Notes About This 3D Model

Star Wars Low/Medium Poly X-Wing Fighter 3D Model Ver. 1.0 - Created In Blender 3D

This low poly to medium poly X-Wing Fighter 3D model was completely created in Blender 2.63a by me with the original purpose of using it for the AC3D 3D screensaver program that displays your 3D models and rotates them in either of two axes and works with models in its AC3D 3D modeler's native .ac format.

I used Blender's .ac export script to convert it to the screensaver format and it works pretty well except that you have to follow a few rules to do this so it will work properly for that particular purpose. I wrote a free tutorial that shows how to do that correctly and it is freely available from my place at Deviantart and Mediafire (addresses are given below). What I'm doing here is to make the model available in its native Blender format so people can use it for other purposes.

The wings of the model are very easy to close. Be careful not to delete the mirror plane that is apart in one of the layers because the wings have a mirror modifier that has not been applied yet whose positions are related to that plane, so do not delete the plane until you have applied the modifier if you decide to do so. You can apply the modifier if you want to but if you want to close and open them after the application of the modifier you have to apply the angle change to all 4 wings one by one instead of to just two of them as I have it setup by default but that choice is up to you. The mirror plane is parented to the fuselage like everything else so when you move the fuselage or transform it everything else will move and/or transform with it. The mirror plane is small and positioned so it stays within the interior of the fuselage. To close the wings select the top wing (any of the two top wings), press the **R** key on the keyboard but do not move the mouse while you do this or you will screw up the angles and after pressing the **R** key to rotate you press the **Y** key right after that to constrain the rotation exclusively to the **Y** axis (the axis longitudinal to the fuselage) and still without moving the mouse at all input the number **16** (16 degrees) and the top wings will both close. After that click the left button of the mouse (again, making sure that you do not move the mouse at all) to confirm the operation. For the bottom wing you do the same except that before inputting the number **16** you have to press the hyphen key (-) (cause it is also the negative symbol) and then you will input the number **16** and both bottom wings will close. To make them open again the way they are supposed to reverse the process but of course this time around the negative number will be for the top wings and the positive one for the bottom wings. Remember that if you screw up anything during the process you can always **Undo** to the way it was with **Ctrl + Z** or you can simply open the file again before saving it.

As you can see the model is really not textured and that is because I did it very recently and I only wanted to create something simple for the purpose of using it for the AC3D screensaver so I don't know if I will texture it or not. Of course that it could look much, much better with good quality textures correctly applied to it. What I did was to divide the mesh here and there and give it multiple materials to colorize the model a little so it didn't look so white in the screensaver and by doing that what I created was a simple vector texturing that is resolution independent cause this is a way to give some color to the model relatively fast. I also included in the .zip package another version of the model that is completely white that doesn't have any markings (no vector texture

divisions) at all and it's therefore slightly lower in polygons but also better for texturing in case anybody wants to texture it cause that way they won't have to clean the mesh of the extra divisions for easier application of the textures. Also the white model is a better welded together model cause the polygons of the wings have been closed more completely which has not been done to the colored model in some areas to prevent it from becoming bigger (for simplicity and lower file size). If you look closely at the edges of the colored model wings and you move some of the edges vertexes you will notice that several of the wing edges are not completely welded shut as it is in the all white model.

I really tried a bit hard to get the proportions of the ship and the basic shape right and that is not easy for one particular reason, it is not easy to find good quality blueprints of the ship specially for free. There are lots of photos of the original ship models on the web but most of those are pretty bad and there are some pretty good photos of very high quality prop replica models (models created to try to be as close as possible to the original studio scale models) out there but which one do you trust? Which one is really close to the original models and how much? Many of these photos and the relatively low quality blueprints available out there have a lot of discrepancies in many things. And most photos are at an angle and even those that are taken directly from the models sides, top front or any other perpendicular angle to the ship are affected by perspective and lens distortion and believe me even with the best ones of these there are a lot of things that get out of place. And there are ways to compensate for some of these problems but it is still somewhat limited in scope. Official good quality blueprints are kinda difficult to find and anyway they are expensive so not everybody can afford them.

So what do you do to make an accurate 3D model? What I did was to make a sort of consensus from the best reference material I could find on the web for free. The best material I could find for free on the web came mostly from the RPF (The Replica Prop Forum - http://www.therpf.com/) which is a forum where people gather to share information and reference material and experience in order to build replicas of the props used in movies as close as possible to them. I thank the people there for all their hard work cause it helps for these things a lot. And I also found some in other places.

This doesn't mean that their info is necessarily flawless cause many of their pictures are in perspective too and their partial blueprints do not always match exactly and so but it helped a lot and I think that overall I got the proportions and shape of the model well (I know it can be better) but I like the way it turned out overall and remember that it is still a low to medium poly (low poly, medium or high poly is relative cause it depends for what purpose you want the model) and many compromises have to be made for a low polygon model, it has to be simplified a lot forcefully and for the AC3D screensaver in my PCs it worked well enough but it could be used in a game or simulator or anything like that cause I placed a much higher polygon (about 3.5 higher than this one) X-Wing model made by somebody else and modified by me once in Flight Gear as a test and it worked well enough. If I had access to high quality blueprints I could replicate a design like this almost to perfection and with access to an original model or a copy of the originals high enough in quality I could produce a very, very accurate and high quality 3D model too an/or very, very accurate blueprints themselves but this is not the case for this. And yet I liked how it turned out

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cause I've seen many 3D models of the X-Wing out there that were very, very bad (high or low poly), completely out of proportions, missing important design elements or reproducing details with high inaccuracy but I've seen a few very, very good ones here and there, yes I have.

I wish that I had more time to create a very high polygon, very high detail one along the same lines I did with the Jedi Training Remote cause I would love to but I don't think that I will have the time at the moment for that and by the way I also ran into the issue of scarcity of good quality reference material for the Jedi Remote except for some high quality photos but in the Jedi Remote I couldn't even find a blueprint at all so it was all done from the photos and the people of the RPF helped again with a few things for it.

So that's it, again I hope that you like this free model and that it serves some purpose for anybody.

PixelOz Deviantart address:

http://pixeloz.deviantart.com/

Once there in Deviantart click on the Browse Gallery button to see all my things and remember that it has more than one page.

My Mediafire folder:

http://www.mediafire.com/?cuc82t8l3b093

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