

FlyerTug model in .obj format

The model contained within this archive was built for a game using the Blender Game engine. The game is based on the old spectrum game "Cyclone" from Vortex. For details about where it has been uploaded go to <http://bouncymonkey.deviantart.com> or keep an eye out on the BlenderModels.org site. I shall try to load it up somewhere shortly (Aug 2010).

Note: for some reason this obj model seems to mess up the textures a bit when imported into Blender. You may need to do a bit of tidying.


The model is a mash up of some old models I had made for other purposes, and a Grumman Prowler model I had in my book of 500 3D-objects published by Taschen. The Grumman model has obviously been heavily modified and retextured (with no small amount of swearing and cursing). The textures presented here have all been hand made to suite using a pencil sketch and bit of colouring in. It gives it an almost cartoon tinge to it.

The model is deliberately low polygon because it was intended for a game environment and animation. This means it renders REALLY fast. On this, the .obj version, the canopy covers are separated meshes and so can be set up for full animation easily.

The archive is set up with a complete set of textures which can be modified and substituted in if you so wish.

Have fun.

Hamish Trolove

A handwritten signature in red ink that reads "zedd@atrix.co.nz". The text is written in a casual, cursive style with some variations in line thickness.

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