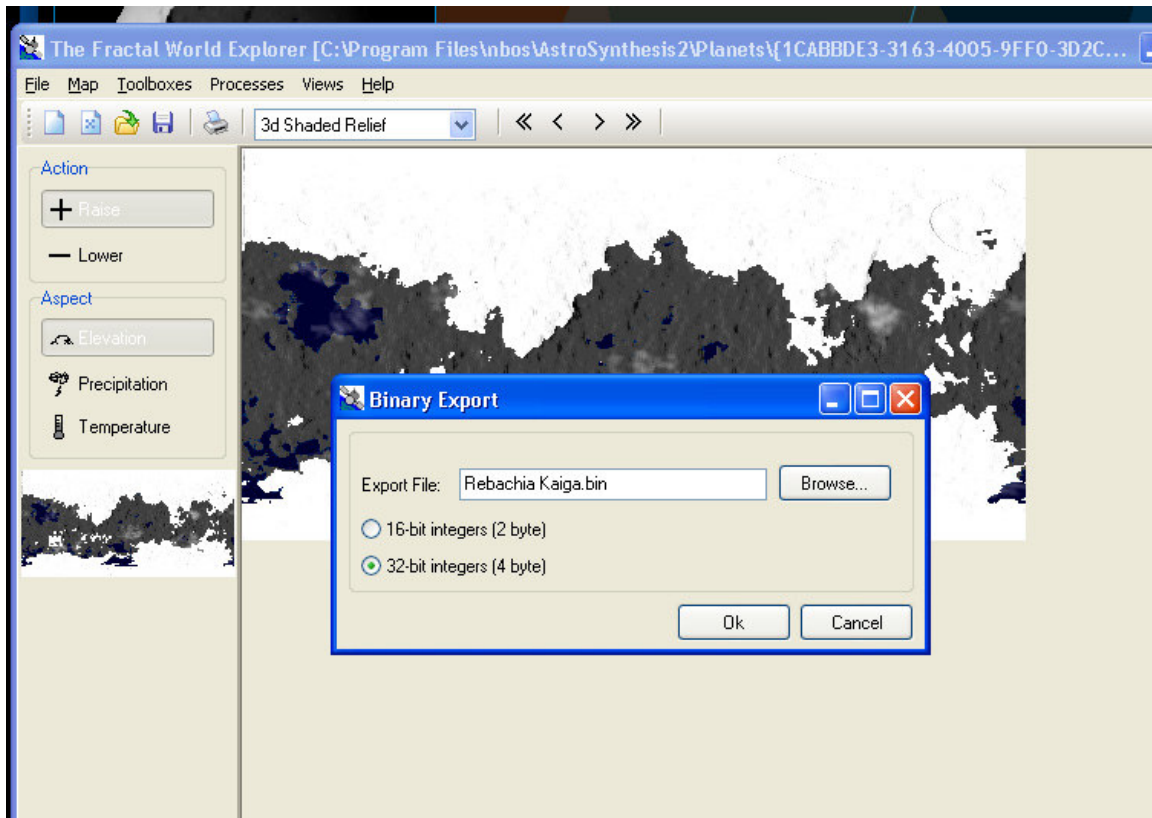


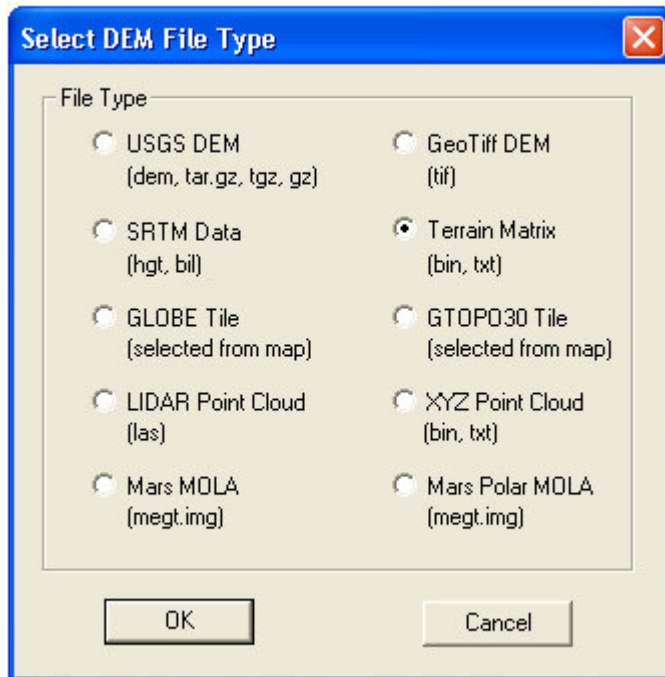
First off, open the popup menu on your planet/moon of choice. Select Edit Surface map. We only want to open up the planet surface (edit it if you want it to be in a larger, more detailed 3d mesh, otherwise don't modify it)

In the resulting Fractal World Editor (version 1.7), Save it as a 32 bit bin file, you will have to actually add the ".bin" to the filename, FWE will not add this file extension to the filename.

