

This document describes the 3D model and texture parameters for the Ship Simulator Extremes Content Creation Contest. More about this contest on www.shipsim.com.

Environments

- Use Google Maps for creating the Environment Outline – Use print screen (or stitch together multiple print screen images for more detail) to generate an image to be used as a basis for tracing your environment outline.
- Get the dimensions of your environment from Google Earth - Pick two recognisable points at opposite ends of the environment and use the measure tool in Google Earth to measure the distance between the two points.
- Maximum Environment Size : 5km x 5km
- Create terrain in Sketchup by tracing over the Google Maps image – Scale terrain so that the distance between the 2 points in your terrain matches the distance measured in Google Earth.
- Texture your terrain - Photos for terrain reference can usually be found from : Google Earth (panoramio photos layer), [Flickr](#) and [Google Images](#)
- Buildings, Piers and other objects can be created in Sketchup. If you want to use existing buildings models, e.g. from the Google 3D Warehouse, you need to bring the creators on board of your team.
- Generic (repeated) buildings should be less than 300 triangles each textures should be 256x256
- Maximum of 1 texture per building/object
- Landmark buildings (unique) should be less than 2000 triangles each and use a single 512x512 texture
- No lightmaps are needed

An example environment can be downloaded. You must read and agree to the terms of the [license of the example environment](#) before it is downloaded. The example environment can be found at: http://download.shipsim.com/Extremes/contest/Environment_Example.rar

Ships

- Reference : [The-Blueprints.com](#) and [Google Images](#)
- Modelling software :
 1. [XSI mod-tool](#)
 2. [Google Sketchup](#)
 3. [Wings3d](#)
 4. Any other modeling package that can export to .DAE or .X
- Bridge interior should be modelled (controls not needed, but bare consoles are)
- Maximum of 1000 vertices per metre of ship length
- Single Texture of 2048x2048 and upto two additional tiling textures of 512x512
- No lightmaps are needed
- Ship design can be user created

If existing ship design is used then permission should be granted by design owner if possible (otherwise we may have to alter the ships appearance for it to be included in the game).