WORLD Details

1) **Sims 3 EP5 Pets - Appaloosa Plains:** The introduction of horses to Sims Pets promoted the western theme. Terrain was inspired by Arizona's Sedona but with a splash of Kentucky green! Terrain and texture alphas were created by me using World Machine, then integrated into a proprietary editor for fine tuning. I laid out roads, paths and props to build out off lot areas then nestled them in using the editor paint tools. Created distant terrain and texture in World Machine, exporting mesh to Maya to reduce polys prior to world placement.

2) **Sims 3 Downloadable World - Monte Vista:** Design based on Italian hilltop village San Gimignano and its feudal towers. Created terrain, distant terrain and textures using World Machine then fine-tuned in proprietary editor. Using Maya, modeled modular wall units and gates to surround city; placed all props, roads and flora.

3) **Sims 3 EP10 - Island Paradise:** Created terrain and texture alphas using World Machine, then integrated into proprietary editor for fine tuning. Created distant terrain islands and texture in World Machine, exported mesh to Maya, reducing polys before world placement. Laid out roads and props then nestled in using editor paint tools. Built out parks, scuba venues and some lots. Modeled some of the props in Maya, created flora using Speedtree.

4) **Sims 3 EP3 Late Night - Bridgeport:** Pacific Northwest and a bit of San Francisco served to inspire this high density city on the tip of a peninsula with its bridge leading to the headlands. Terrain was built by me using World Machine along with the texture alphas and distant terrain and texture. I designed the layout, placed all roads, paths and props, as well as creating most of the prop models such as the highway signs and retaining walls. I used Speedtree to create additional flora unique for this world.

5) **Sims 3 EP5 Pets - Appaloosa Plains: (see #1)**

6) **Sims 3 EP10 - Island Paradise: (see #3)**

7) **Sims 3 EP1 World Adventures, Egypt:** Not difficult to determine this inspiration! World Machine was used (for the first time in Sims 3 development) to create all the terrain for this EP. There was a learning curve! All flora was created using Speedtree and placed by me along with many props – a lot of rocks and ruins. I modeled the small village using the Sims 3 game editor.

8) **Sims 3 Downloadable World – Roaring Heights:** You're right – Miami was this world's inspiration! Art Deco and neon and beaches. It is definitely a challenge to create the feel of a big city with so many performance and technical limitations! Everything is planned to the nth degree and always with performance in mind. Once again I used World Machine to create terrain both near and far and developed palettes to support the theme. I designed the terrain then layout of the town to fit, and specifically to incorporate more than a few bridges. Placed all the flora and props and designed and built parks and the cemetery using the Sims 3 editor.

9) **Sims 3 EP10 - Island Paradise:** What would paradise be without a colorful underwater world!? This is one of five diving areas laid out by me, incorporating new game play features developed for one of the last shipped Sims 3 Expansion Packs. Within the tight budget constraints for world terrain textures, I was able to squeeze in a unique sea floor texture to embellish some of the special gameplay areas.

10) **Sims 3 EP10 - Island Paradise: (see #3)**

11) **Sims 3 EP2 Ambitions - Twinbrook**: Always striving to create worlds with a different look and feel, EP2 was no exception! The area below the lake which was central to the town, was designed as a swamp land, laying below a dike and spillway – a place where you best not venture unless you know your way out. Pushing the limits of Speedtree I created banyan trees and some oversized swamp grass which together with judicious placement of newly developed fog FX, and voila, a creepy swamp. We do hope the 'deliverance' of this special area was enjoyed!

12) **Sims 3 Downloadable World – Roaring Heights: (see #8)**