

Evolution in Scenery Design

or how our FS world changed
in 10 years time

Arno Gerretsen

About me

- ▶ “arno” on the AvSim forums
- ▶ FS user since Fs3
- ▶ Scenery designer since Fs5
- ▶ Currently spending most time on the FSDeveloper.com community and developing scenery design tools

Content

- ▶ Default scenery evolution
- ▶ Addon scenery evolution
- ▶ Scenery design tools evolution

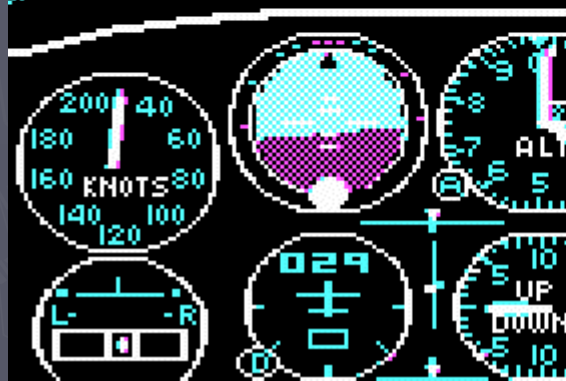
Why looking back?

- ▶ I have been doing scenery for 10 years now
- ▶ By looking at where we came from, we can appreciate more where we are today
 - FS scenery has changed a lot in those years
 - It takes a lot of work to make the high quality scenery we are used to now

