



The Society Islands have been inspiring the dreams of people all over the world and have become a symbol of paradise since Captain James Cook made them famous during his voyages to the South Pacific. Artists like Paul Gauguin or Jaques Brel found the islands so stimulating that they decided to spend the rest of their lives in French Polynesia.

It is therefore not surprising that Flight Simulator designers also tried to faithfully replicate the islands over the years. The Society Islands made their flight simulation debut in the early 90s when Mallard released Microscene Scenery 2 for Flight Simulator 4.0. About four years later Wilco Tahiti, one of the most detailed sceneries ever produced, enabled FS95 and FS98 users to buzz over the islands again. Flightworld Polynesia 2000, the latest product covering the region, was released in 2001 for use with FS2000.

Since then the Society Islands have been widely neglected by designers. However, for FS2004 at least two freeware enhancements are available: Bill Melichar's rendition of Papeete-Faa'a Airport and Rolf Keibel's Polynesian mesh scenery (both available at [www.avsim.com](http://www.avsim.com)).

*Tahiti & Society Islands Landclass and Waterclass* tries to fill the gap. It makes the overall appearance of the islands much more realistic in comparison with the default scenery or large scale projects such as MyWorld. New land and water classes have been assigned according to maps, aerial pictures and geographic data.

*Tahiti & Society Islands Landclass and Waterclass* works best with Rolf Keibel's mesh scenery (available at [www.avsim.com](http://www.avsim.com)), which is definitely the best mesh available for this region though it is far from being accurate. FSGenesis and MyWorld will certainly come up with detailed commercial solutions as soon as SRTM data for French Polynesia will be released later this year.

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