



Dream Cutter LLC

Ocala FL USA

MiG-17F Fresco fighter jet for Poser

Product URL <https://poserworld.com/mig-17f-fresco-fighter-jet-for-poser>

Short Description: MiG-17F Fresco fighter jet for Poser is a highly detailed historical aircraft figure for the Poser 3D art and animation rendering software.

The MiG-17F Fresco is a high-subsonic, single-seat Soviet fighter jet, designed to improve upon the MiG-15, with features like a thinner wing swept back to 45 degrees and an afterburning engine for enhanced performance. This aircraft, first introduced in 1952, saw its combat debut in the skies over Vietnam and was used in conflicts like the Six-Day War and the Nigerian Civil War, serving as a versatile interceptor and ground-attack aircraft. The MiG-17F, with its ability to outmaneuver many of its contemporaries, was a formidable opponent in dogfights, despite its lack of advanced radar and missile capabilities compared to Western aircraft.

Key features of the MiG-17F Fresco fighter jet for Poser

- * Over 50 Points of Articulation on the main figure!
- * Moving Flaps, Ailerons, 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 Emergency Drag Chute, Fully Functional Cockpit Flight Controls, and Working Ejection Seat...
- * 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!
- * Conforming Dummy Aircrew figure to use to place a Pilot in the Cockpit.
- * Conforming Crew Boarding Ladder and FOD Storage Covers for the Engine and Air Intake.
- * 3 Separate Conforming Weapons sets designed to be Mixed and Matched to create multiple load-outs for the Weapons most commonly carried by the MiG-17 Fresco, 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 large variations of weapons loads that can be added based on mission requirements!

Full Description: MiG-17F Fresco fighter jet for Poser Copyright: Christopher D. Schell, February 2016

Author: Christopher D. Schell (theschell) Made famous by the Vietnam War, the MiG-17F was the primary enemy aircraft engaged in the skies over Vietnam by U.S. aircraft, such as the A-4, A-7, F-8, B-52, F-100, F-105 and its primary nemesis, the F-4 Phantom II. In 1960, the first group of approximately 50 North Vietnamese airmen were transferred to the PRC to begin transitional training onto the MiG-17. At this time the first detachment of Chinese trained MiG-15 pilots had returned to North Vietnam, and a group of 31 airmen were deployed to the North Vietnamese Air Force base at Son Dong for conversion to the MiG-17. By 1962 the first North Vietnamese pilots had finished their MiG-17 courses in the Soviet Union and the PRC, and returned to their units; to mark the occasion, the Soviets sent as a "gift" 36 MiG-17 fighters and MiG-15UTI trainers to Hanoi in February 1964. These airmen would create North Vietnam's first jet fighter regiment, the 921st. By 1965, another group of MiG pilots had returned from training in Krasnodar, in the USSR, as well as from the PRC. This group would form North Vietnam's second fighter unit, the 923rd Fighter Regiment. While the newly created 923rd FR operated strictly MiG-17s, and initially these were the only types available to oppose modern American supersonic jets, more modern supersonic Soviet fighters would be later introduced as the 921st FR would operate both MiG-17s and MiG-21s (in 1969 the 925th FR MiG-19 unit would be formed). The MiG-17 carried some of the largest guns ever used for air-to-air combat - two 23mm cannons and one 37mm cannon - and was later converted to carry up to 4 K-13 Atoll Missiles (the Russian copy of the US Sidewinder). It could maintain 8g turns (8g = 8 times the force of gravity on the pilot's body), attain a maximum speed of 715 mph (Mach 1.04), climb to 30,000 feet in only 3 minutes, and had an initial rate of climb better than 14,000 feet per minute. The MiG-17F was a very nimble fighter that could prove deadly unless respected when engaged by pilots with superior training and tactics such as those used by the U.S. Navy and Air Force. One moment's complacency when fighting against the MiG-17F could prove fatal. It was flown by over 20 countries, three of which still fly it. During the Vietnam War and up until the F-16 entered service, it was the tightest-turning fighter in the world. When production started in the 1950s, its VK-1F engine made it one of the first production jet fighters in the world with an afterburner. The MiG-17F could carry bombs, rockets, or extra fuel tanks under its wings. It entered service with the Soviet bloc in March 1960 and wasn't withdrawn from service until May 1990! For more on the MiG-17, please visit https://en.wikipedia.org/wiki/Mikoyan-Gurevich_MiG-17 ...

Here are some of the Highlights: *Over 50 Points of Articulation on the main figure! *Moving Flaps, Ailerons, 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 Emergency Drag Chute, Fully Functional Cockpit Flight Controls, and Working Ejection Seat... *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! *Conforming Dummy Aircrew figure to use to place a Pilot in the Cockpit. *Conforming Crew Boarding Ladder and FOD Storage Covers for the Engine and Air Intake. * 3 Separate Conforming Weapons sets designed to be Mixed and Matched to create multiple load-outs for the Weapons most commonly carried by the MiG-17 Fresco, 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 large variations of weapons loads

that can be added 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!
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 MiG-17 Fresco, 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 MiG-17 figure ("Figures" library > "Chris's Aircraft"), make sure that the main MiG-17 Fresco 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 MiG-17 Fresco 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. 7 Separate Conforming Weapons sets designed to be Mixed and Matched to create multiple load-outs for the Weapons most commonly carried by the MiG-17 Fresco, 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 MiG (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 MiG-17 Fresco:All Obj format geometries for the main MiG-17 figure and all conforming items

Runtime/Libraries/Character/Chris's Aircraft/Chris's MiG-17 Fresco:All Cr2's to the main figure and add-on conforming items.

Runtime/Textures/Chris's MiG-17 Fresco:Textures for all items

Chris's templates:Texture Templates for all items
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