Default scenery evolution



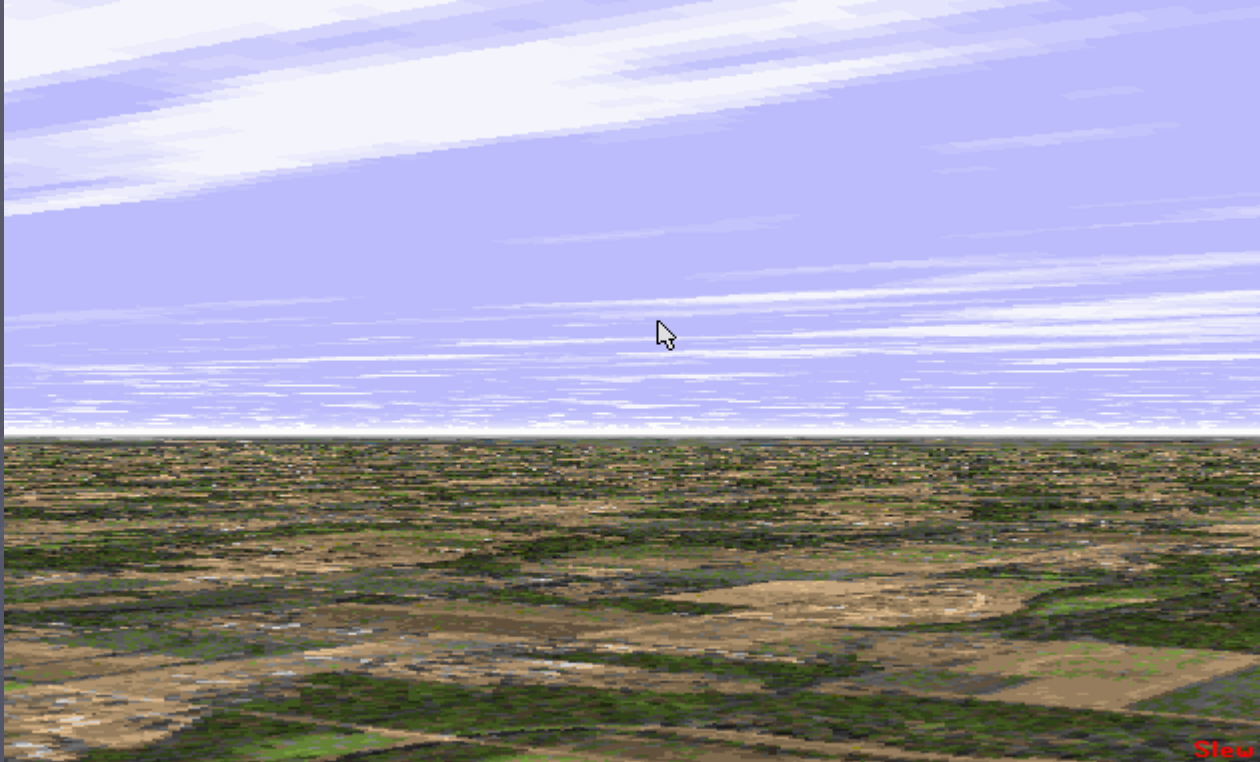
Fs2 / Fs3 default scenery



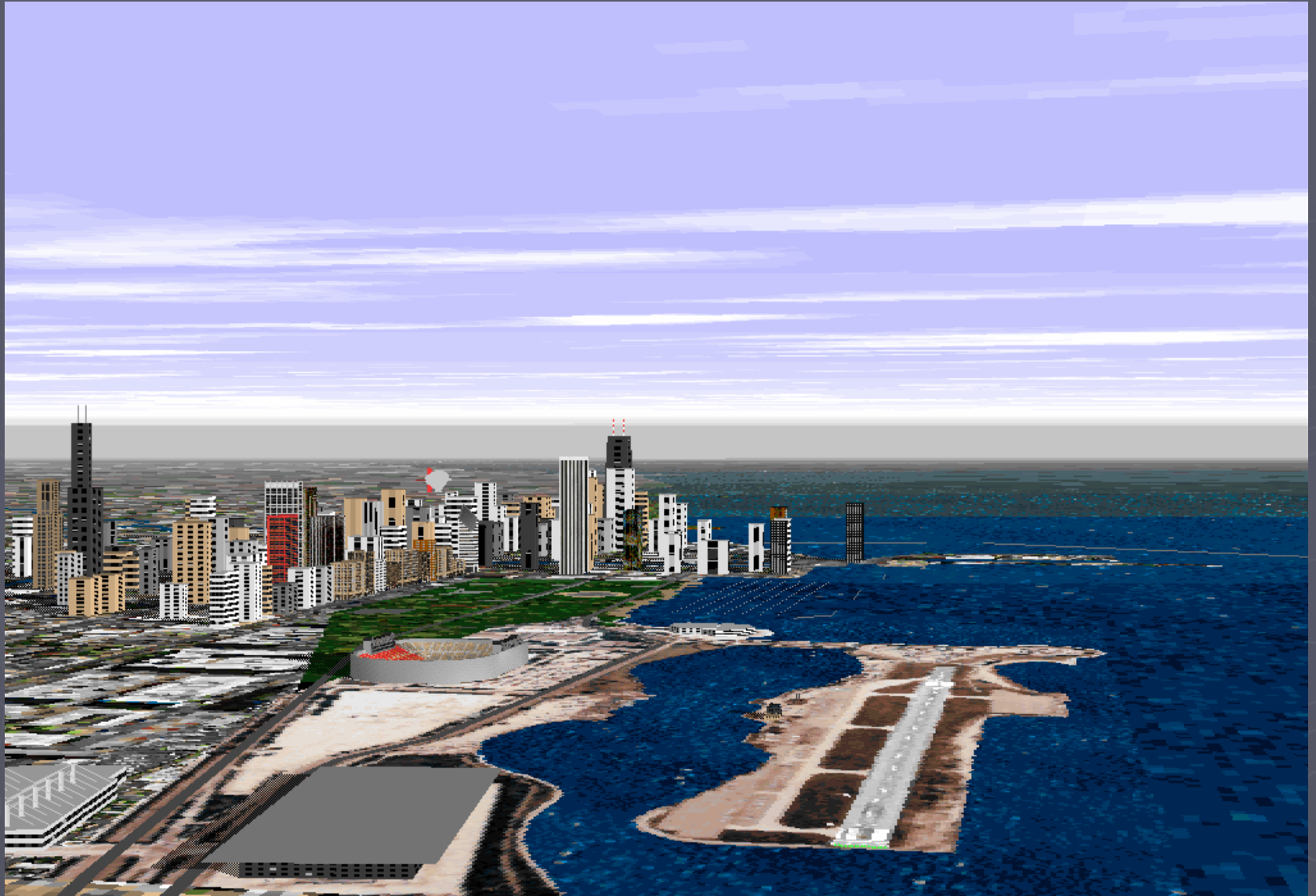
Fs5 default scenery



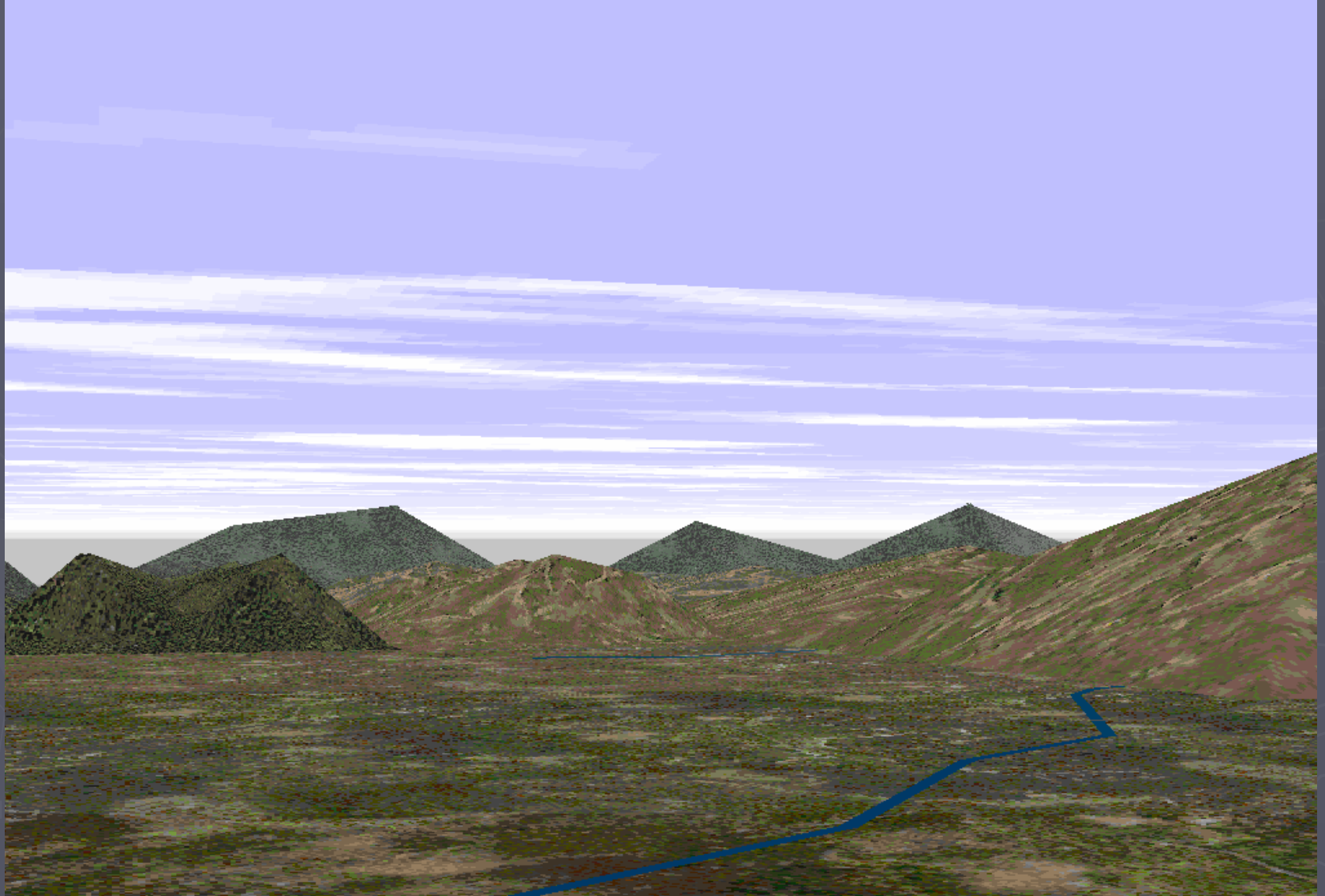
Fs5 default scenery



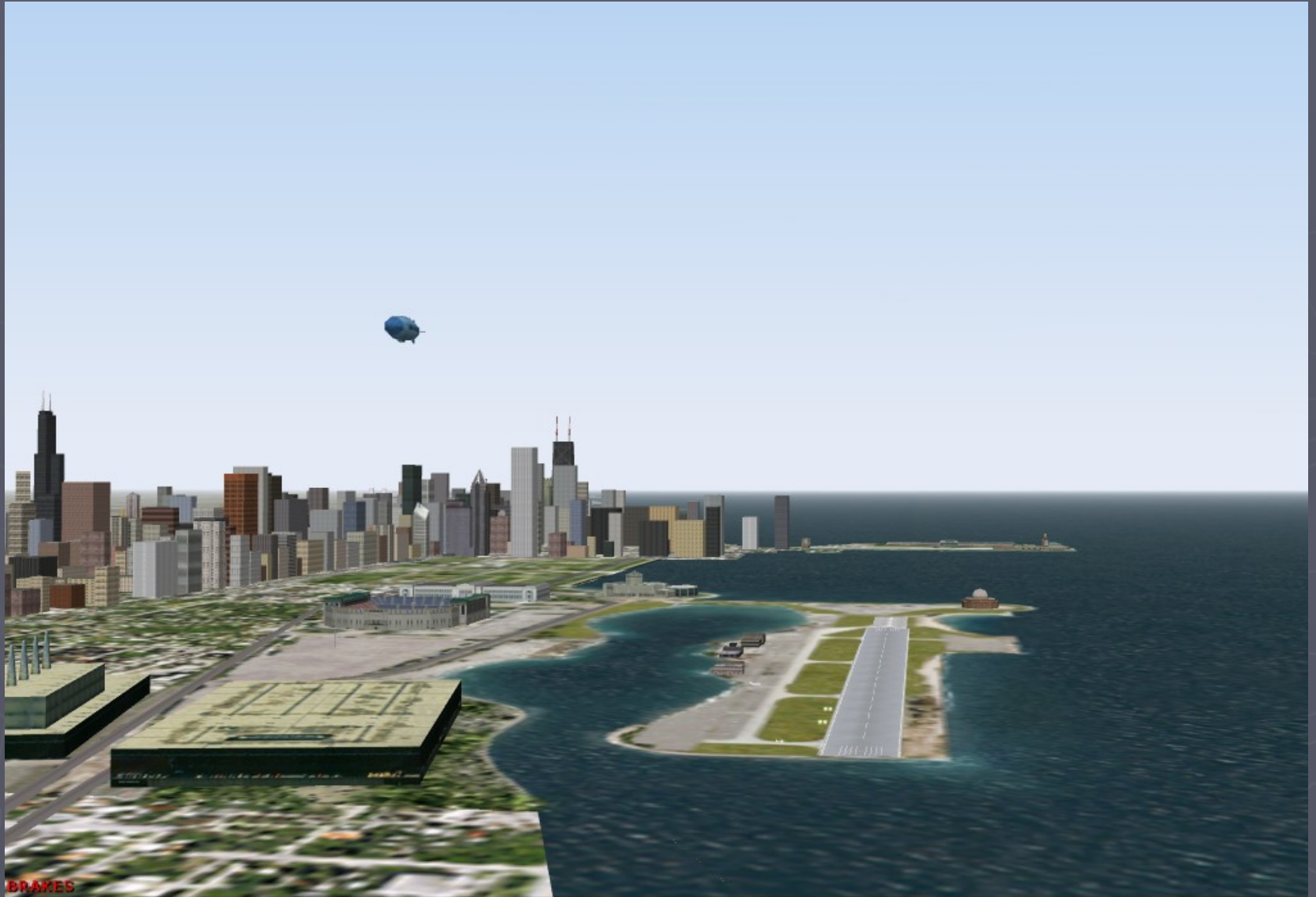
Fs98 default scenery



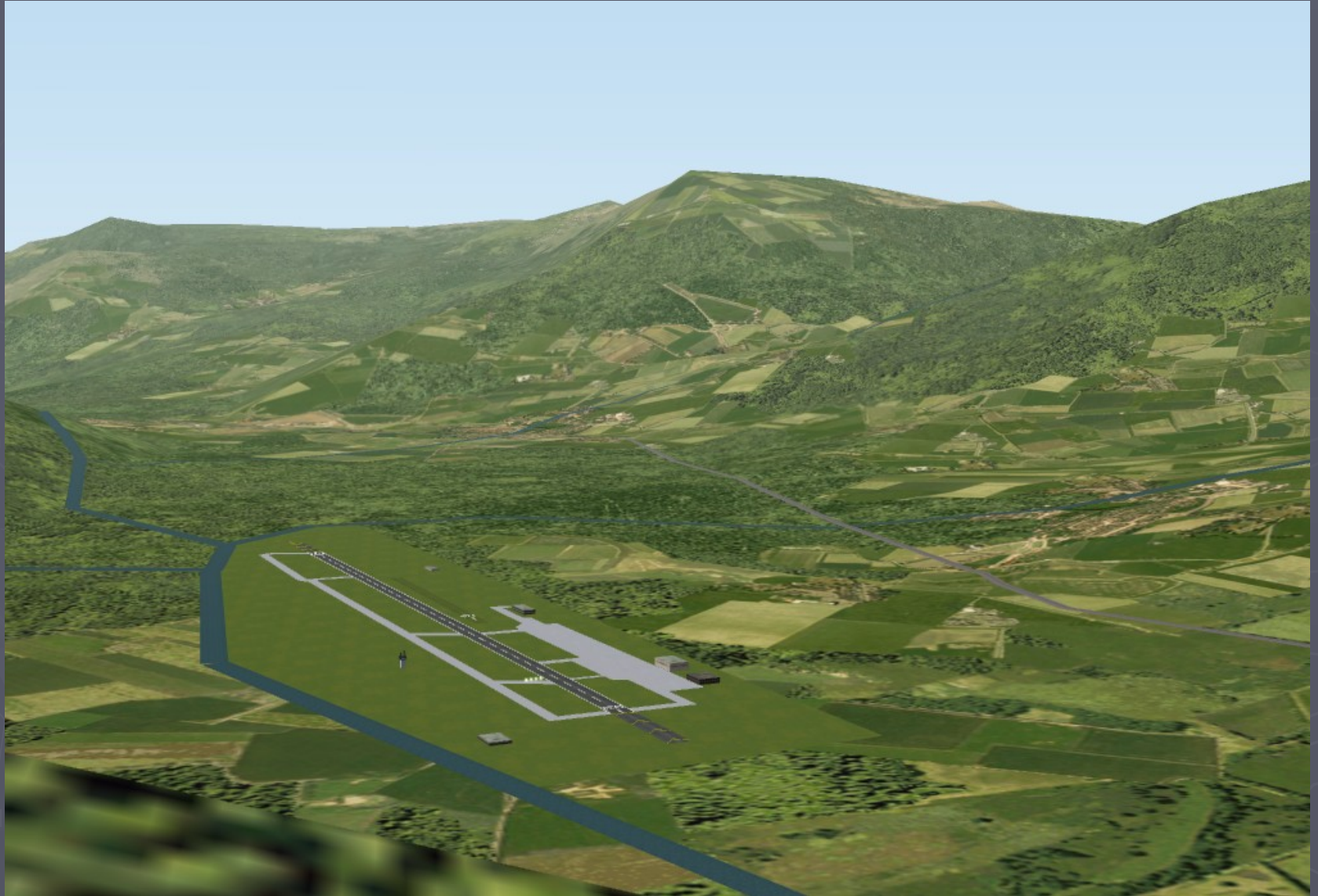
Fs98 default scenery



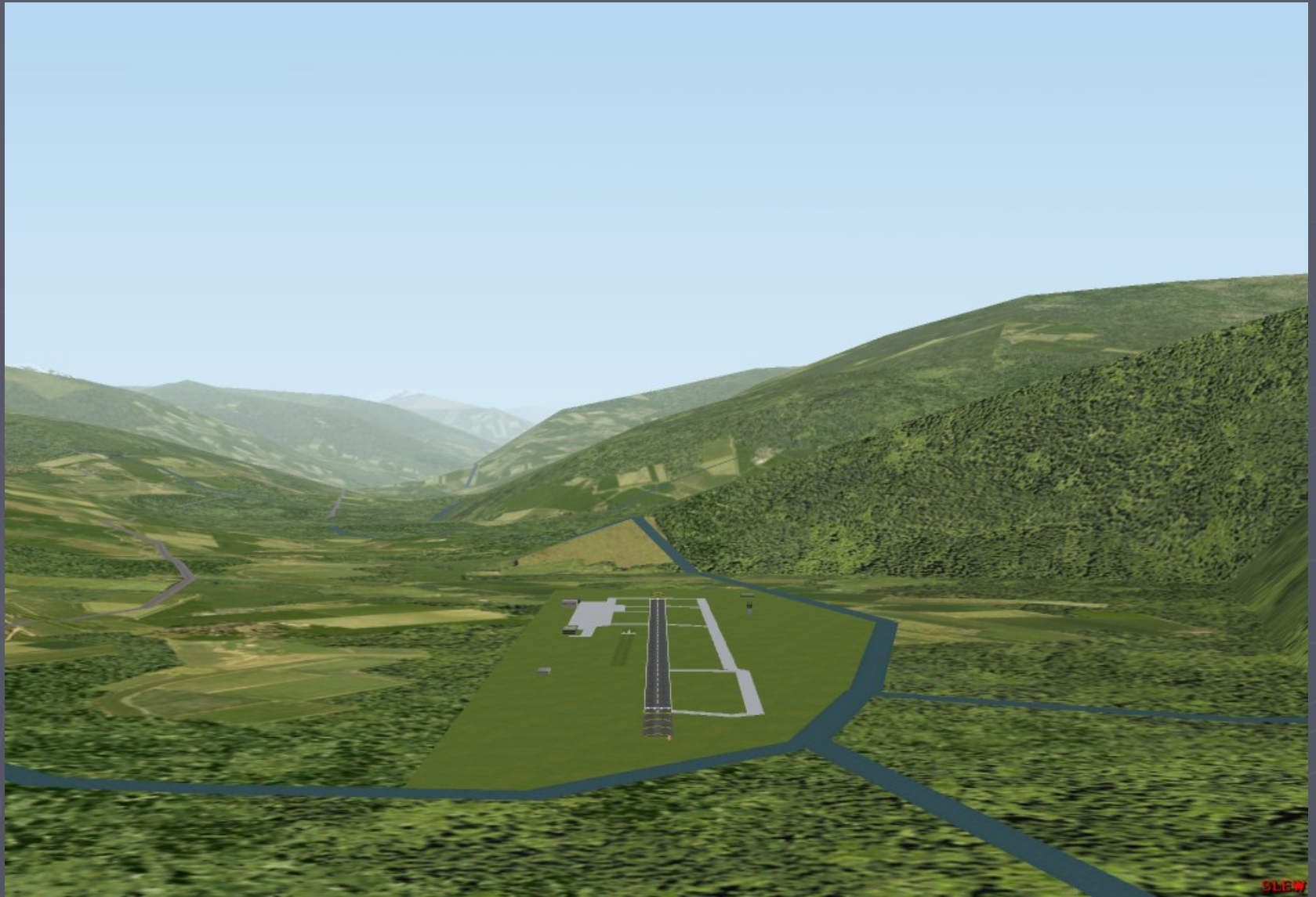
Fs2000 default scenery



