

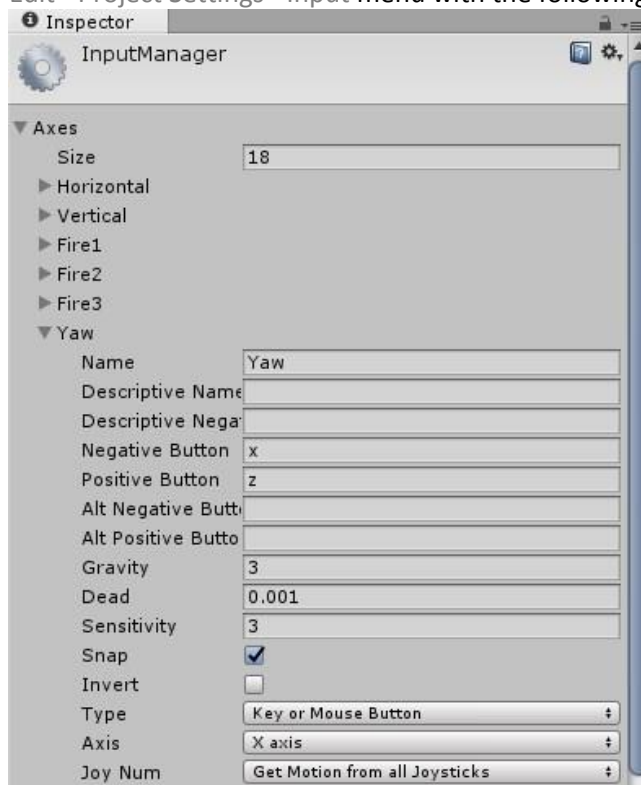


FighterInterceptor - low polygonal 3d model of a jet interceptor aircraft. The model is created in the graphic editor 3D Studio Max. Contains 924 polygons and 1,035 vertexes. In the complete set the script of management of steering surfaces (flaps, elevator, ailerons, rudder) is delivered. Can be used as a basic or secondary model in your projects.

Control keys:

- Mouse, buttons up, down, left, right - elevator, ailerons;
- buttons z, x - the rudder;
- button f – flaps up, down;

**Note:** For the [FighterSurfacesControl.cs](#) script to work correctly, you need to add the 'Yaw' axis in the Edit - Project Settings - Input menu with the following parameters:



Link to the original 3D Studio Max 2017 file (FighterInterceptor.max) + textures:

<http://file-7.ru/download/alm9ex1v>

Questions, suggestions to the author: [dims@bigmir.net](mailto:dims@bigmir.net)

GOOD LUCK!

ENJOY!

[+ ] [Orthographic] [Standard] [Edged Faces]

Total  
Polys: 924  
Verts: 1 035  
FPS: 26,458