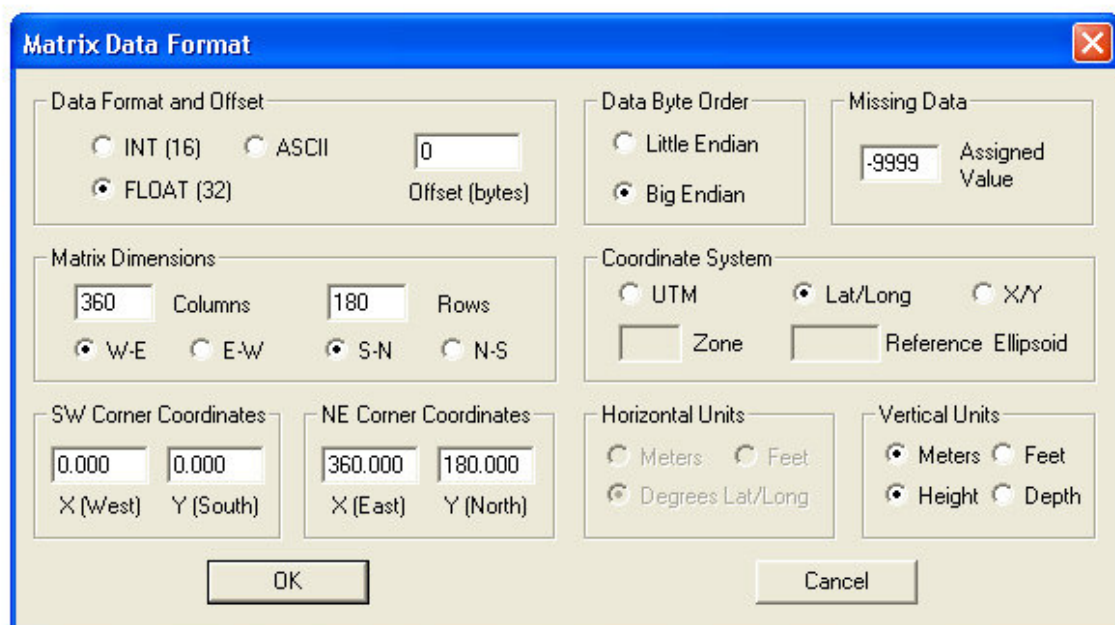


You will need to have a program called 3DEM on your computer, you can download it from [3DEM Website](http://www.visualizationsoftware.com/3dem/downloads.html). [<http://www.visualizationsoftware.com/3dem/downloads.html>]

To import, select the following: Terrain Matrix



Now keep in mind that the default export size from FEW is 360 x 180 pixels, if you have enlarged this you will need to input the pixel sizes. Also depending on what program you are going to use to render your 3D landscape in you might have to try different settings on the following image:



The image shows a 'Matrix Data Format' dialog box with the following settings:

- Data Format and Offset:**
 - ☐ INT (16) ☐ ASCII
 - ☒ FLOAT (32)
 - Offset (bytes): 0
- Data Byte Order:**
 - ☐ Little Endian
 - ☒ Big Endian
- Missing Data:**
 - Assigned Value: -9999
- Matrix Dimensions:**
 - Columns: 360, Rows: 180
 - ☒ W-E ☐ E-W ☒ S-N ☐ N-S
- Coordinate System:**
 - ☐ UTM ☒ Lat/Long ☐ X/Y
 - Zone: (empty), Reference Ellipsoid: (empty)
- SW Corner Coordinates:**
 - X (West): 0.000, Y (South): 0.000
- NE Corner Coordinates:**
 - X (East): 360.000, Y (North): 180.000
- Horizontal Units:**
 - ☐ Meters ☐ Feet
 - ☒ Degrees Lat/Long
- Vertical Units:**
 - ☒ Meters ☐ Feet
 - ☒ Height ☐ Depth

Buttons: OK, Cancel

By default, these settings are not what you see above.

Also this setting shown is for the default 360 x 180 pixel size if you haven't changed it to something larger: 720 x 360, or 1440 x 720, or 2880 x 1440

You will need to adjust the columns and rows to the correct size number of pixels and change the NE coordinates as well.

The result will show up in 3DEM as a ripple of bumps.

Now you will need to save the file as a DEM file for most 3D rendering software. There are also other file format choices you can make in case you have Terragen.

Mojoworld will also open up DEM files, although I have not been able to create 3D terrain in a "sphere" in Mojoworld (only as a rectangle/cube area).

I hope this helps in getting you started.

3D files can often get corrupted when converting from one format to another, you may have to tweak settings or try different formats. Experiment a little because every 3D software program has its quirks.

~~Richard K~~