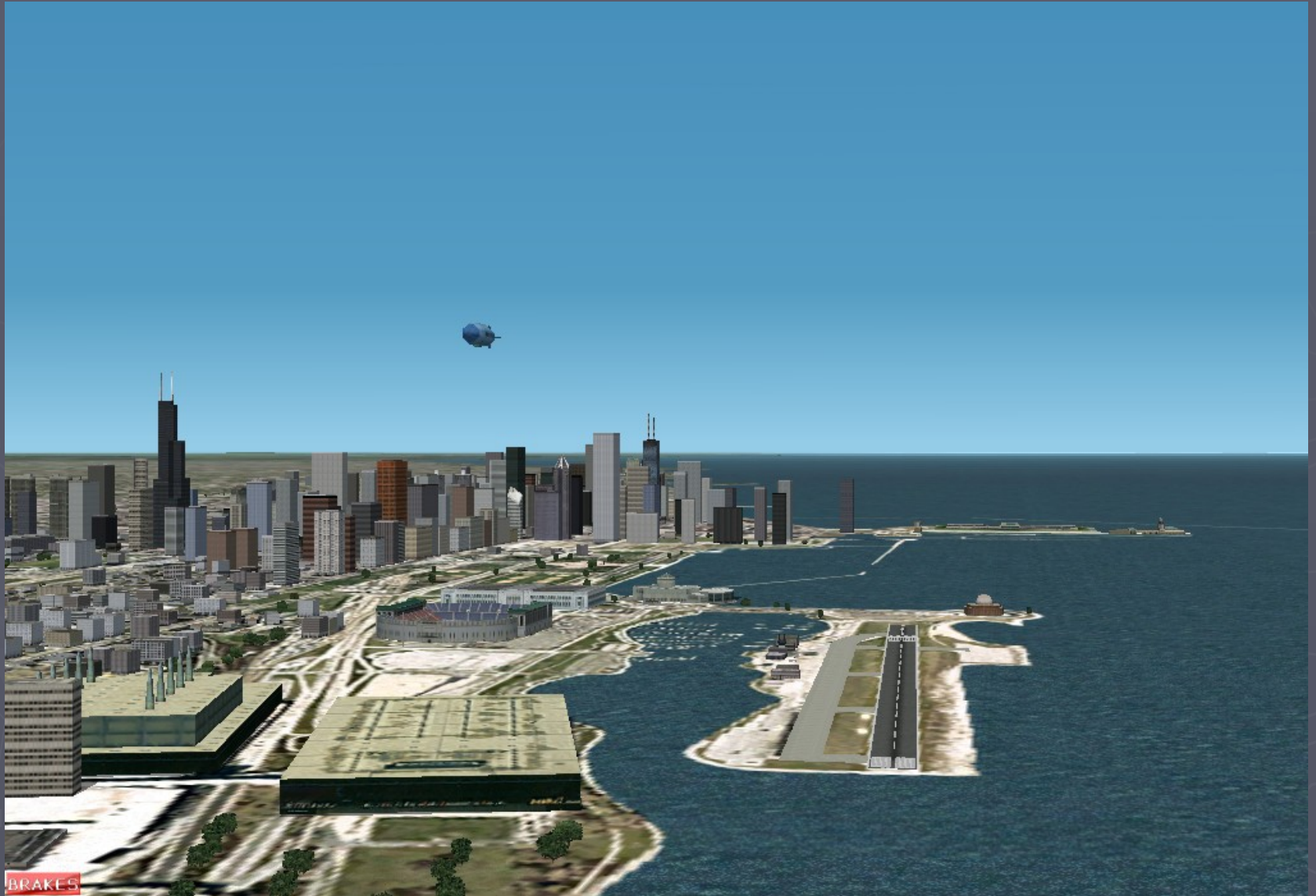
Fs2000 default scenery



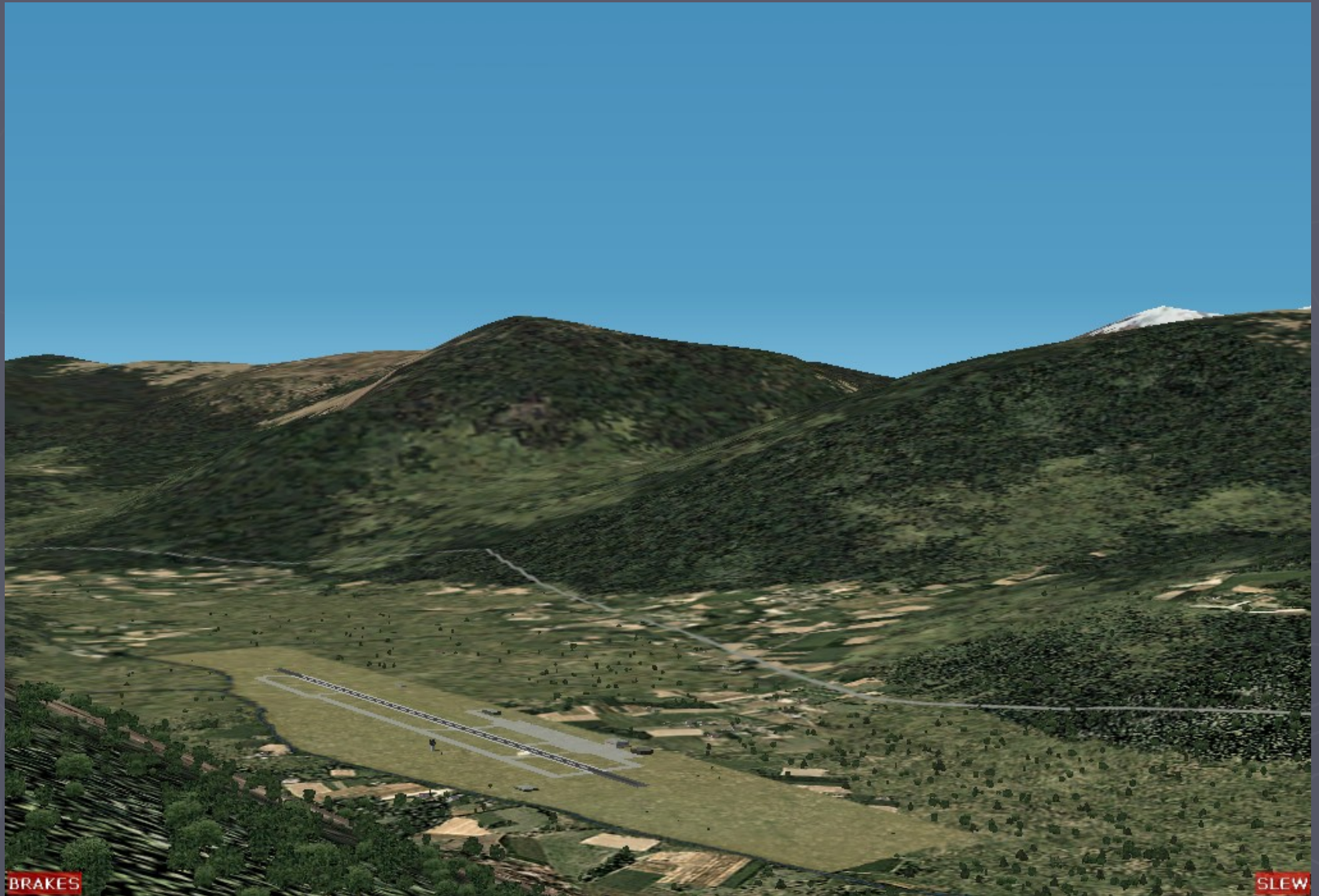
Fs2000 default scenery



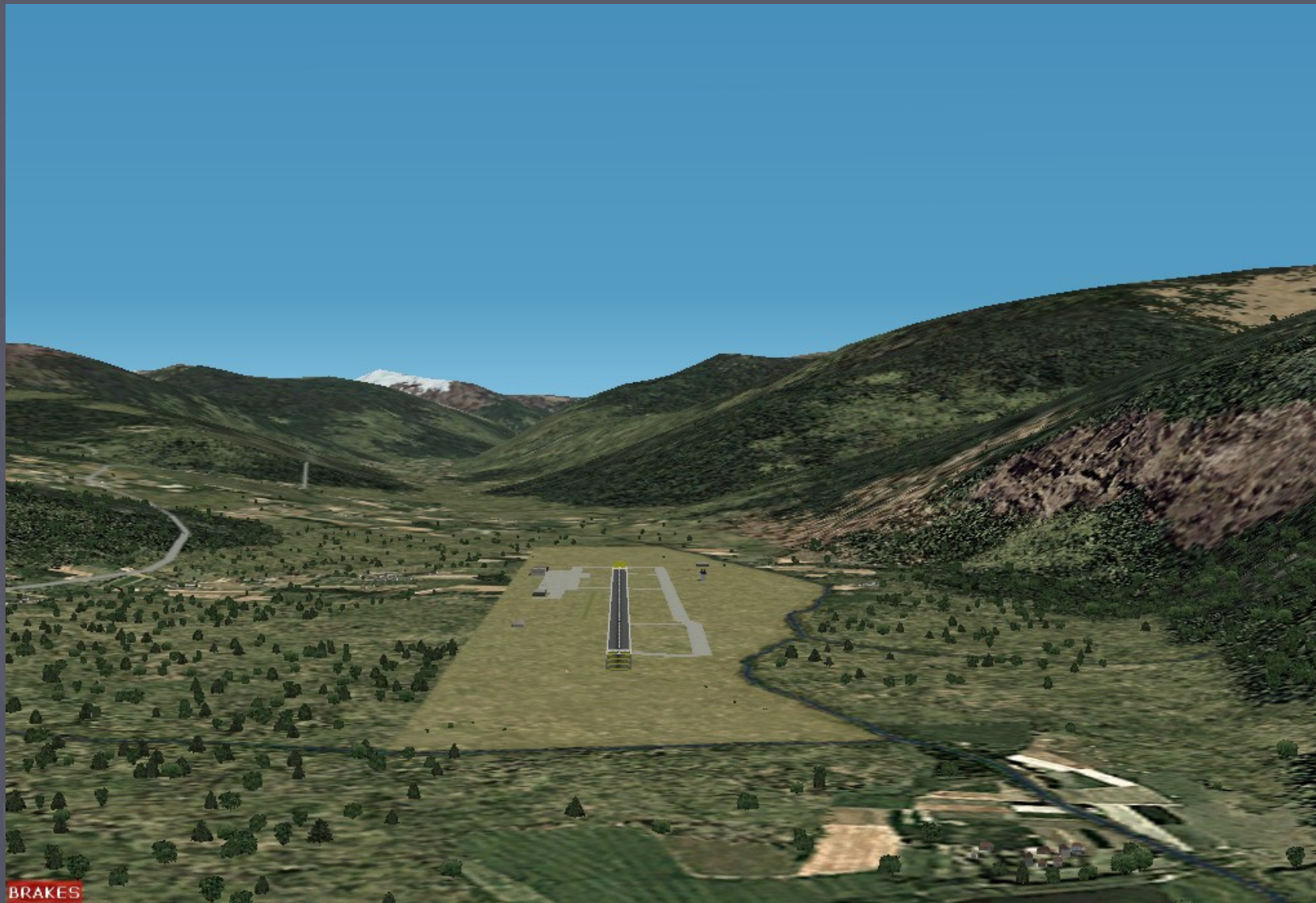
Fs2002 default scenery



Fs2002 default scenery



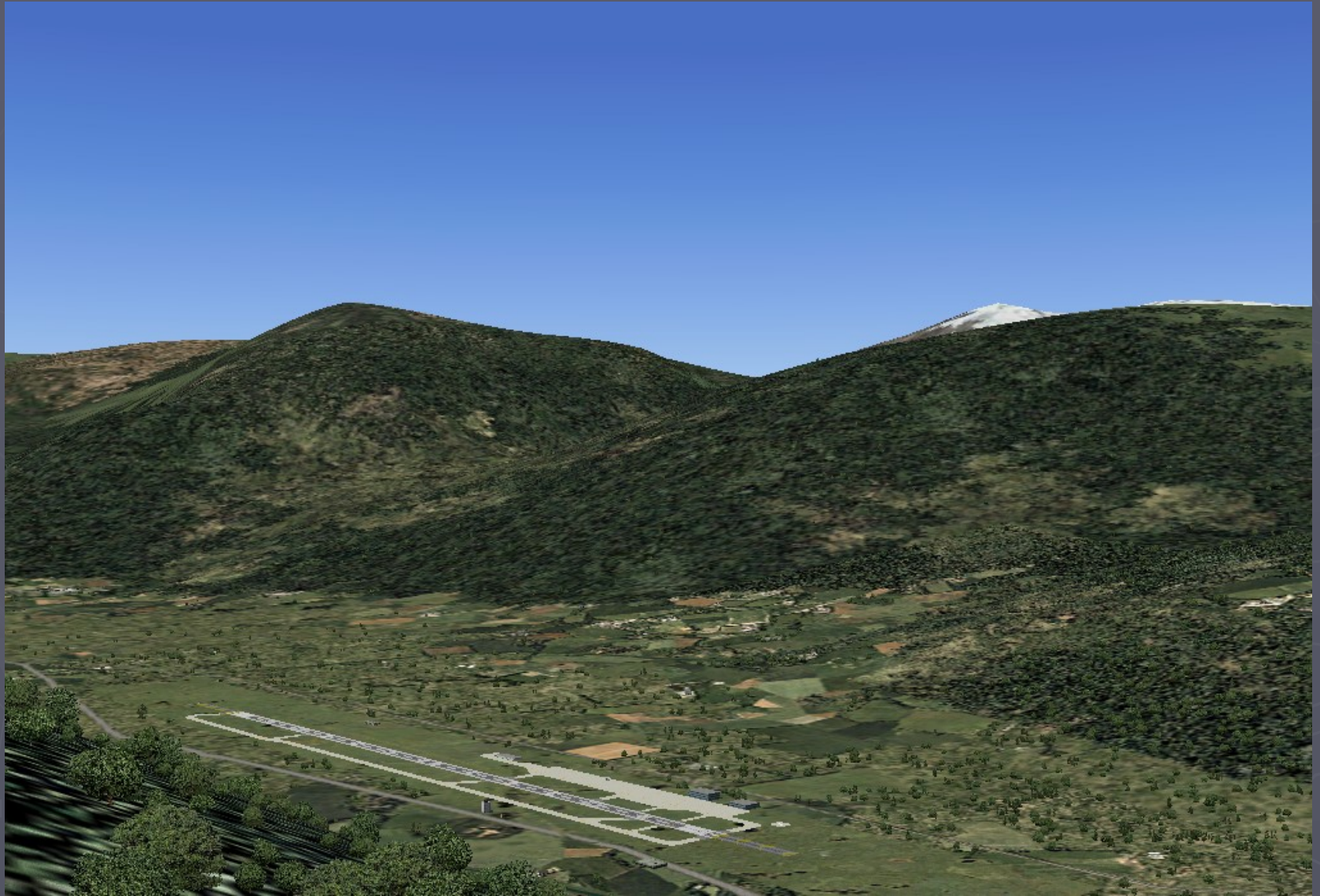
Fs2002 default scenery



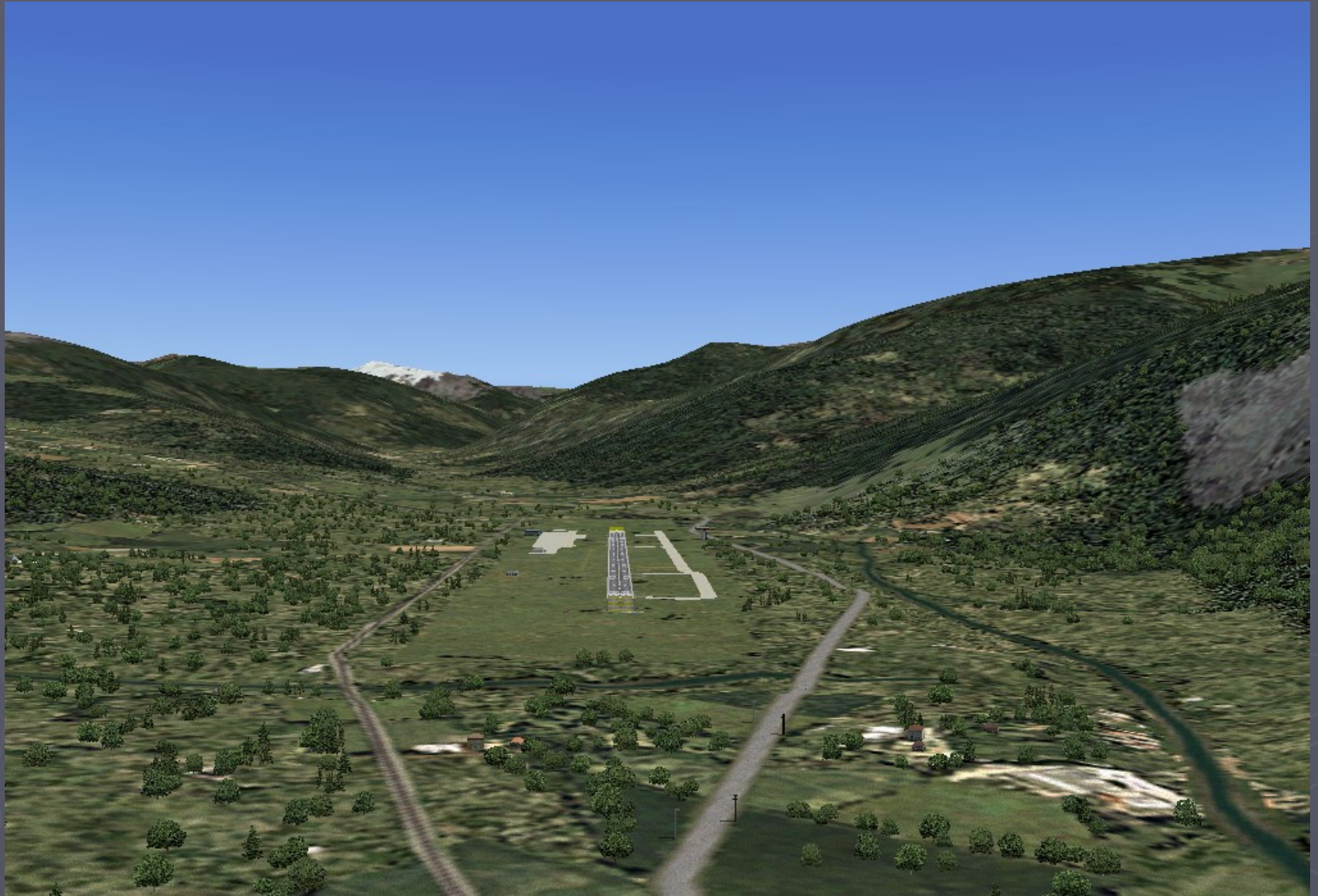
Fs2004 default scenery



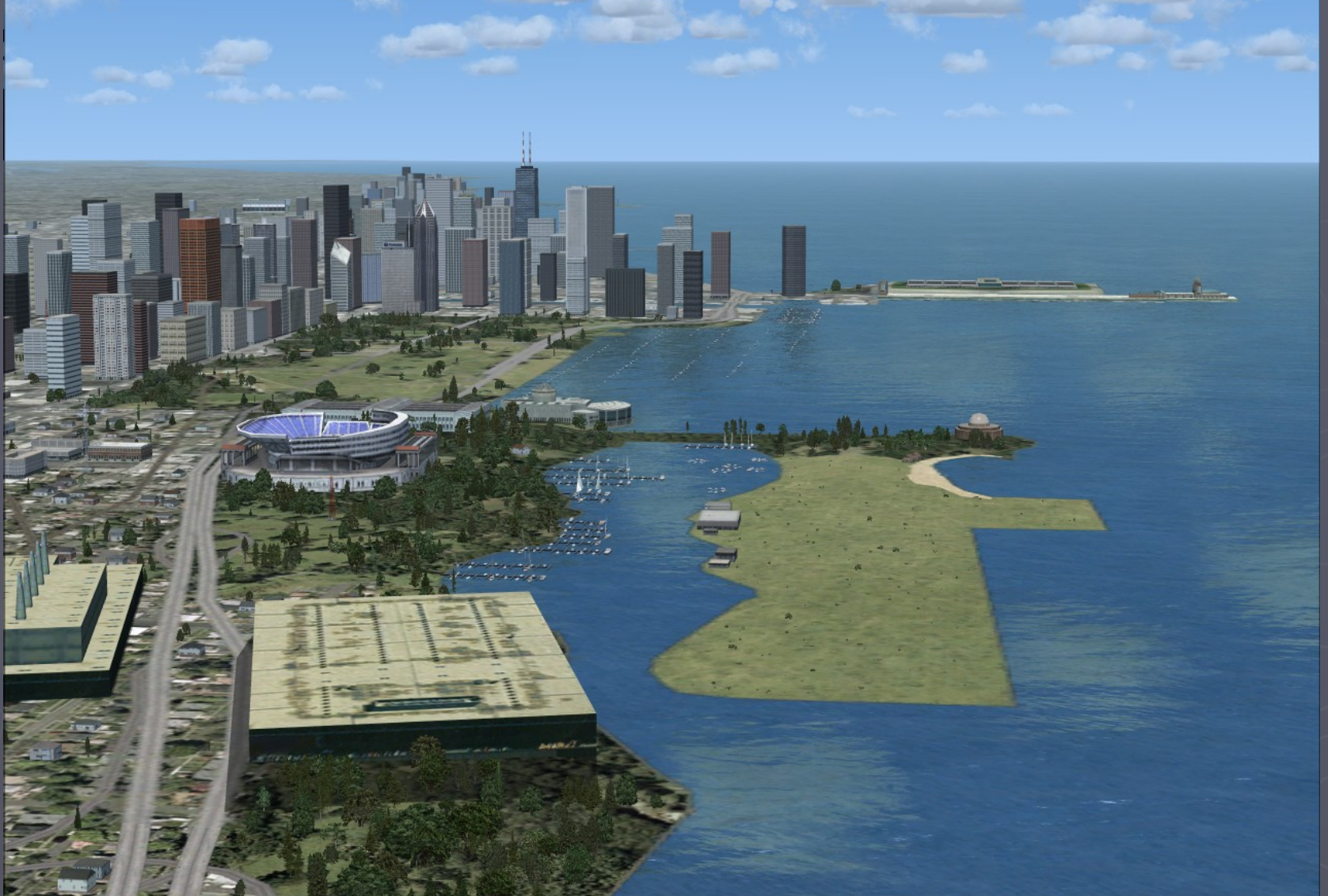
Fs2004 default scenery



Fs2004 default scenery



