

## Flyer Tug – by Hamish Trolove (aka bouncymonkey)

Other versions of this model are available through Renderosity, and ShareCG. These include the original Carrara models and an .obj format model.

This model was designed for use in my Blender game “Smooth Flying” which can be found through the following links.

Smoothflying2b(249).zip

Smoothflying 2b (Blender 2.49b version)

<http://www.box.net/shared/geq93t3b6n>

This is the Version 2b of SmoothFlying. This incorporates updated terrain textures and enhanced HUD features. This version works with Blender 2.49b

Smoothflying2b(257).zip

Smoothflying 2b (Blender 2.57 version)

<http://www.box.net/shared/i1f8g9yk6j>

This is the Version 2b of SmoothFlying. This incorporates updated terrain textures and enhanced HUD features. This version works with Blender 2.57

For this reason the model has a relatively low polygon count. I have modified this version from the with a few more polygons in places to give a smoother appearance and built it off a version that I created in Carrara 6 complete with cockpit details.

The model as presented here, keeps the texture relatively simple. Hopefully this will help anyone wanting to create their own textures.

The parent object in the model is. ***Mainfusela\_Intakes\_in*** – obviously I did not do a particularly good job of tidying up the object names.

The cockpit canopies have had their pivot points located such that they will pivot open properly. As have the two rear engine pots. The parent object to use to manipulate these are

Front Cockpit canopy - ***Canopy Gla\_Canopy.001***

Rear Cockpit canopy - ***Canopy Gla\_Canopy***

Rear Vent Left - ***Reardetail\_Rearde***

Rear Vent Right - ***Reardetail\_Rearde.001***

Enjoy.