Subject: World Suite 3D
Posted by lindquist on Mon, 15 Oct 2007 09:05:07 GMT
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Hi all.
A while ago I worked on a project using Ultimate++. It was never really finished (but managed to get the job done), but it's an interesting application IMHO.

WS3D (World Suite 3D - crappy name?) provides an easy to use interface for creating huge seamless 3D heightmap terrains. Editing is very visual and easy to learn.
Several import/export formats is supported.

I think some day I'll probably release the source but for now you'll have to do with these two screenshots (until I get around to capturing some better ones).

Working in texturing mode:

Importing a world from image file (in terrain mode):

Ultimate++ made my life much, much easier. If I was to rewrite this app from scratch, I would still use U++

So thanx all of you U++ people

-Tomas Lindquist Olsen