



Dream Cutter LLC

Ocala FL USA

## **F4B Phantom USAF jet fighter aircraft figure for Poser**

Product URL <https://poserworld.com/f4b-phantom-for-poser>

Short Description: F4B Phantom Vietnam War Era Aircraft 3d figure for Poser with over 50 Points of Articulation assisted posing and animation with Poser ERC on the main figure: • Moving Flaps, Ailerons, Spoilers, Rudder. Stabilator, Speed Brakes, Opening Landing Gear Doors, Raising and Lowering Gear, Spin-able Wheels, Steer-able Nose Gear, Opening Canopies, Deploy-able Slats, Folding Wings, Deployable Tail Hook, Deployable Emergency Drag Chute, Fully Functional Cockpit Flight Controls, and Working Ejection Seats and more. Modeled by Chris Schell.

Full Description: • Created By: theschell

- Downloadable File Size: 21.28 M (approx.)
- File Format: Poser

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

• Texturing: Texture Maps  
Product Description  
The F4 Phantom was a good aircraft in it`s time but early versions had a few peculiarities that needed to be sorted out. Here I`ve depicted a Navy F4B of the Vf-92 "Silver Kings" Squadron flying from the USS Constellation as it would have appeared during the Vietnam Conflict. The Navy F4B differed from the Air Force F4C version in that it had a significantly shortened nose cone to facilitate lifting on Carrier elevators (The Air Force received the F4C which was effectively identical to the F4B but with a longer nose and different electronics). The early J-79 engines provided for the Phantom were very powerful, but the re-burners generated large smoke trails at mid-throttle/cruise settings making it easy to spot the aircraft in flight. This was later solved by upgrading the engines with a smokeless combustor which cleanly burned fuel in the exhaust. The F4 also had an unusual flight controls set-up, instead of Ailerons to control the roll of the A/C the F4 had a combination of Flaperons (Ailerons that had a down only position and could be combined with the flaps for extra lift with heavy loads) and upper wing surface Spoilers. During certain types of ACM the Spoilers would be rendered ineffective due to angle of attack and it became necessary to do a Rudder Roll instead, how-ever this meant that the aircraft suffered from adverse yaw during hard maneuvering. Eventually the F4 was re-fitted with leading edge slats to help improve maneuverability and handling at high angles of attack (Navy F4B`s given these upgrades were redesignated F4N`s) . The Phantom also had one of the

first Boundary Air Layer control systems to aid in low speed flight handling. Until the F4E, the Phantom also had no internal gun, and instead had to mount an external gun pod (doctrine at the time had held that in supersonic combat a gun would be unnecessary). When the heat-seeking and radar guided missiles of the day were found to be less than stellar in combat, the Phantom began carrying the SUU-16 and then the SUU-23 20mm Gun Pods. Unfortunately these guns were rendered less than accurate on early aircraft due to the lack of a lead-computing gun sight (this was somewhat improved when the SUU-23 was equipped with the needed gun sights). Despite early teething problems the Phantom was said to have been very responsive and easy to fly even at the edge of its flight envelope. It also held numerous world records including the World Speed Record and a Zoom Climb Record (amongst others). It could carry 18,000lbs of external stores, double the load of a WW2 B-17, and had numerous upgrades and improvements made during its service life. The F4B was accepted by the Navy in 1961, and the F4C by the Air Force in 1963 (The original F4A's never saw service due to many technical issues meaning the F4B was the first actual service variant). Phantoms remain in service in many countries to this day, but were officially retired from US production in 1979, and from service with US Forces in 1996, after over 30 years of continuous combat service. A number of F4's have remained in US service converted to use as Remote Target Drones... Here are some of the Highlights:

- Over 50 Points of Articulation on the main figure!
- Moving Flaps, Ailerons, Spoilers, Rudder, Stabilator, Speed Brakes, Opening Landing Gear Doors, Raising and Lowering Gear, Spin-able Wheels, Steer-able Nose Gear, Opening Canopies, Deployable Slats, Folding Wings, Deployable Tail Hook, Deployable Emergency Drag Chute, Fully Functional Cockpit Flight Controls, and Working Ejection Seats...
- Numerous ERC dials for ease of control from one main location, including dials for various basic flight maneuvers. The weapons sets also have ERC controls for ease of use in images and animation!
- Nose Radome opens to reveal the AN/APQ Radar Set.
- Conforming Dummy Aircrew figure to use to place a Flight Crew in the Cockpit.
- Conforming Crew Boarding Ladders and FOD Storage Covers for the Engines and Air Intakes.
- 14 Separate Conforming Weapons sets designed to be Mixed and Matched to create multiple load-outs for the Weapons most commonly carried by the F4 Phantom, with fully controllable ordinance deployment. These Sets are broken down by mounting location so that each set can be properly mix and matched with the others, allowing a total combination of over 100 variations of weapons loads that can be loaded based on mission requirements! 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! No additional files will be needed to use this product... it is a stand-alone figure!

Price \$13.00

SKU: F55F437B