FsX default scenery



FsX default scenery

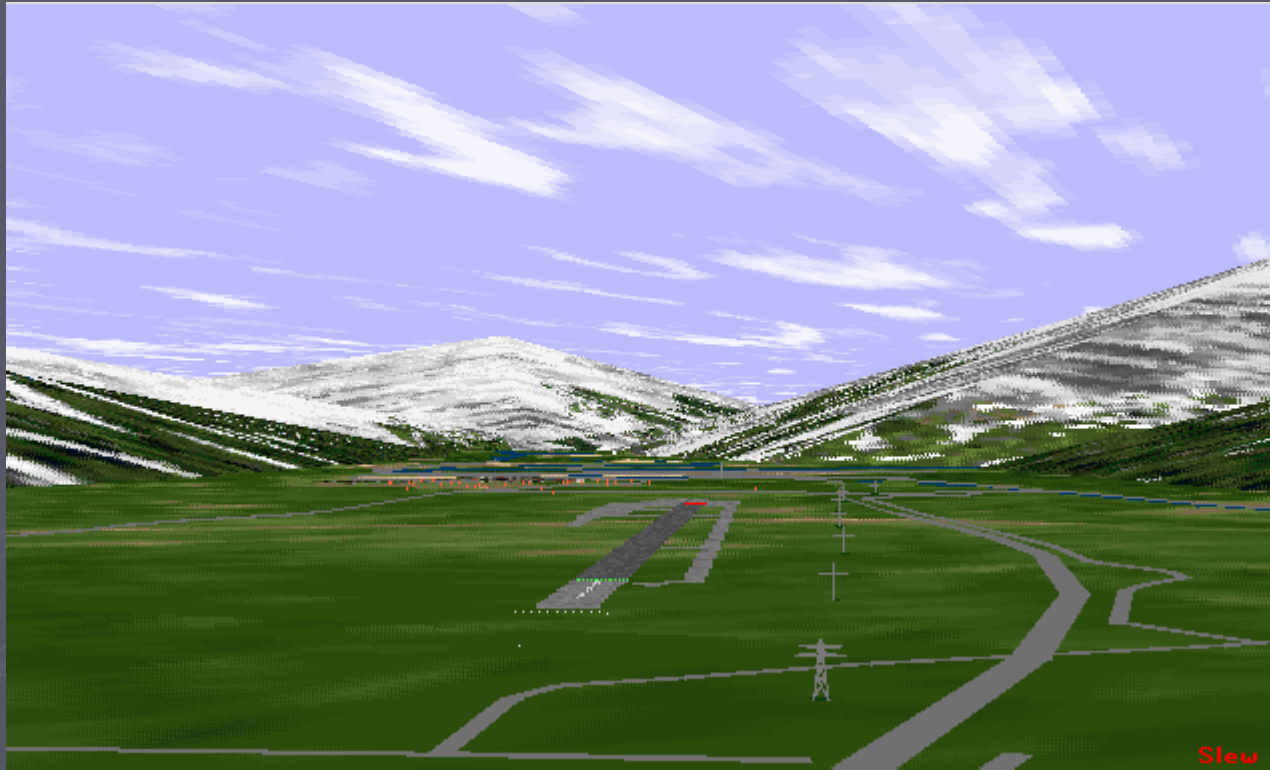


FsX default scenery

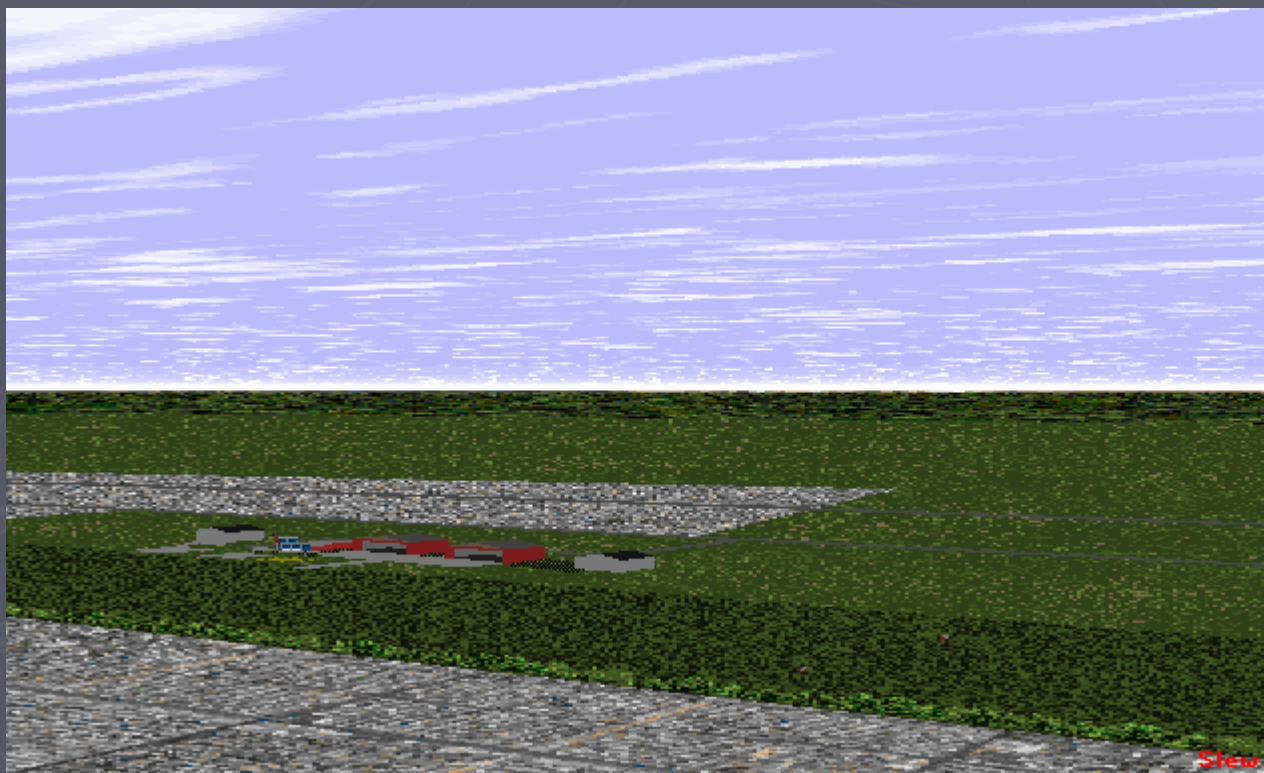


Addon scenery evolution

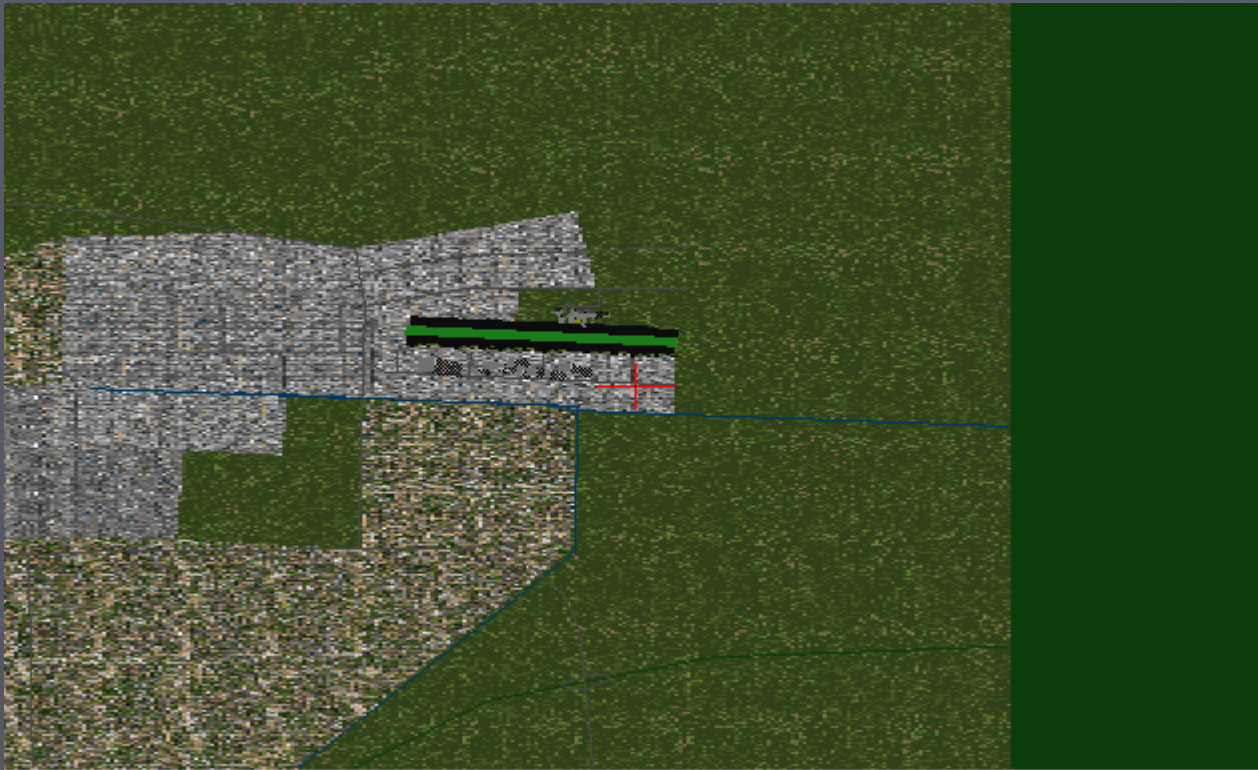
Fs5 addon scenery



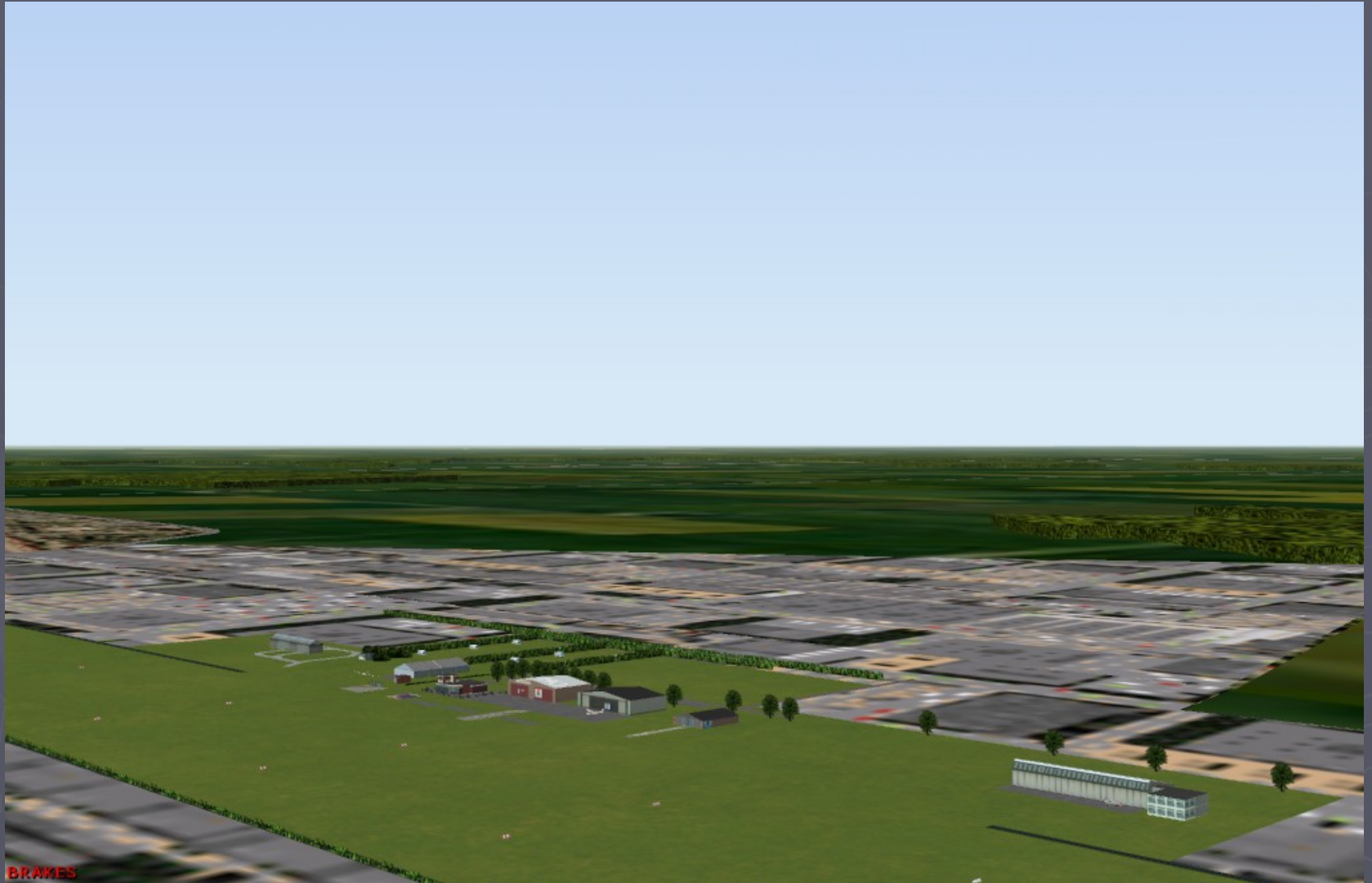
Fs5 addon scenery



Fs5 addon scenery



Fs2000 addon scenery



Fs2000 addon scenery



Fs2000 addon scenery



BRAKES

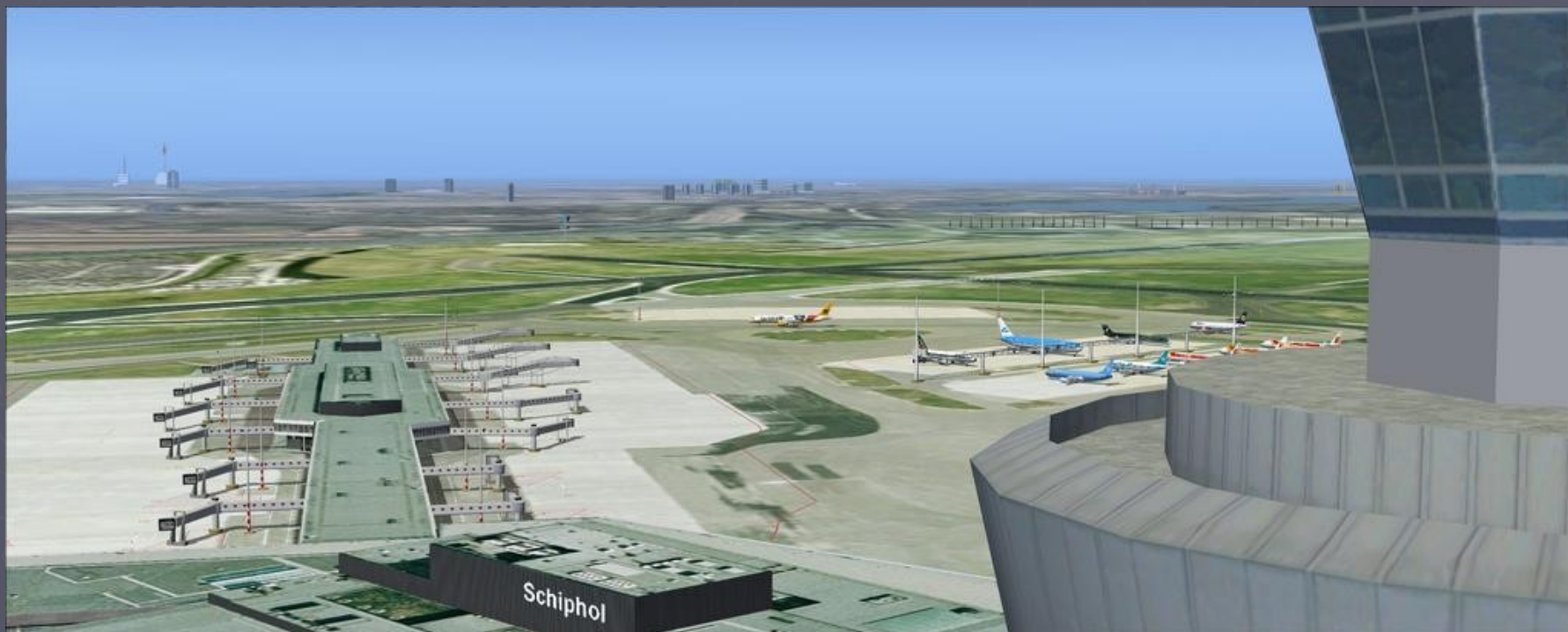
