ArcGIS® Maps SDKs for Game Engines

Create immersive experiences with game engines and real-world geospatial data directly from ArcGIS

What is ArcGIS Maps SDKs for Game Engines?

ArcGIS® Maps SDKs for Game Engines comprises powerful tools designed to integrate real-world geospatial data into your Unity and Unreal Engine applications. These SDKs enable you to create highly detailed and interactive 3D environments by supporting a variety of data formats, including OGC (Open Geospatial Consortium) 3D tiles, integrated meshes, and 3D object scene layers. They enable access to online and offline data sources, providing flexibility in development and deployment.

ArcGIS Maps SDKs for Game Engines also provides developer tools and APIs for customizing and integrating geospatial data, such as clipping and masking layers. This collection offers cross-platform support, empowering you to develop photorealistic geospatial applications across a range of devices, for immersive real-time 3D visualization and simulation.

What can you do with ArcGIS Maps SDKs for Game Engines?

Leverage ArcGIS Maps SDKs for Game Engines to create immersive 3D and XR applications with high-fidelity visualization of real-world geospatial data. Access and manipulate this data directly within Unity and Unreal Engine, using low-code/no-code tools, APIs, and scripting systems specific to each engine. The SDKs support cross-platform development, enabling applications on mobile devices, desktop systems, and XR headsets. Through the integration of photorealistic rendering, realistic animation, and special effects, these applications enhance user engagement and decision-making by providing a deeper understanding of geospatial context and enabling the use of living digital twins.

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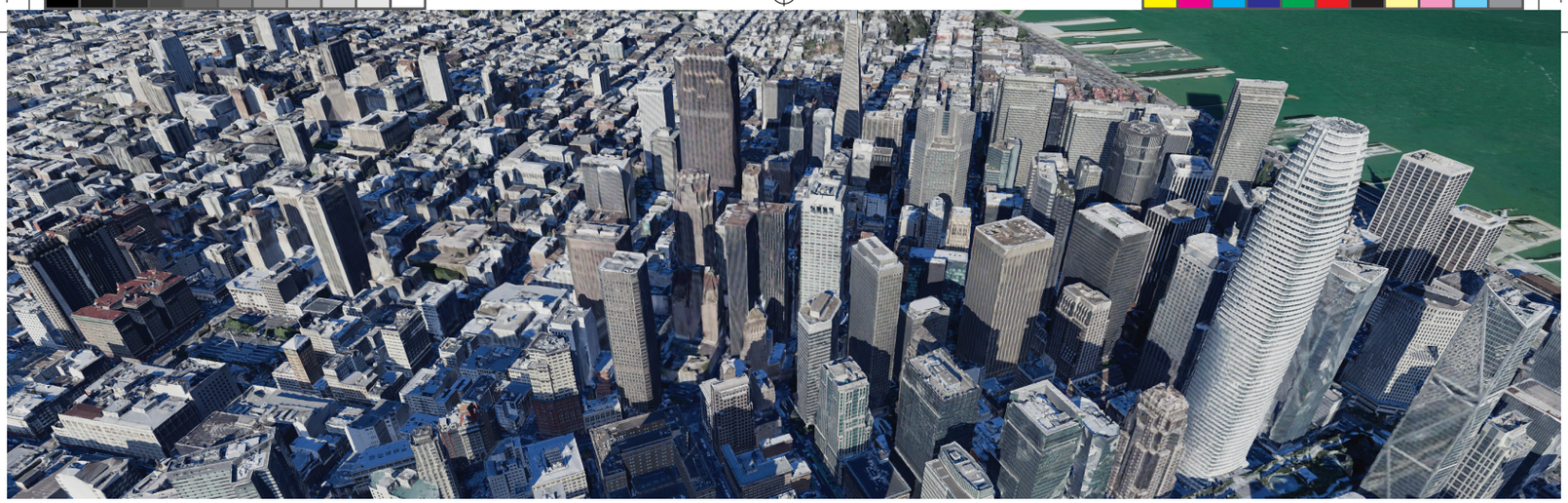

Why should you use ArcGIS Maps SDKs for Game Engines?

Access ArcGIS and open geospatial data directly from your game engine
Integrate high-performance 2D and open 3D GIS data and capabilities from the ArcGIS system into game engines to develop real-world 3D visualization and simulation solutions.

Engage your users with photorealistic rendering, lifelike animation, and special effects
Utilize industry-leading game engines Unity and Unreal Engine to integrate real-world spatial data with industrial 3D applications. Enjoy a full developer experience with APIs, scripting, and low-code/no-code options.

Target mobile devices, desktop systems, and XR headsets
Enable developers to create applications for a wide range of handheld devices, desktop systems, and head-mounted displays for augmented, mixed, and virtual reality experiences with cross-platform support.

Enhance understanding of geospatial digital twins through immersive experiences
Deliver a deeper understanding of geospatial context through next-generation user experiences, precise virtual representations of reality, and comprehensive digital replicas of the physical world known as digital twins.

Build a solid geospatial foundation on ArcGIS
Leverage diverse deployment options with self-hosted, cloud-native, software as a system (SaaS), and platform as a service (PaaS) capabilities to power your immersive solutions.

FOR MORE INFORMATION

Visit **go.esri.com/arcgis-maps-sdks-for-game-engines** to learn more about what ArcGIS Maps SDKs for Game Engines can do for your organization.

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