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Engineers from Asobo Studio, France's leading independent game developer for PC and consoles based in Bordeaux, use

3D scanning technologies to recreate with true-to-life precision the planes' cockpits in the game, making even the tiniest details more realistic in this new release of Microsoft Flight Simulator.

Microsoft Flight Simulator, one of the most beautiful games in the world

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3D Models - SDK Documentation - Microsoft Flight Simulator

docs.flightsimulator : html : Asset_Creation

Almost all the visuals in Microsoft Flight Simulator are based on 3D models, and there are 3 distinct categories of models that you can make for the game: Aircraft. Landscape Elements (Airports, scenery, etc...) Dynamic Elements (Cars, jets)

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