



Dream Cutter LLC

Ocala FL USA

Battleship U.S.S Tennessee BB-43 for Poser

Product URL <https://poserworld.com/battleship-uss-tennessee-bb-43-for-poser>

Short Description: Battleship U.S.S Tennessee BB-43 for Poser is a highly detailed WWII model figure for the Poser 3D art and animation rendering software. USS Tennessee (BB-43) was the lead ship of her class of battleship, was the third ship of the United States Navy named in honor of the 16th US state. During World War II in the Pacific Theater, she was damaged during the attack on Pearl Harbor in December 1941.

Included are the main USS Tennessee 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 Tennessee (BB-43), the lead ship of her class of battleship, was the third ship of the United States Navy named in honor of the 16th US state. During World War II in the Pacific Theater, she was damaged during the attack on Pearl Harbor in December 1941.

On the morning of 7 December 1941, Tennessee was moored starboard side to a pair of masonry "mooring quays" on Battleship Row, the name given to a line of deep water berths located along the southeast side of Ford Island, Pearl Harbor.

During the Japanese attack on Pearl Harbor, the crewmen of the Tennessee manned her anti-aircraft guns, and they attempted to defend the harbor and their warship as well as they could. During the air raid, the Tennessee was struck by two armor-piercing bombs that detonated incompletely. The first one hit the center gun of turret two, and it made all three guns inoperable. Debris from the bomb hit on the Tennessee's turret two hit the command deck of the West Virginia, which mortally wounded her commanding officer, Mervyn S. Bennion, who earned the Medal of Honor for his

brave efforts in resisting the Japanese attacks. The second bomb went through the roof of turret three, and it damaged her left gun. The Tennessee was showered with debris when the magazine of the Arizona exploded and her stern was engulfed in flames from the Arizona's burning fuel oil.

Wedged between the sunken West Virginia and her mooring quays, the Tennessee was trapped at her berth for ten days before being freed, and four days later she set sail for the West Coast to be repaired.

After repairs and refitting, Tennessee participated in shore bombardments at the Aleutian Islands, Tarawa, the Marshall Islands, the Marianas, the Philippines, Iwo Jima, Okinawa, etc. She was also involved in the Battle of Surigao Strait, the final battleship vs. battleship conflict ever.

After the end of World War II, the Tennessee was placed on reserve in the "mothball fleet" for nearly 15 years before finally being scrapped in 1959.

For more on the U.S.S Tennessee please go to

https://en.wikipedia.org/wiki/USS_Tennessee_BB-43 PRODUCT README U.S.S Tennessee BB-43

By Christopher D. Schell, Copyright 2015

USS Tennessee (BB-43), the lead ship of her class of battleship, was the third ship of the United States Navy named in honor of the 16th US state. During World War II in the Pacific Theater, she was damaged during the attack on Pearl Harbor in December 1941. On the morning of 7 December 1941, Tennessee was moored starboard side to a pair of masonry "mooring quays" on Battleship Row, the name given to a line of deep water berths located along the southeast side of Ford Island, Pearl Harbor. During the Japanese attack on Pearl Harbor, the crewmen of the Tennessee manned her anti-aircraft guns, and they attempted to defend the harbor and their warship as well as they could. During the air raid, the Tennessee was struck by two armor-piercing bombs that detonated incompletely. The first one hit the center gun of turret two, and it made all three guns inoperable. Debris from the bomb hit on the Tennessee's turret two hit the command deck of the West Virginia, which mortally wounded her commanding officer, Mervyn S. Bennion, who earned the Medal of Honor for his brave efforts in resisting the Japanese attacks. The second bomb went through the roof of turret three, and it damaged her left gun. The Tennessee was showered with debris when the magazine of the Arizona exploded and her stern was engulfed in flames from the Arizona's burning fuel oil. Wedged between the sunken West Virginia and her mooring quays, the Tennessee was trapped at her berth for ten days before being freed, and four days later she set sail for the West Coast to be repaired. After repairs and refitting, Tennessee participated in shore bombardments at the Aleutian Islands, Tarawa, the Marshall Islands, the Marianas, the Philippines, Iwo Jima, Okinawa, etc. She was also involved in the Battle of Surigao Strait, the final battleship vs. battleship conflict ever. After the end of World War II, the Tennessee was placed on reserve in the "mothball fleet" for nearly 15 years before finally being scrapped in 1959. For more on the U.S.S Tennessee please go to https://en.wikipedia.org/wiki/USS_Tennessee_BB-43*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 Tennessee in your runtime library in the "Figures" list find the folder marked "Chris's Ships > USS Tennessee" and click on the USS Tennessee 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 Tennessee" 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 Tennessee (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 Tennessee" 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 Tennessee 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 Tennessee: Aircraft1.obj

Aircraft2.obj

Anchors.obj

AnchorandChain.obj

Chains.obj

Tennessee.obj Runtime/Libraries/Character/Chris's Ships/USS Tennessee: USS Tennessee

BB43.cr2/png Runtime/Libraries/Props/Chris's Props/USS Tennessee: 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/USSTennessee:Tennessee

Poser Mats.pz2/pngRuntime/Textures/USSTennessee:Aircrafttexture.png

BB43Hulltexture.png

BB43Lifeboatsttexture.png

BB43Superstructure.png

BB43Turretsttexture.png Templates: For all textures listed above, stored outside the runtime and can be saved where ever the user wishes...Tennessee readmes: ReadmeUSSTennessee.rtf

End User License USS Tennessee.rtf Lastly, 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 provided or distributed (please see EULA for usage of models) PRODUCT USE LICENSE FOR SCHELL'S ARMOUR WORKS MARKETPLACE ITEMS

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