

3D World Studio

Why use 3D World Studio™?

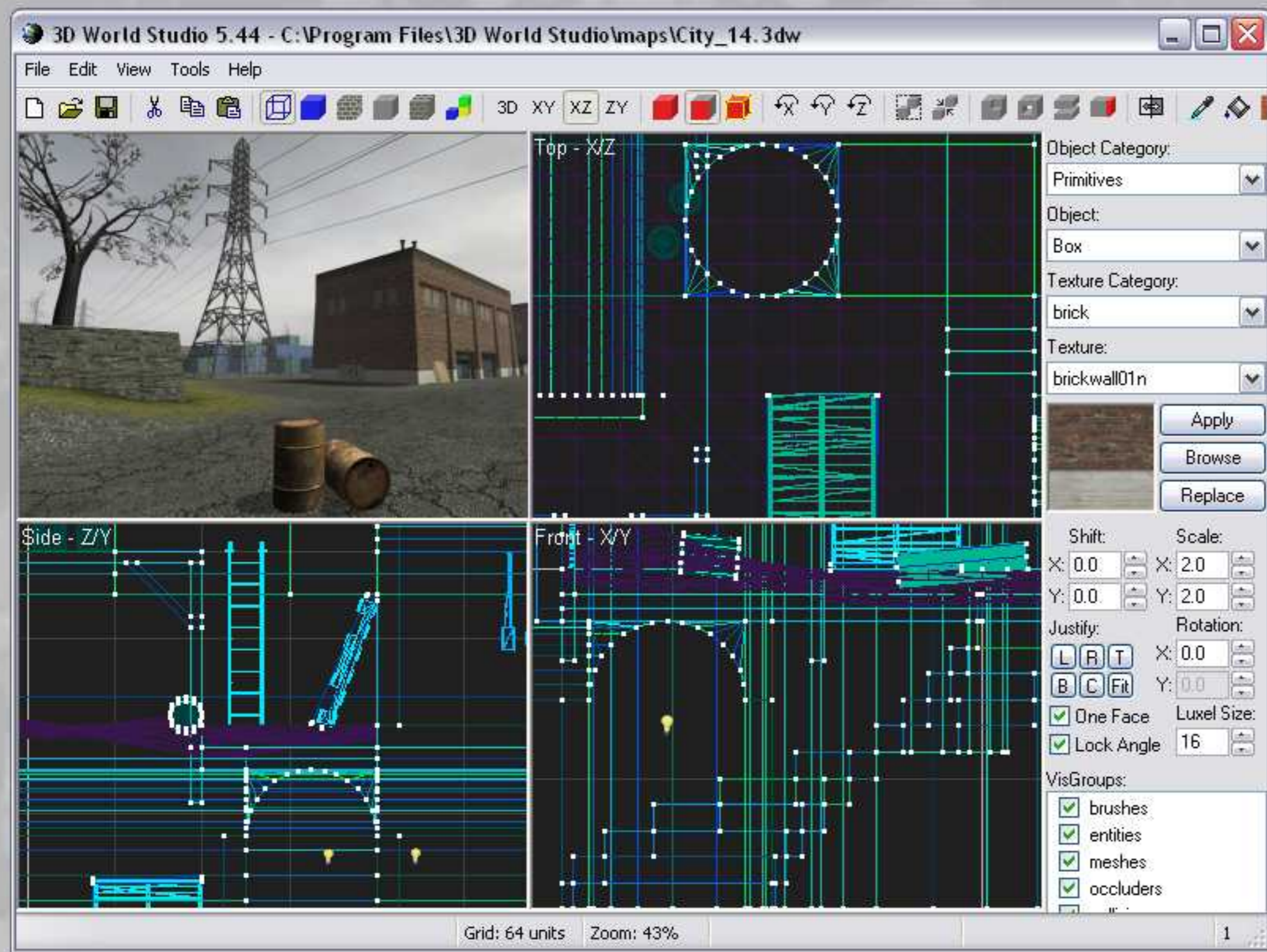
- Create and edit BSP brush objects.
- Place static map meshes and entities.
- Create and edit alpha-blended tiling terrain.
- Calculate lightmaps and vertex lighting.
- Carve, hollow, and slice with CSG operations.
- Texture mapping with offset, scale, rotation, and shear.
- Brush smooth groups for softer lighting.
- Compatible with Torque, A6, Blitz3D, and other engines.
- Export to .map, .dif, .wmp, .x, .dbo, or .b3d.
- Import .map, .x, or .gls files.
- Easy enough for beginners; powerful enough for the pros.
- Streamlined interface reduces repetitive motions.



Image courtesy of FYSoftware

Game Developer's License

- Receive a custom version of 3D World Studio™ that saves to your game's file format.
- Distribute your own custom editor along with your game.
- Allows your end users to create and modify game content.
- Save time in your development cycle by using an established editor with thousands of users.



Visit www.leadwerks.com to learn more, or email info@leadwerks.com.

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