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div><div><div>Engineers from Asobo Studio, France's leading i
ndependent game developer for PC and consoles based in Bordeaux, use
d 3D scanning technologies to recreate with true-to-life precision
the planes' cockpits in the game, making even the tiniest details more reali
stic in this new release of Microsoft Flight Simulator.</div></div>&
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ot><div>Microsoft Flight Simulator, one of the
most beautiful games in the world</div><span
><div>artec3d : cases : microsoft-flight-simulator</div></sp
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quot;padding-bottom:12px;padding-top:0px"><div><div><div&
gt;<div><div><div>Almost all the visual
s in Microsoft Flight Simulator are based on 3D models, and there a
re 3 distinct categories of models that you can make for the game: Aircraft. Lan
dscape Elements (Airports, scenery, etc...) Dynamic Elements (Cars, jetways, peo) Tj T* BT /F

t;</div><div><a data-ved="2ahUKEwj6x5HVqtCDAXXQke4BHYjxC3UQF
noECAEQDQ" href="{href}"><div>3D
Models - SDK Documentation - Microsoft Flight Simulator</div>
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