CLAIMS

1. A method for creating a virtual 3D environment for a simulation, comprising:
receiving a user input specifying an object insertion height level to be applied to a plurality of virtual 3D objects; and
upon reception of an object insertion command for any one of the objects of the plurality of objects, inserting an instance of the object into the 3D virtual environment at the object insertion height level;
wherein the object insertion height level is applied to instances of the virtual 3D objects yet to be inserted into the virtual 3D environment.

2. The method of claim 1, comprising displaying a graphical user interface including an object insertion height level selection element comprising one or more height level selection icons, wherein the user input specifying the object insertion height level is at least one selection of at least one of the one or more height level selection icons.

3. The method of claim 2, wherein the at least one selection is a touch or a click on the at least one of the one or more height level selection icons.

4. The method of any one of claims 1 to 3, wherein the object insertion command for the object comprises a selection of an object placement icon.

5. The method of any one of claims 1 to 4, wherein the user input is a selection of the object insertion height level from a set of discrete height levels according to a predetermined granularity.

6. The method of any one of claims 1 to 5, performed by a virtual 3D environment creation tool, wherein all instances of the objects are inserted at the object insertion height level until another user input specifying another object insertion height level is received or the virtual 3D environment creation tool is restarted.

7. The method of any one of claims 1 to 6, comprising displaying the virtual 3D environment and displaying, within the virtual 3D environment, a plane representing the object inserted height level.

8. The method of claim 7, comprising displaying, during a position selection process by a user for a position of one of the plurality of the objects into the virtual 3D environment, a representation of the object such that the representation is located on the plane.

9. The method of any one of claims 1 to 8, comprising inserting a sequence of instances of the plurality of objects in response to respective object insertion commands at the object insertion height level.

10. The method of any one of claims 1 to 9, wherein the simulation is a 3D game or is a simulation for evaluating a control policy of at least one of the software applications.

11. The method of any one of claims 1 to 10, performed on a mobile terminal device.

12. The method of claim 11, wherein the mobile terminal device is a handheld mobile terminal device.

13. The method of claim 11, wherein the mobile terminal device is a mobile phone or a tablet.

14. A terminal device comprising a communication interface, a memory and a processing unit configured to perform the method of any one of claims 1 to 13.

15. A computer program element comprising program instructions, which, when executed by one or more processors, cause the one or more processors to perform the method of any one of claims 1 to 13.

16. A computer-readable medium comprising program instructions, which, when executed by one or more processors, cause the one or more processors to perform the method of any one of claims 1 to 13.