation of striking terrain shapes. This innovative approach not only expedites the process but also enables specific operations like copying, rotating, tilting, and scaling on existing terrain features.

Procedural Stamping Advancement

In addition to the Terrain Stamping feature, World Creator introduces Procedural Stamps, featuring elements such as Volcanos, Islands, Cracks, and more. This inclusion significantly reduces the time and effort required to generate specific terrain features, essentially functioning as a built-in terrain generator within World Creator.

Procedural Filter Mastery

Exploring Erosions, Sediments, and Transformations

Authentic Erosions and Sediments

World Creator's erosion system has evolved into a proven industry powerhouse. In the 2023 version, we introduce soil maps to emulate diverse ground surface layers, enhancing the realism of real-time erosions and flows. The software also features a robust sediment system, allowing the application of elements like sand, mud, and snow onto your terrain. When combined with our innovative Simulation Filters, the results are exceptional, producing outstanding and realistic outcomes.

Diverse Array of Filters

Within World Creator, filters play a pivotal role in transforming the fundamental terrain shape into specific landscapes, such



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as arid, cratered, terraced, and more. Beyond mere transformation, filters are instrumental in applying erosions, sediments, and simulations. With a multitude of filters available, users can seamlessly combine, mask, paint, create groups, and more, offering limitless possibilities for terrain manipulation and enhancement.



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