



Dream Cutter LLC

Ocala FL USA

AVF-35-J Wildhog AVGF Mecha - transforming robot figure for Poser

Product URL <https://poserworld.com/avf-35-j-wildhog-avgf-figure-for-pose>

Short Description: The current pinnacle of Variable Geometry Fighter Development, the AVF-35 Wildhog is a next generation Variable Mecha. Developed by Earth Avionics from their highly successful VGF-14 Wildcat, the AVF-35 resulted from the YF-35 Warthog prototype test series of Mecha, and a series of now abandoned Space Combat Upgrade systems for the older VGF-14.

Full Description: AVF-35-J Wildhog AVGF (Figure for Poser)• Offered By: VanishingPoint & Dream Cutter

- Created By: theschell• System Requirements: Windows/ Mac, Poser 5 or above
- File Format: Poser

This product contains: cr2, pp2, pz2, and/ or other Poser files.

- Texturing: Texture Maps

This product uses image maps for textures.

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After the YF-35 Warthog proved potent in trials, it was decided to give the green light to a limited pre-production run on the new Advanced Variable Fighter. Both the YF-35 Warthog and the new AVF-35 Wildhog have entered service with Elite UN Military JSOC (Joint Special Operations Command) units. The YF-35 operates for JSOC as a dedicated 2-mode Ground Attack/Support Aircraft, and the AVF-35 as a dedicated 3-mode Air/Space Superiority Fighter.

The YF-35 Warthog with its 2-man Crew makes an excellent ELINT/Deep Space Recon mecha, while the single-seat AVF-35 has received extra components to enhance its already fearsome Anti-SHIP/Anti Spacecraft capabilities. When paired together with the YF-35 acting as a Forward Air

Controller, the duo can make a truly devastating partnership!

Eventually these 2 fighters will replace older VGF-14 aircraft in the UN arsenal, but for the time being only the Elite Special Operations crews get to Pilot these advanced types!

This Aircraft features fully functional flight surfaces and controls (the cockpit controls move when the ERC Dials are used to move the aircraft) and also a full transformation capability from Aircraft Mode to Close-Combat Mode and Mecha Mode!

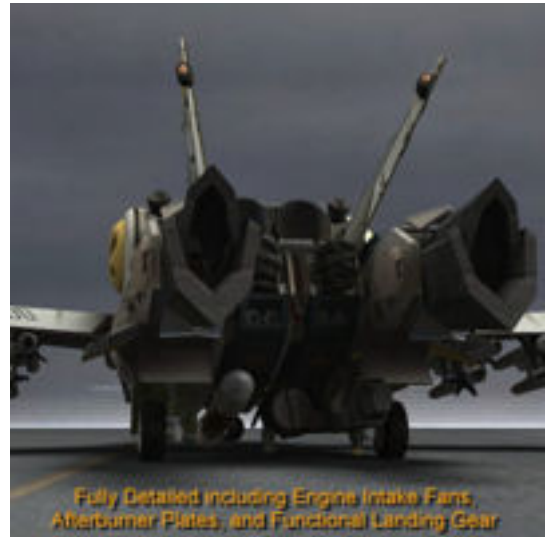
Updated to include new features and extras! Here are some of the highlights:

- Over 75 Points of Articulation on the main figure!
- Moving Flaps, Ailerons, Rudders, Opening Landing Gear Doors, Raising and Lowering Gear, turning wheels, Opening Canopies, Deployable slats, Deployable Landing Hook, Deployable Catapult Bar, moving Sticks and Throttle, Deployable Emergency Drag Chute, working Intake Seals, Transformation Lever, moving Rudder Pedals, fully independently controllable missiles, and much more...
- Separate Conforming Figure Weapons and Ordinance, with fully controllable ordinance deployment (Some sold as separate packs). Includes a set of conforming Missiles, smart-parented Chaff/Flare Pod, and fully functional Collapsible Gun Pod.
- Comes in 4 fully rigged variants (A,D,J and S-Types) that share common geometry but load from independant CR2`s for each type.
- Includes Smart-Parented Dummy Pilot figure (un-rigged and non-poseable) to place in the Cockpit (loads automatically parented to the Ejection Seat). Also includes a pose-able Crew Boarding Ladder.
- Over 250 Independent ERC controls on the main figure for complete control of most vital functions from 1 location.
- Independent ERC controls for each moving part.
- Articulated Landing gear with co-ordinated ERC for 1 dial raise and lower.
- ERC Landing Hook and Catapult arm.
- ERC weapons controls for launching steer-able missiles and ordinance.
- ERC dials for easy transformation to each of 3-modes!
- Pre-Posed Poses for Fighter configuration, Close-Combat Configuration and Mecha Configuration.
- Fit-to Poses for the Gunpod for all 3 modes.

* Note: All of this product`s content was created by "theschell" (Christopher D. Schell) with additional help with ERC controls, Poser MAT Files & Additional Texturing by Mark A. Fares (KageRyu). My thanks to Mark for his extra hard work on this figure!

Price \$15.00

SKU: 2F2BEB69





Detailed Cockpit with working Flight Controls and Ejection Seat



Fully Transformable to 3 modes with ERC Dials for easy Transformations to Close Combat Mode



Fully Transformable to 3 modes with ERC Dials for easy Transformations to Mecha Mode



4 Fully Rigged Variants with Individual Textures

BASIC A-TYPE

UPGRADED D-TYPE

ADVANCED J-TYPE

ELITE S-TYPE

Includes a basic Weapons Set with Fully Pose-able
Collapsing Gun Pod, Missiles, and Chaff/Flare Pod

