



Dream Cutter LLC

Ocala FL USA

Battleship U.S.S Nevada BB-36 for Poser

Product URL <https://poserworld.com/battleship-uss-nevada-bb-36-for-poser-3d>

Short Description: Battleship U.S.S Nevada BB-36 for Poser is a highly detailed WWII model figure for the Poser 3D art and animation rendering software. USS Nevada (BB-36), is the second United States Navy ship to be named after the 36th state, and was the lead ship of the two Nevada-class battleships; her sister ship was Oklahoma. Launched in 1914, the Nevada was a leap forward in dreadnought technology; four of her new features would be included on almost every subsequent US battleship: triple gun turrets, oil in place of coal for fuel, geared steam turbines for greater range, and the "all or nothing" armor principle. These features made Nevada the first US Navy "super-dreadnought".

Included are the main USS Nevada figure, 3 smart-propped versions of the Anchors (all anchors up, single anchor lowered, and all anchors lowered), and 2 smart-propped O3U Corsair Float-planes. Optionally the Anchors may be left out for replacement by other props (such as the available "easy pose" chains and extra items of that nature available from many sources) as can the Aircraft...

Pose-able features (some 70 moving parts in total) include: working Rudder and Propellers, Main and Secondary Gun Turrets that can rotate with Barrels that can elevate independently, working Cargo Cranes, functioning Spot-lights and Gun Directors, and pose-able Aircraft Catapults and Crane.

Full Description: USS Nevada (BB-36), is the second United States Navy ship to be named after the 36th state, and was the lead ship of the two Nevada-class battleships; her sister ship was Oklahoma. Launched in 1914, the Nevada was a leap forward in dreadnought technology; four of her new features would be included on almost every subsequent US battleship: triple gun turrets, oil in place of coal for fuel, geared steam turbines for greater range, and the "all or nothing" armor principle. These features made Nevada the first US Navy "super-dreadnought". Nevada served in both World Wars: during the last few months of World War I, Nevada was based in Bantry Bay, Ireland, to protect the supply convoys that were sailing to and from Great Britain. In World War II, she was one of the battleships trapped when the Japanese attacked Pearl Harbor. She was the only

battleship to get underway during the attack, making the ship "the only bright spot in an otherwise dismal and depressing morning" for the United States. Still, she was hit by one torpedo and at least six bombs while steaming away from Battleship Row, forcing her to be beached. Subsequently salvaged and modernized at Puget Sound Navy Yard, Nevada served as a convoy escort in the Atlantic and as a fire-support ship in four amphibious assaults: the Normandy Landings and the invasions of Southern France, Iwo Jima, and Okinawa.

At the end of World War II, the Navy decided that Nevada was too old to be retained, so they assigned her to be a target ship in the atomic experiments that were going to be conducted at Bikini Atoll in July 1946 (Operation Crossroads). After being hit by the blast from the first atomic bomb, Able, she was still afloat but heavily damaged and radioactive. She was decommissioned on 29 August 1946 and sunk during naval gunfire practice on 31 July 1948.

For more on the U.S.S Nevada please go to https://en.wikipedia.org/wiki/USS_Nevada_%28BB-36%29Included are the main USS Nevada figure, 3 smart-propped versions of the Anchors (all anchors up, single anchor lowered, and all anchors lowered), and 2 smart-propped O3U Corsair Float-planes. Optionally the Anchors may be left out for replacement by other props (such as the available "easy pose" chains and extra items of that nature available from many sources) as can the Aircraft...

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By Christopher D. Schell, Copyright 2015

USS Nevada (BB-36), the second United States Navy ship to be named after the 36th state, was the lead ship of the two Nevada-class battleships; her sister ship was Oklahoma. Launched in 1914, the Nevada was a leap forward in dreadnought technology; four of her new features would be included on almost every subsequent US battleship: triple gun turrets, oil in place of coal for fuel, geared steam turbines for greater range, and the "all or nothing" armor principle. These features made Nevada the first US Navy "super-dreadnought". Nevada served in both World Wars: during the last few months of World War I, Nevada was based in Bantry Bay, Ireland, to protect the supply convoys that were sailing to and from Great Britain. In World War II, she was one of the battleships trapped when the Japanese attacked Pearl Harbor. She was the only battleship to get underway during the attack, making the ship "the only bright spot in an otherwise dismal and depressing morning" for the United States. Still, she was hit by one torpedo and at least six bombs while steaming away from Battleship Row, forcing her to be beached. Subsequently salvaged and modernized at Puget Sound Navy Yard, Nevada served as a convoy escort in the Atlantic and as a fire-support ship in four amphibious assaults: the Normandy Landings and the invasions of Southern France, Iwo Jima, and Okinawa. At the end of World War II, the Navy decided that Nevada was too old to be retained, so they assigned her to be a target ship in the atomic experiments that were going to be conducted at Bikini Atoll in July 1946 (Operation Crossroads).