Fs2002 addon scenery



Fs2004 addon scenery



Fs2004 addon scenery



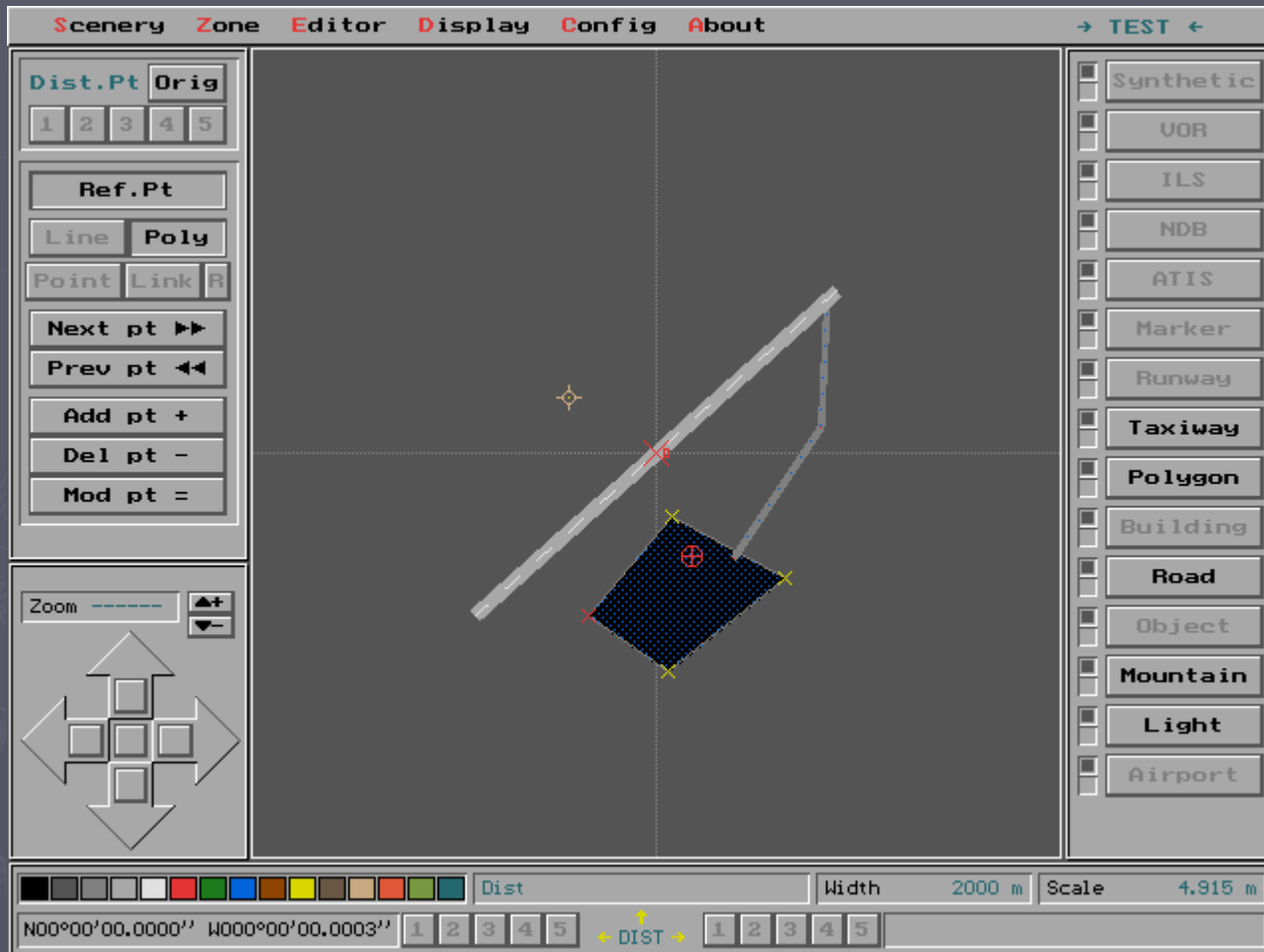
Fs2004 addon scenery



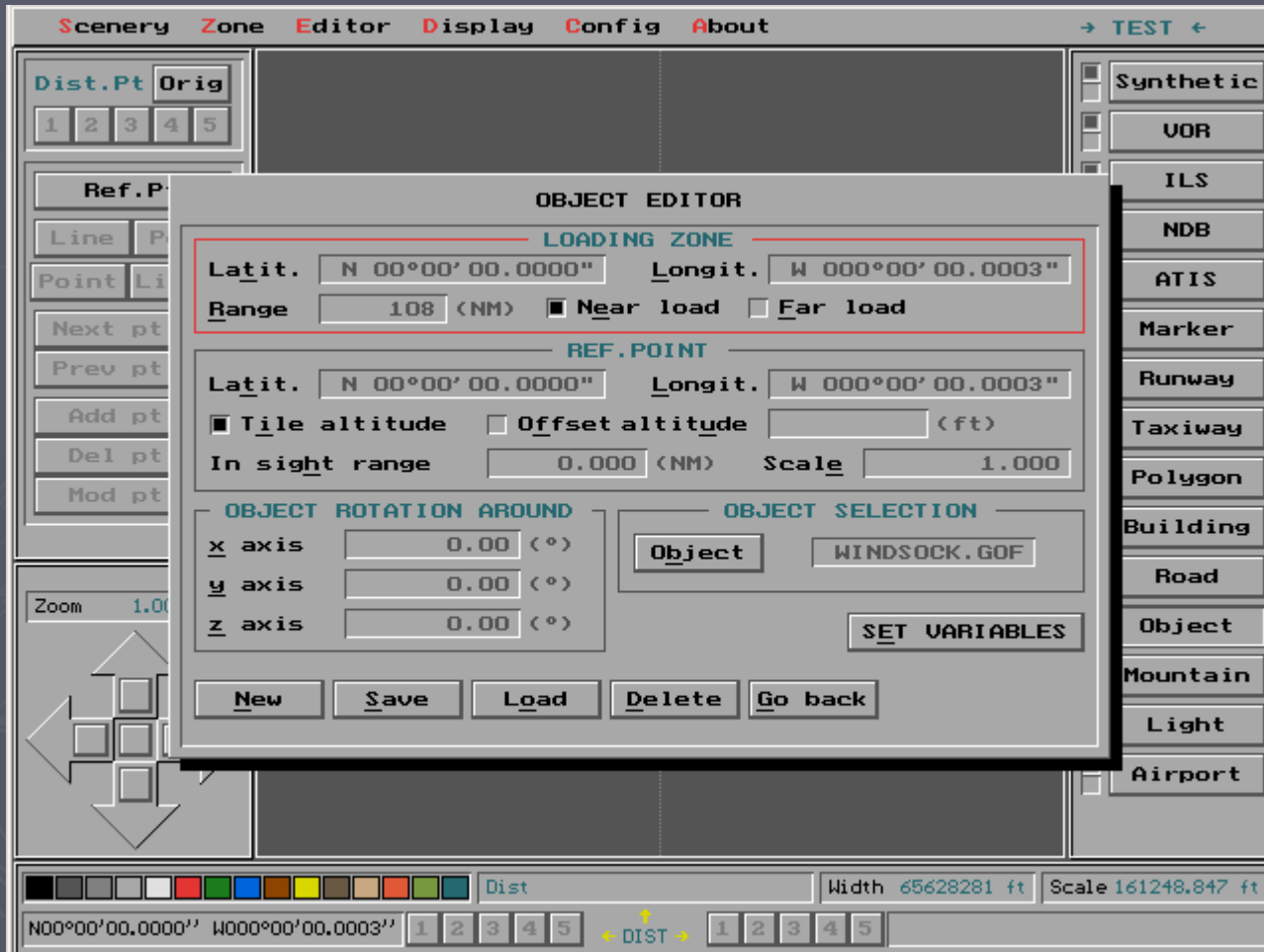
Scenery development tool evolution



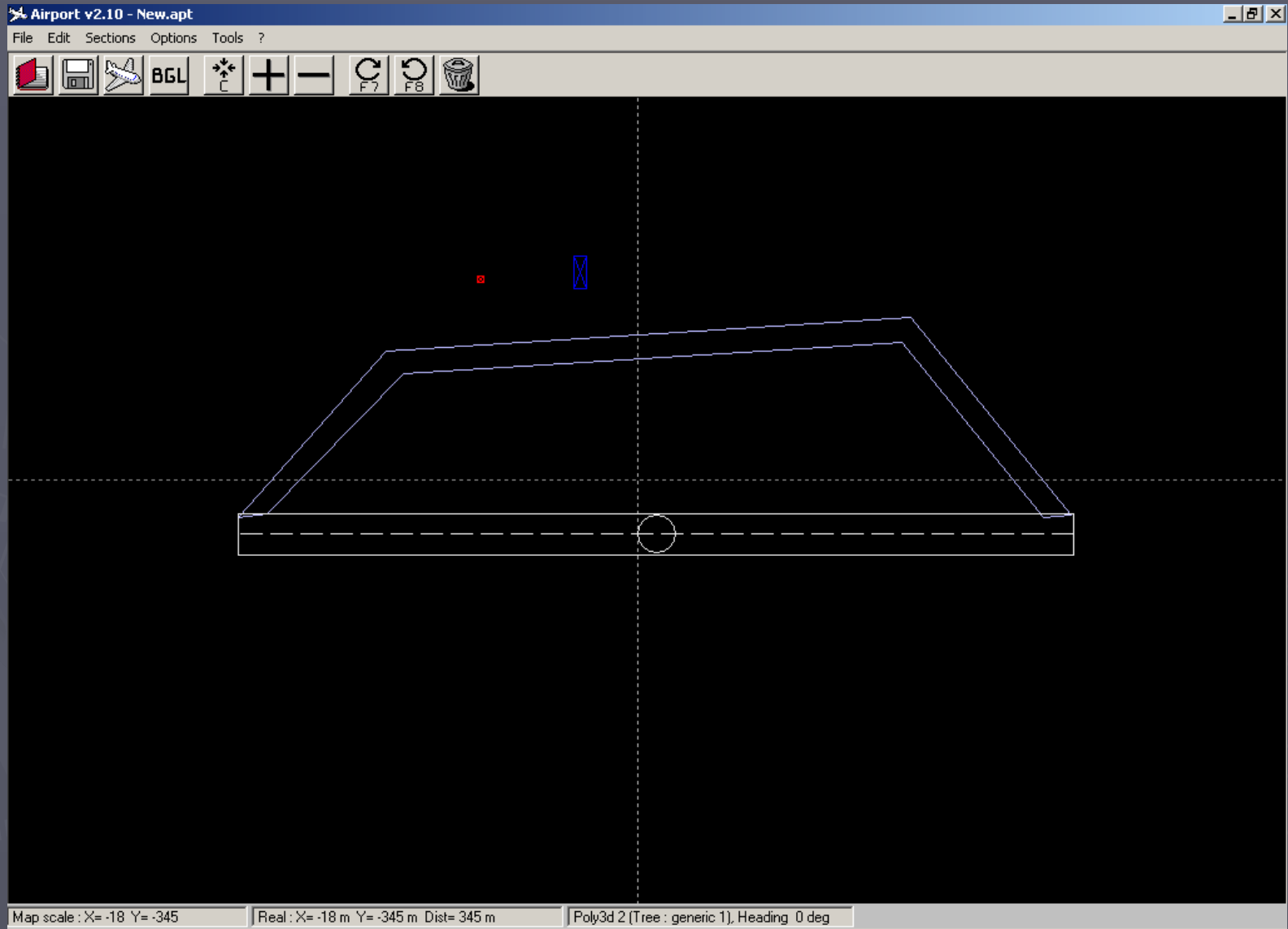
SYD



SYD




Airport 2.10



VOD

Visual Object Designer 3.0

File Mode Defaults Texture viewer Scenery Linker Macro Viewer About Help

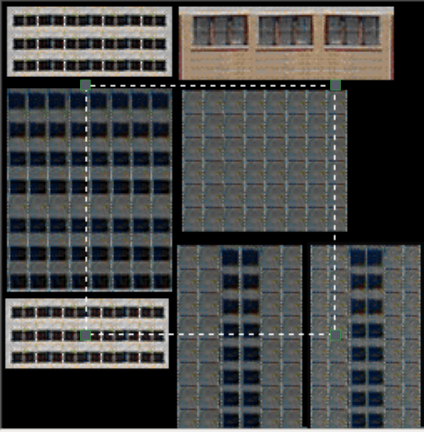


No.	Object Description	Latitude	Longitude	Altitude
01	Untitled	N40d00m00.0000s	W040d00m00.0000s	0
02	Untitled	N40d00m00.0000s	W040d00m00.0000s	0
03	Untitled	N40d00m00.0000s	W040d00m00.0000s	0
04	Untitled	N40d00m00.0000s	W040d00m00.0000s	0
05	Untitled	N40d00m00.0000s	W040d00m00.0000s	0
->06	Untitled			
07	Untitled			
08				
09				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Hangar 2 - Untitled - Sequence 7

