



Dream Cutter LLC

Ocala FL USA

F-8E Crusader jet aircraft for Poser

Product URL <https://poserworld.com/f-8e-crusader-jet-aircraft-for-poser>

Short Description: F-8E Crusader for Poser is a highly detailed historical aircraft figure for the Poser 3D art and animation rendering software. The F-8E Crusader, a carrier-capable supersonic fighter jet, was designed to meet the US Navy's requirements for a high-speed, high-maneuverability aircraft. It was armed with four 20mm cannons and could carry a variety of air-to-air missiles, making it a formidable dogfighter during the Vietnam War. The Crusader's distinctive design featured a high-wing configuration and a variable-incidence wing to facilitate carrier landings, while its powerful Pratt & Whitney J57 turbojet engine allowed for a top speed of Mach 1.53. The F-8E Crusader served with distinction in the US Navy and the French Navy, earning it the title "The Last of the Gunfighters" for its primary use of guns in combat.

Key Features:

- * 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!

Full Description: The Vought F-8 Crusader (originally F8U) was a single-engine, supersonic, carrier-based air superiority jet aircraft built by Vought for the United States Navy and Marine Corps, replacing the Vought F7U Cutlass, and for the French Navy. The first F-8 prototype was ready for flight in February 1955. The F-8 served principally in the Vietnam War. The Crusader was the last American fighter with guns as the primary weapon, earning it the title "The Last of the Gunfighters".

When conflict erupted in the skies over North Vietnam, it was U.S. Navy Crusaders from the USS Hancock that first tangled with Vietnam People's Air Force (North Vietnamese Air Force) MiG-17s, on 3 April 1965. The MiGs claimed the downing of a Crusader, and one pilot's gun camera revealed that his cannons had set an F-8 ablaze, but it was later found that the F-8 Pilot had managed to land his damaged Crusader at Da Nang, the remaining F-8s returning safely to their carrier.

At the time, the Crusader was the best dogfighter the United States had against the nimble North Vietnamese MiGs. The U.S. Navy had evolved its "night fighter" role in the air wing to an all-weather interceptor, the F-4 Phantom II, equipped to engage incoming bombers at long range with missiles such as AIM-7 Sparrow as their sole air-to-air weapons, and maneuverability was not emphasized in their design. Some experts believed that the era of the dogfight was over as air-to-air missiles would knock down adversaries well before they could get close enough to engage in dogfighting.

As aerial combat ensued over North Vietnam from 1965 to 1968, it became apparent that the dogfight was not over and the F-8 Crusader and a community trained to prevail in air-to-air combat was a key ingredient to success.

The Crusader also became a "bomb truck" in war, with both ship-based U.S. Navy units and land-based U.S. Marine Corps squadrons attacking communist forces in both North and South Vietnam. USMC Crusaders flew only in the south, while U.S. Navy Crusaders flew only from the small Essex-class carriers. Marine Crusaders also operated in close air support missions.

Despite the "last gunfighter" moniker, the F-8s achieved only four victories with their cannon; the remainder were accomplished with AIM-9 Sidewinder missiles, partly due to the propensity of the 20 mm (.79 in) Colt Mk 12 cannons' feeding mechanism to jam under G-loading during high-speed dogfighting maneuvers. Between June and July 1966, during 12 engagements over North Vietnam, Crusaders claim four MiG-17s for two losses.

The Crusader would claim the best kill ratio of any American type in the Vietnam War, 19:3. Of

the 19 aircraft claimed during aerial combat, 16 were MiG-17s and three were MiG-21s. U.S. records only indicate 3 F-8s lost in aerial combat, all to MiG-17 cannon fire in 1966, but the NVAF claimed 11 F-8s were shot down by MiGs. A total of 170 F-8 Crusaders would be lost to all causes during the war.

LTV built and delivered the 1,219th (and last) U.S. Navy Crusader to VF-124 at NAS Miramar on 3 September 1964. The last active duty Navy Crusader fighter variants were retired from VF-191 and VF-194 aboard Oriskany in 1976 after almost two decades of service, setting a first for a Navy fighter.

The RF-8 Crusader was a photo-reconnaissance development and operated longer in U.S. service than any of the fighter versions. RF-8s played a crucial role in the Cuban Missile Crisis, providing essential low-level photographs impossible to acquire by other means. This variant continued to serve in the active duty Navy for yet another 11 years, with VFP-63 flying RF-8Gs up to 1982, and with the Naval Reserve flying their RF-8Gs in two squadrons (VFP-206 and VFP-306) at Naval Air Facility Washington / Andrews AFB until the disestablishment of VFP-306 in 1984 and VFP-206 on 29 March 1987 when the last operational Crusader was turned over to the National Air and Space Museum.

For more on the Crusader please visit https://en.wikipedia.org/wiki/Vought_F-8_Crusader

Here are some of the Highlights:

- * Over 50 Points of Articulation on the main figure!

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- * 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!

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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 base model F4B Phantom, in your "Figures" library in the

folder marked "Chris's Aircraft", double-click the product icon to load.2.) To load the add-on conforming figure items find them in the same folder as the main F4B figure ("Figures" library > "Chris's Aircraft"), make sure that the main F4B Phantom figure is loaded and selected in your scene tree then double-click the product icon to load. Poser Users will need to use the "Conform To" option to conform these add-ons to the main Phantom figure...3.) Included conforming figure add-ons: 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!

4.) Some locations such as flaps have had only one rotation rigged... the others are unused and hidden in the parameters tab. this was done purposely to represent the mechanical nature of the aircraft and the way it would function. 5.) All flight control surfaces, rudder, landing gear, and moveable parts can be accessed in the scene tree for the skeleton of the Phantom (I've rigged the parts rather than using morphs to allow the moveable parts to function).6.)**Poser Users please note that the surfaces of this model are optimized for Daz. The model will load and function properly in Poser but users may want to or need to adjust the surfaces settings in the material room depending on need and desire for best effect in poser renders!7.) ERC Dials can be found on the main 'Body' of the figure for ease of use.8.) Morphs Dials to Deploy/Hide the Emergency Drag Chute, and to Dialate the Exhaust Nozzels can also be found on the main "Body" location of the figure.Files Lists:Runtime/Geometries/Chris's F4B Phantom:All Obj format geometries for the main F4B figure and all conforming items

Runtime/Libraries/Character/Chris's Aircraft/Chris's F4B Phantom II:All Cr2's to the main figure and add-on conforming items.

Runtime/Textures/Chris's F4B Phantom II:Textures for all items

Chris's templates:Texture Templates for allI 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. 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)LICENSEFOR SCHELL'S

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