

Abstract of the Disclosure

Method for extracting data from a vision database (2) in order to form a simulation database (3), wherein in the vision database (2), graphic data of a plurality of individual objects in the form of polygons and textures assigned to the polygons are entered, and wherein in the simulation database (2) object data of the individual objects are entered, with the following steps:

- a) definition of object classes by classification of the individual objects described by the graphic data in the vision database (2),
- b) assignment of the textures to the object classes,
- c) generation of object data in the simulation database (3) by assignment of polygons to individual objects based on the object class assigned to the polygons via their texture.