



Dream Cutter LLC

Ocala FL USA

UNS Coral Sea Space Carrier for Poser

Product URL <https://poserworld.com/uns-coral-sea-space-carrier-for-poser>

Short Description: UNS Coral Sea Space Carrier for Poser is a highly detailed fictional spacecraft figure for the Poser 3D art and animation rendering software. Knowing that the Solinoid fleet would eventually arrive, the UN Military began design studies to incorporate reverse engineered Solinoid technology into various vehicles and vessels. At first, the reverse engineered parts were too large to be fitted into smaller vehicles like aircraft, and required too much power to operate. It was necessary to fit the tech to larger vessels. Experiments were conducted on various decommissioned Naval vessels to find the best way to design and incorporate the new technologies.

Once various systems and power management issues had been worked out, the UN quickly implemented a build program to construct Naval warships capable of both atmosphere and space operations. The first such vessels were based upon rebuilt Nuclear Aircraft Carrier hulls, as these ships could provide enough power to meet the energy needs of the Solinoid technology.

The UNS Coral Sea is the first of the new breed rebuilt Space Carriers, based on the reconstructed hulls of the retired Midway Class Aircraft Carriers decommissioned by the US Navy. Refitted for Nuclear Fusion Power, and redesigned for Space operations, the UN has 1 more of the class under construction (there had been 3 Midway class ships but one was scrapped years before the discovery of the Solinoids) along with smaller Escort Carrier, Cruiser and Destroyer type ships.

Here are some of the highlights:

- Over 100 Points of Articulation on the main figure!
- Over 50 individually pose-able Weapons Turrets that can be trained and elevated independently.
- Working Aircraft Elevators, Hangar Bay Doors, Jet Blast Deflectors, Rudders, Weapons Mounts and Hangar Gantry Cranes with pose-able Hoist Hooks.
- Detailed Interiors for the Forward and Rear Hangar Decks, and the Command Bridge.
- Pose presets to adjust the scale to Life-sized and back to the Default 1/10th scale to allow users to scale the carrier to match the life-sized scale of my transforming Variable Geometry Fighters.
- Includes cr2`s to load both the UNS Coral Sea, and her sister ship the UNS Midway.

* 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: UNS Coral Sea Space Carrier Copyright: Christopher D. Schell, May 2016

Author: Christopher D. Schell (theschell) Knowing that the Solinoid fleet would eventually arrive, the UN Military began design studies to incorporate reverse engineered Solinoid technology into various vehicles and vessels. At first, the reverse engineered parts were too large to be fitted into smaller vehicles like aircraft, and required too much power to operate. It was necessary to fit the tech to larger vessels. Experiments were conducted on various decommissioned Naval vessels to find the best way to design and incorporate the new technologies. Once various systems and power management issues had been worked out, the UN quickly implemented a build program to construct Naval warships capable of both atmosphere and space operations. The first such vessels were based upon rebuilt Nuclear Aircraft Carrier hulls, as these ships could provide enough power to meet the energy needs of the Solinoid technology. The UNS Coral Sea is the first of the new breed rebuilt Space Carriers, based on the reconstructed hulls of the retired Midway Class Aircraft Carriers decommissioned by the US Navy. Refitted for Nuclear Fusion Power, and redesigned for Space operations, the UN has 1 more of the class under construction (there had been 3 Midway class ships but one was scrapped years before the discovery of the Solinoids) along with smaller Escort Carrier, Cruiser and Destroyer type ships. Here are some of the highlights

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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 UNS Coral Sea, in your "Figures" library in the folder marked "Chris's SciFi Ships", 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 Coral Sea figure ("Figures" library > "Chris's SciFi Ships"), make sure that the main Coral Sea figure is loaded and selected in your scene tree then double-click the product icon to load.

3.) 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. 4.) All moveable parts can be accessed in the scene tree for the skeleton of the Coral Sea (I've rigged the parts rather than using morphs to allow the moveable parts to function). 5.) **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! 6.) Poser-specific mat poses are included and can be found in your Poses Library in "Chris's SciFi Ships". 7.) Add-on Smart-propped items can be found in your Props Library in Chris's SciFi Ships

Files Lists: Runtime/Geometries/Chris's UNS Coral Sea: All figure objects and geometries

Runtime/Libraries/Character/Chris's SciFi Ships/UN Fleet: UNS Coral Sea
UNS Midway Runtime/Libraries/Pose/Chris's SciFi Ships/ UN Fleet: Materials Poses and Pose Presets for all items

Runtime/Textures/Chris's UNS Coral Sea: Textures for all items

Chris's templates: Templates for all items

UNS Coral Sea Readme: CoralSeaReadme.rtf (WordPad document)

End-user license CoralSea.rtf (WordPad document) 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. I'd also like to thank my good friend Shawn for helping test the models and giving me feedback 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) LICENSE: FOR SCHELL'S ARMOUR WORKS MARKETPLACE ITEMS

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