Back

Texture controls



Current pattern: VOD30

Grid Color: Black Red White Blue

- VOD27.BMP
- VOD28.BMP
- VOD29.BMP
- VOD30.BMP
- VOD31.BMP
- VOD32.BMP
- VOD33.BMP
- VOD34.BMP
- VOD35.BMP
- VOD36.BMP
- VOD38.BMP

Size | E. texture | I.texture | Copy

External Textures

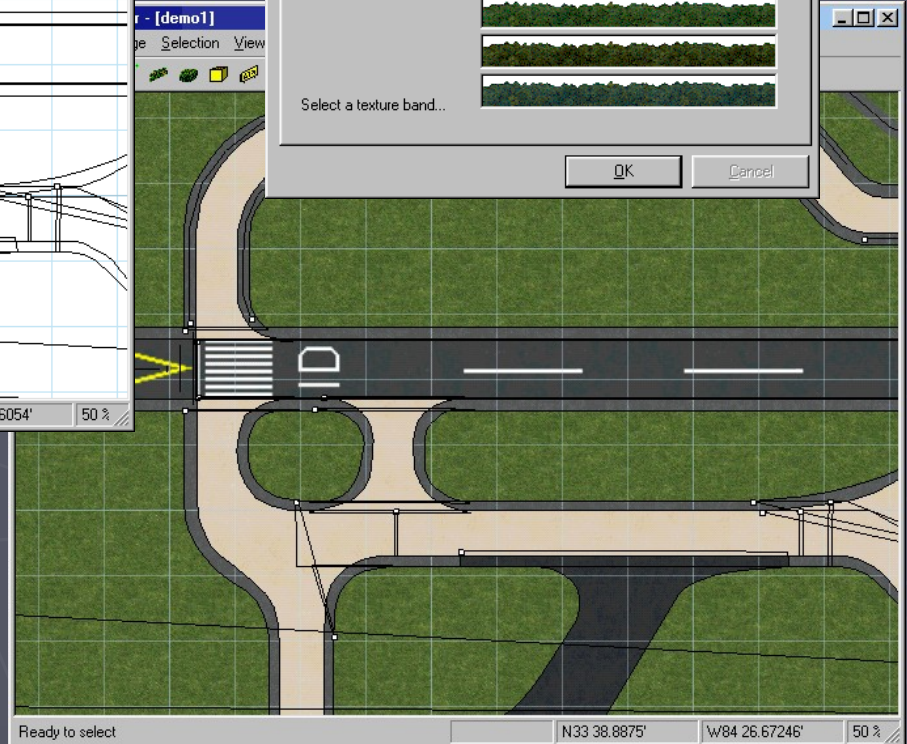
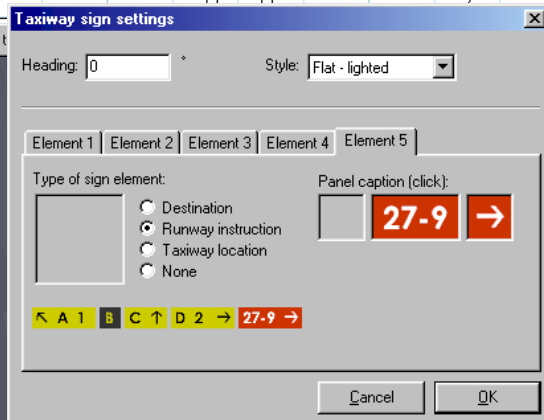
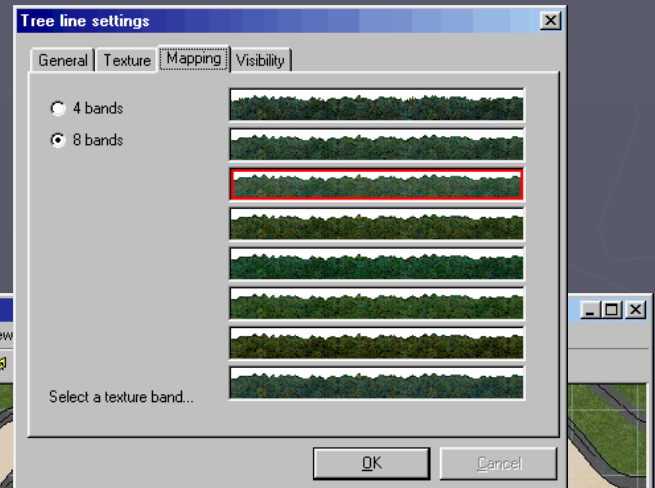
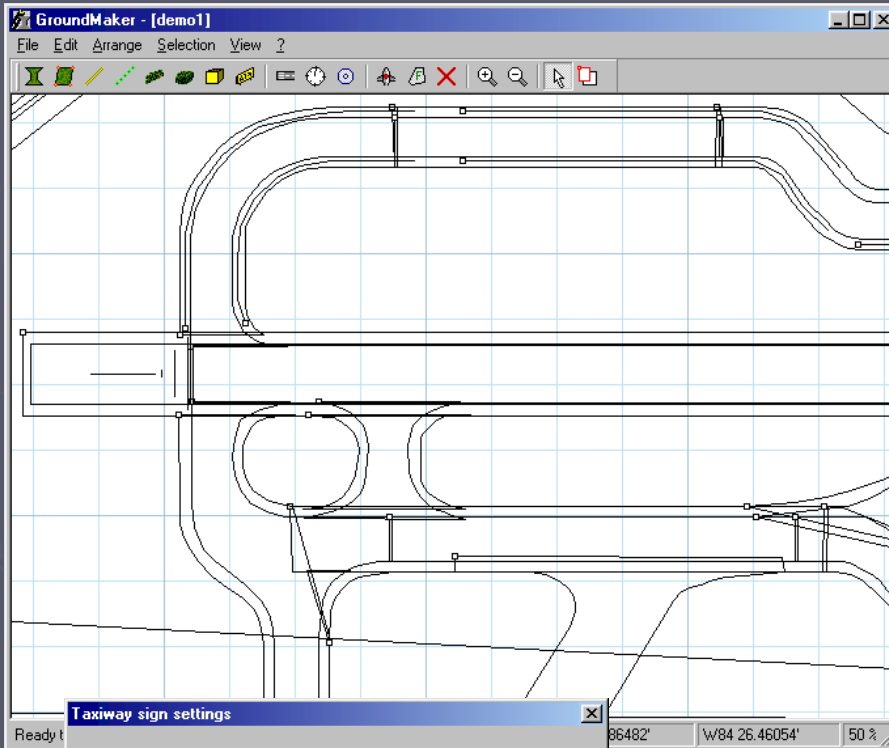
Textures and sides	Draw	Transparency
VOD30 <input checked="" type="radio"/> Base front	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Base left	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Base back	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Base right	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 1	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 2	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 3	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 4	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 5	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 6	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 7	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Roof 8	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Top front	<input checked="" type="checkbox"/>	<input type="checkbox"/> No
VOD00 <input type="radio"/> Top back	<input checked="" type="checkbox"/>	<input type="checkbox"/> No

Tune points

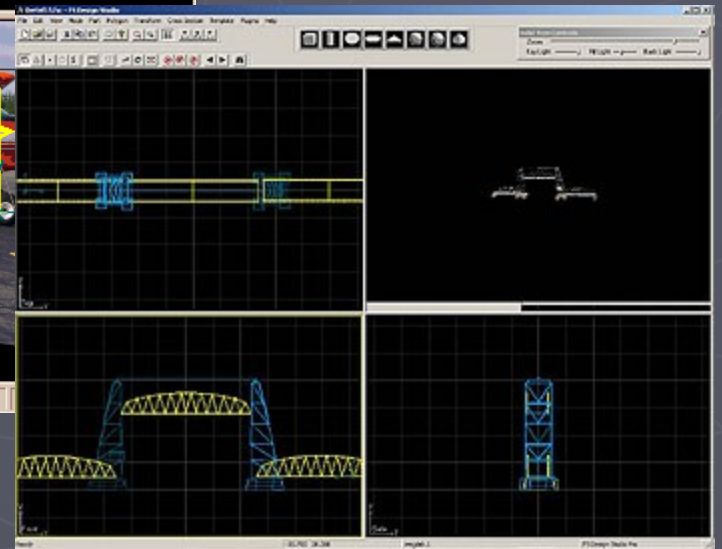
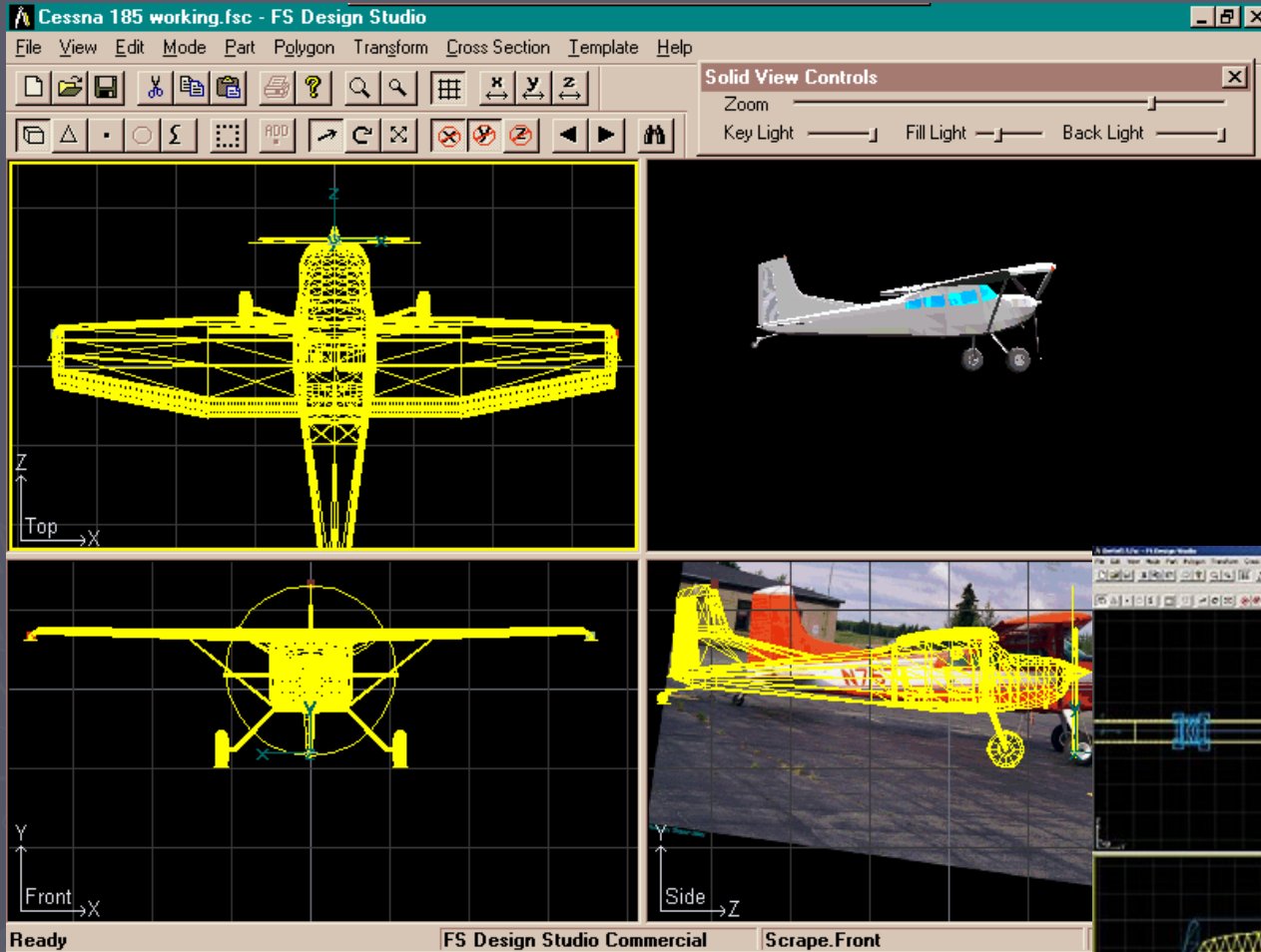
50 01 50

