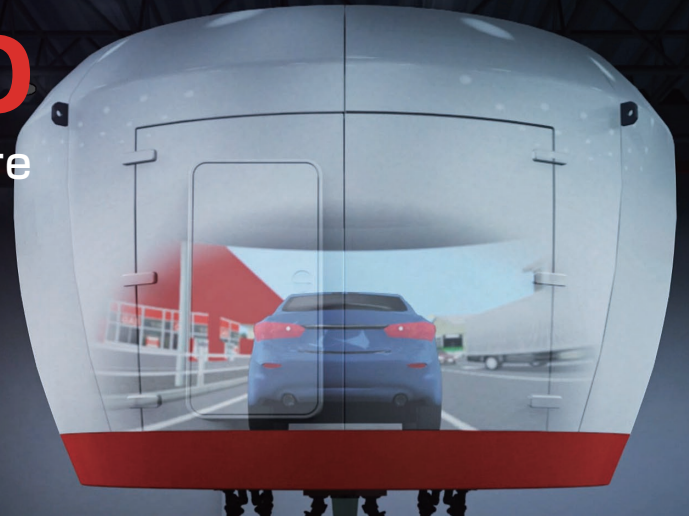


ROAD STUDIO

Road Database Creation Software for Driving Simulators

- Capable of creating road database
- Car driving in the road environment created by the user
- Various environments are reproducible with element data as prepared prior



Features

- The Road Studio is the software to create the road database for driving simulators.
- The basic topographic scenes can be created by selecting the necessary topographic elements from the topographic data.
- Various scenes including expressways, city areas and test courses can be created arbitrarily.
- The running paths for other vehicles can be preset.
- The light-, shadow- and wind-induced variations can be set by inputting parameters to realize high-quality rendering in real time.

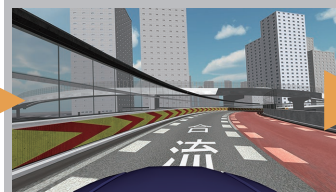


Examples of Images

- Road database reproducing the Metropolitan Expressway Route 4



Vicinity of Hatsudai



Right curve in Shinjuku



Near to Yoyogi PA

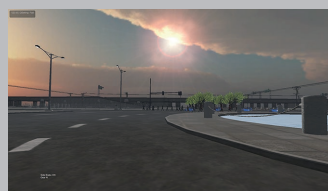


Miyakezaka Tunnel

- Various environmental conditions can be reproduced.



Sky ①



Sky ②



Fog



Rain



Snow



Shadow (real-time processing)



Night (no light)



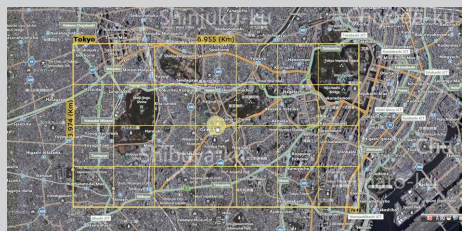
Night (headlight On)

Data Production

Flexible and simple work flow

Creation of base map from topographic data → Creation of roads, crossings, tunnels and buildings → Incorporation of those elements in the simulator

Various road environments can be created by intuitive operations.



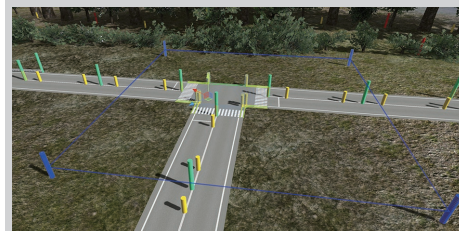
Creation of Base Map

The base map can be created by selecting the area (framed by yellow lines) in the plane map in which a road is to be provided.



Creation of Road

A road can be laid out by indicating the coordinates of 2 points. The profile and materials can be adjusted.



Creation of Crossing Point

The roads interconnected at a crossing point are created and the connecting shape is created by adjusting the control points.



Installation of Guardrail

The definition of a guardrail is prepared and it is incorporated in the road along which it is to be installed.



Creation of Tunnel

The definition of a tunnel is prepared and it is incorporated in the road on which it is to be installed.



Creation of Roundabout

Roads interconnecting at a crossing point are created and the connecting shape is created by adjusting the control points.

Other and Additional Element Data

Object	Types of Object
Creation of Roads	Roadway, sidewalks, etc.
Side Objects	Guardrails, noise barriers, crosswalks, etc.
3D Objects	Vehicles, buildings, signs, signals, indicators, etc.

Components

Component	Quantity	Remarks
Road Studio	1 set	
Editing Tool	1	
Drawing Software	1	
Topography Reading Tool	1	Option
Building Creation Tool	1	Option

Operating Environment

Microsoft Windows
Hardware
CPU : Intel Core i7 or higher
RAM : 8GB or more

OS
Windows 7、Windows 8、Windows8.1

GPU
NVIDIA GEFORCE GTX 780 Ti or higher

Display resolution
1920 × 1080 pixels or more recommended

※The performance specifications, system requirements and applicable OS as described above may be subject to any change.

For further information, contact:



Japan Radio Co., Ltd.
URL <http://www.jrc.co.jp/eng/>

Main Office: NAKANO CENTRAL PARK EAST
10-1, Nakano 4-chome, Nakano-ku, Tokyo
164-8570, Japan
Telephone: +81-3-6832-0981
Facsimile: +81-3-6832-1842

Overseas Branches : Seattle, Amsterdam, Athens, Manila
Liaison Offices : Taipei, Jakarta, Singapore, Hanoi,
New York