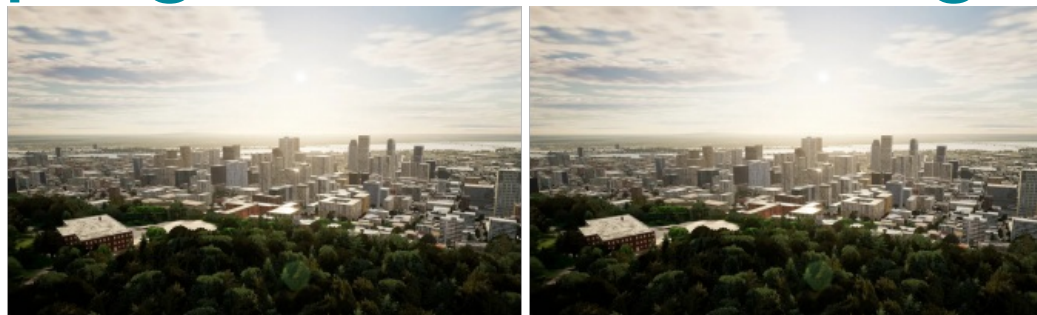# Presagis unveils new V5D plugin for Unreal Engine

Presagis recently released the V5D Plugin for Unreal Engine, which lets users load GIS-generated V5D digital twins into Unreal Engine. This integration enables the creation of highly realistic visualizations and simulations of entire cities and countries, offering new possibilities for digital twin applications with unparalleled detail and accuracy.

"The primary application of the Unreal Engine Plugin will be in 3D visualization applications covering large geographic areas because of V5D's unmatched ability to produce 3D digital twins from massive geospatial datasets," said Jean-Michel Briere, president of Presagis.

The V5D Plugin for Unreal Engine is expected to have a significant impact on a variety of industries, including aviation, aerospace, urban planning, disaster preparedness and defence simulations that require expansive geographies. It will also benefit visualizations that involve long linear distances, such as transportation and utility corridor design. V5D for Unreal complements the highly automated, cloud-based CDB production pipeline of the VELOCITY 5D platform, enabling users to create customized visualization and simulation experiences in Unreal Engine while natively loading OGC CDB content produced by VELOCITY 5D or other OGC CDB-compliant toolsets.

Cityscapes and terrains

According to Briere, the release of the plugin is a win-win for existing users of both V5D and Unreal Engine. V5D users will be able to make powerful 3D fly-throughs and immersive simulations of their GIS-based digital twins. Unreal Engine users can now incorporate geospatially accurate cityscapes and terrains into their 3D experiences.

Presagis launched the V5D platform in November 2022, offering a cloud-based solution that automatically converts vast amounts of geospatial data into highly accurate 3D digital twins. V5D users can quickly and easily produce digital twins from multiple 2D datasets, including GIS vector layers, remote sensing imagery and other structured and unstructured data, without requiring specialized geospatial processing expertise.

Unreal Engine, developed by Epic Games, is a powerful 3D computer graphics generator that has been used to create some of the world's most popular and successful video games. Due to its exceptional graphics and highly accurate spatial presentation capabilities, Unreal Engine is increasingly being used in other industries for 3D visualization and simulation technologies, providing improved understanding of current or future situations, risks and conditions.

The V5D for Unreal Engine plugin allows 3D fly-throughs and immersive simulations of GIS-based digital twins.

https://www.gim-international.com/content/news/presagis-unveils-bew-velocity-5d-plugin-for-unreal-engine