After being hit by the blast from the first atomic bomb, Able, she was still afloat but heavily damaged and radioactive. She was decommissioned on 29 August 1946 and sunk during naval gunfire practice on 31 July 1948. For more on the U.S.S Nevada please go to https://en.wikipedia.org/wiki/USS_Nevada_%28BB-36%29*Note: All of this product's content was created by "theschell" (Christopher D. Schell)

No additional files will be needed to use this product... it is a stand-alone figure! System Requirements: PC (not tested on Mac) and Daz Studio 2.3 or higher (Fully tested in Poser and is fully functional, though Poser users may have to manually adjust the surface settings to suit their uses!) Installation:

Extract the "runtime" folder to Daz > Studio > Content, (or to manually install, copy the contents of the runtime folder into your Daz studio runtime folders, making sure that the geometries folder goes to "runtime > geometries", the libraries folder goes to "runtime > libraries", and the textures folder goes to "runtime > textures". All items in this package must be placed as they appear in the download runtime file! The "readme" folder is outside the runtime structure and may be saved anywhere the user wishes, and the "templates" folder provides templates for users to create their own textures for this item, it may also be placed anywhere the user wishes. Any textures created with this resource or for this model cannot be sold but can be distributed freely as free items, they must be identified as modifications of the original and the original copyright must be maintained! Usage notes: 1) To load the Nevada in your runtime library in the "Figures" list find the folder marked "Chris's Ships > USS Nevada" and click on the USS Nevada thumbnail to load... 2) To use the Smart-propped Anchors and Aircraft go to your runtime library in the folder marked "Chris's Props > USS Nevada" and click the thumbnails for the items you wish to load... these will load in your scene automatically parented to the ship but can still be individually posed if needed... 3) Some locations have only one joint edited, unused joints/parameters have been hidden and are un-needed, and other locations have had limits applied to represent the mechanical nature of the ship, In your Scene Tree, look for the parameters marked "Elevate, Train, Swing, Spin, and Swivel" to pose the various parts of the ship. Guns, Cranes, Turrets and even the Spotlights and Propellers are pose able in this model! 4) All pose able parts can be found in the scene tree for the skeleton list of the USS Nevada (I've rigged the parts rather than using morphs for better all-round versatility). This includes some 70 moving parts! 5) Poser Users; please be aware that the figure as loaded is optimized for Daz Studio... you may use the Poser-specific Mat files found in "Poses > Chris's Ships > USS Nevada" to adjust the surfaces automatically or manually adjust the surface settings yourself in the materials room for best Poser render effect... 6) Included are the main USS Nevada figure, 3 smart-propped versions of the Anchors (all anchors up, single anchor lowered, and all anchors lowered), and 2 smart-propped O3U Corsair floatplanes. Optionally the Anchors may be left out for replacement by other props (such as the available "easy pose" chains and extra items of that nature available from many sources) as can the Aircraft... File

Lists; Runtime/Geometries/USS Nevada: Aircraft1.obj

Aircraft2.obj

Anchors.obj

AnchorandChain.obj

Chains.obj

Nevada.objRuntime/Libraries/Character/Chris's Ships/USS Nevada:USS Nevada BB-

36.cr2/pngRuntime/Libraries/Props/Chris's Props/USS Nevada:Aircraft1.png/pp2

Aircraft2.png/pp2

All Anchors Down.png/pp2

Anchors Up.png/pp2

Single Anchor Down.png/pp2Runtime/Libraries/Pose/Chris's Ships/USS Nevada:Nevada Poser

Mats.pz2/pngRuntime/Textures/USS Nevada:Aircrafttexture.png

BB-36Hulltexture.png

BB-36Lifeboatsttexture.png

BB-36Superstructure.png

BB-36Turretsttexture.pngTemplates:For all textures listed above, stored outside the runtime and can be saved where ever the user wishes...Nevadareadmes:ReadmeUSSNevada.rtf

End User License USS Nevada.rtfLastly, a few words...I would like to thank BeyondVR for his

help in figuring out some serious poser related issues with my models, and for his patience and

advice while I've been learning how all of this 3d stuff works (Plus his ongoing assistance in

creating Poser Mat files for my models). I'd also like to thank my good friend Shawn for helping

test the models and giving me feed back and encouragement when it was needed. Lastly I'd like to

thank everyone else that's had a kind word, bit of advice, or has offered help and resources while

I've been working on my library of models... without all the help I've received these models

wouldn't have been possible... Thank-you All!Templates have been included and users may feel

free to use these to create new texture maps for my model. Though these maps cannot be sold as

paid items, they may be freely distributed so long as no parts of the original model or texture are

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SKU: 3968d003

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