200 02 200

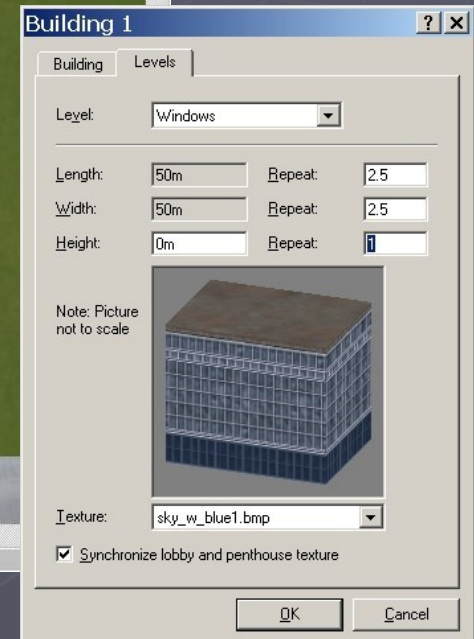
GroundMaker



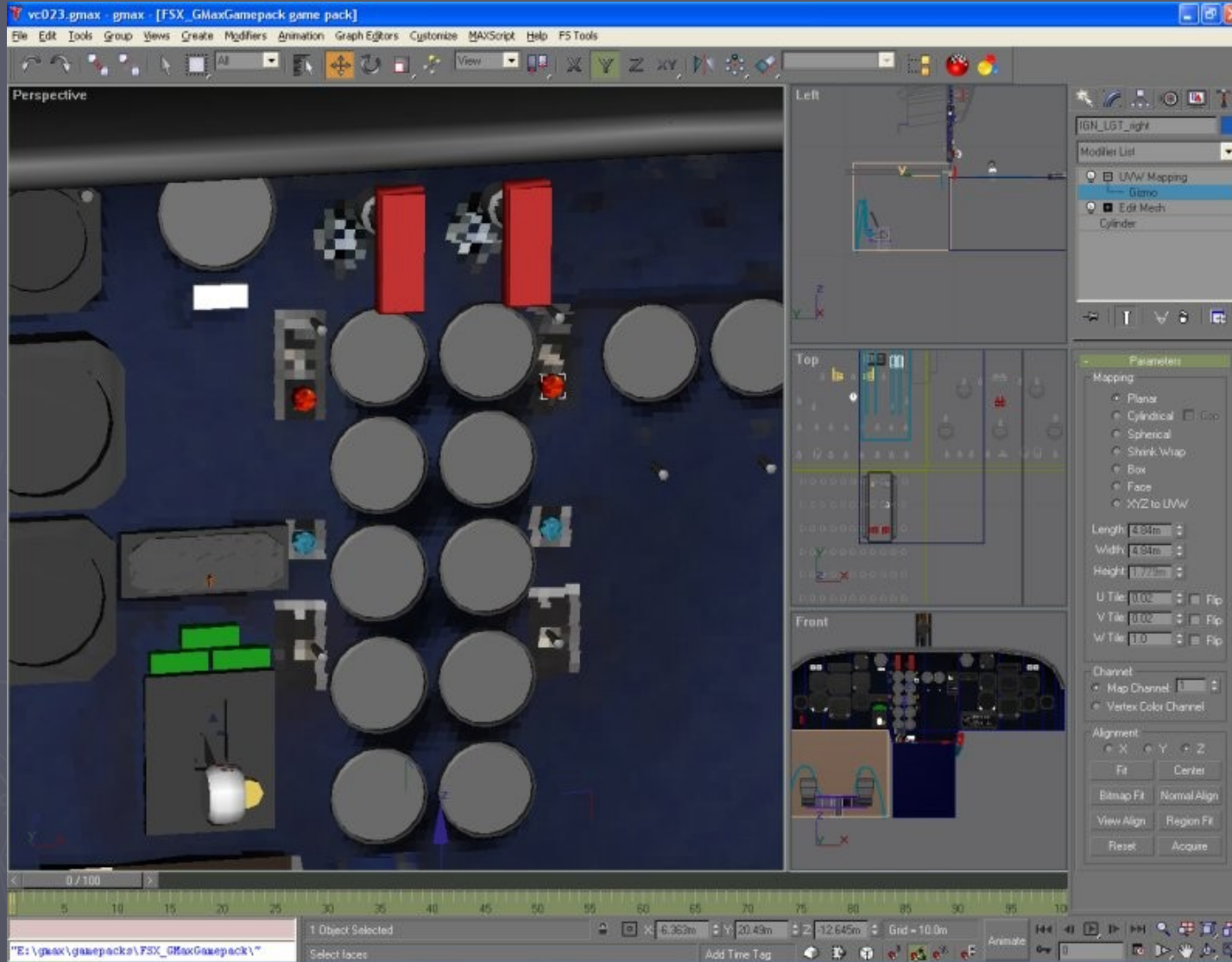
FSDS



FSSC



GMax

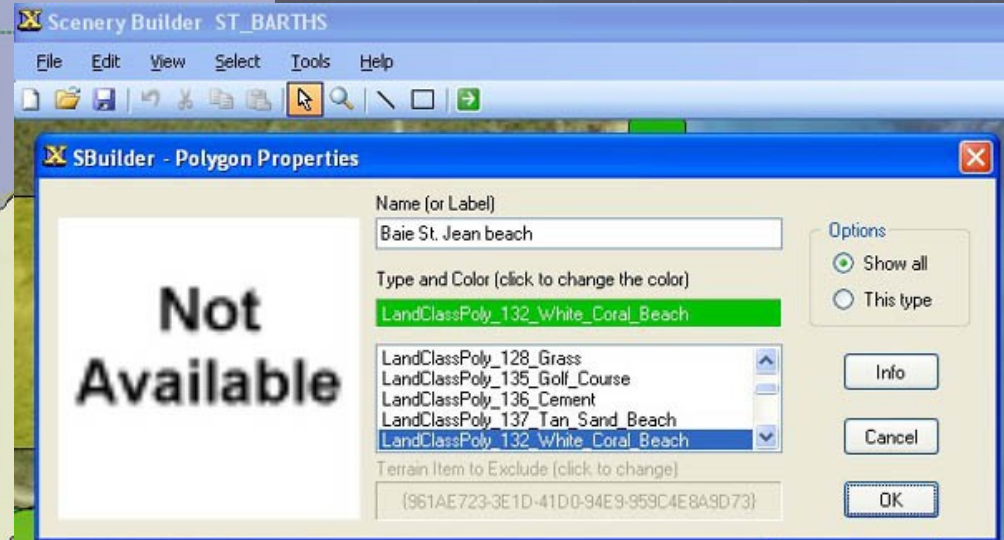
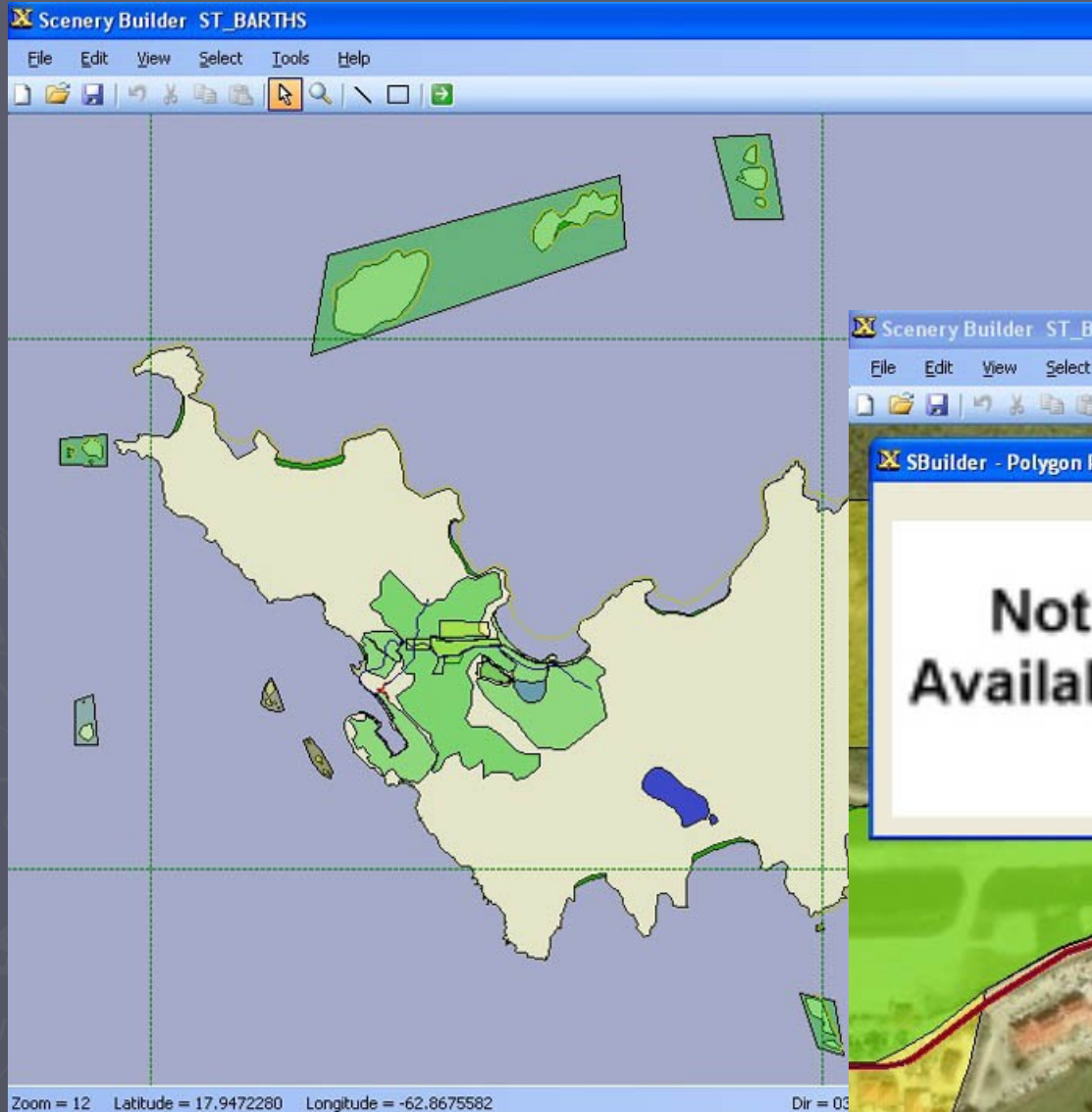


AFCAD

The screenshot displays the AFCAD software interface for editing an airport layout. The main map area shows a runway system with taxiways (Taxi A, B, C, D, E, F, P, P1, P2, P3, P4), gates (Gate 1-5, Gate 6-8), and parking areas (Parking 3, Parking 12-14). A green arrow indicates a glide path from the runway to the taxiway. The interface includes a menu bar (File, Edit, View, Insert, Lists, Tools, Help) and a toolbar with various editing tools. Several floating windows are open, providing detailed properties for selected objects:

- Runway Properties:** Shows general, markings, lights, and VASI settings. The RECIPROCAL END is set to Designer 30. Runway Data includes Length (10200), Width (144), and Pattern Alt (1000.0). The BASE END is set to Designer 12.
- ILS Properties (KFTT):** Shows ILS details for Airport LGKP and Runway 30. ILS Ident is KFTT, Name is ILS/DME 30, Frequency is 110.50, and Range is 27.0. Localizer coordinates are Latitude N35.431577 and Longitude E27.127902.
- ILS Properties (KFDD):** Shows ILS details for Airport LGKP and Runway 12. ILS Ident is KFDD, Name is ILS/DME 12, Frequency is 109.10, and Range is 27.0. Localizer coordinates are Latitude N35.412673 and Longitude E27.161724.
- Runway 30 Properties:** Shows System (none), Distance (0), Offset (0), Spacing (0), and Slope (0.0) for both Right and Left sides.
- Runway 12 Properties:** Shows System (PAPI 4), Distance (4114), Offset (30), Spacing (300), and Slope (3.0) for both Left and Right sides.

SBuilder



FSXPlanner

FSX Planner [R 20]

File Edit Display Navigation Compile View

latitude: 40.7807915154 longitude: -73.8573066870

Airport [KLGA]

Airport Data

ICAO code:	KLGA
Airport Name:	La Guardia
City:	New York
State:	New York
Country/Region:	United States
Global Region:	
Altitude:	6.705 M
Latitude:	40.7772444561
Longitude:	-73.8726080954
Magnetic Variation:	13.300
Airport Test Radius:	5000.000 M
Traffic Scalar:	0.70

Runway Data

General Markings Details VASI Lights

Latitude	
Longitude	
Heading:	
Length:	2.000 M
Width:	2.000 M
Altitude:	0.000 M
Surface:	ASPHALT
Number:	00
Designator:	----
Prim. Designator:	----
Sec. Designator:	----
Pattern Altitude:	0.000 M
Prim. Takeoff:	TRUE
Prim. Landing:	TRUE
Prim. Pattern:	LEFT
Sec. Takeoff:	TRUE
Sec. Landing:	TRUE
Sec. Pattern:	LEFT
Prim. Marking Bias:	M
Sec. Marking Bias:	M

Future...



Questions?

