

SHOWCASE – vrbn solutions

'Transport Fever 2'

CLIENT

Urban Games

CONTEXT

'Transport Fever 2' is the title of a very successful Swiss transport simulation game for PC. During the game's production, we were tasked with creating over 500 3D buildings, for 3 different historic 'eras'.

SERVICES PROVIDED

- Semi-procedural modeling and texturing of 3D buildings
- Development of LODs and processing
- Research on statistical distribution of needed building types and volumes
- Research on historic architectural details
- Asset cleanup and retexturing
- Texture creation
- Development of asset-based metadata positions for chimney smoke

LINKS

- www.urbangames.com/games
- www.transportfever2.com

GALLERY

(Images © Urban Games)



