



Dream Cutter LLC

Ocala FL USA

F-42U Privateer advanced concept aircraft for Poser

Product URL <https://poserworld.com/f-42u-privateer-advanced-concept-aircraft-for-poser>

Short Description: F-42U Privateer advanced concept aircraft for Poser is a highly detailed alternate history aircraft figure for the Poser 3D art and animation rendering software.

1946, Guadalcanal. With the war dragging on, the Allied forces look to maintain a technologically superior edge. With a stalemate on land and at sea, and the rise of Aircraft like the Pfeil in Germany, and the Shinden in Japan, the US also looks to improved aircraft for it`s embattled forces.

First on the scene is the prototype XP-55 Ascender, followed by the XP-56 Black Bullet (both actual WW2 Aircraft Prototypes), but both are canceled early in 1944 due to serious design problems. After these are a series of improved prototypes leading to the Navy`s first Pusher-Prop which first flies in early 1946. After a Japanese Shinden was captured during the battle of Iwo Jima, the US development teams were finally able to discover and correct the flaws in their own designs.

Finally arriving in combat production in September of 1946, the new F42U Privateer is quickly dispatched to Marine and Navy units for full combat evaluation. It is hoped by many back home that new aircraft like the Privateer will help break the stalemate and lead to the defeat of the Imperial Japanese Navy in the Pacific...

Features:

Numerous conforming extras and over 50 ERC controls for the various parts of the aircraft to allow for maximum usability. Controls include some standard combat maneuvers as well as individual controls for the various moving parts on the aircraft. The model also features a fully detailed interior with working flight controls that are tied by ERC to the flight surfaces and moving parts of the aircraft.

Also included are Optional Weapons Sets, a Dummy Pilot, Crew Boarding Ladder, and conforming Prop-Blur effect figures.

Included conforming figure add-ons:

1 conforming external "drop-tank" fuel tank is included. This "drop-tank" conforms to the Privateer and is individually pose-able so that the user can make it fall away and tumble as it drops, with ERC dials for ease of use.

1 set of 2 conforming 500lb bombs, with ERC dials for ease of use.

1 set of 6 conforming RP-3 individually pose-able rockets, with ERC dials for ease of use.

1 pair of conforming 250lb bombs that can be individually posed, with ERC dials for ease of use.

1 set of conforming "prop-blur" effects props for the propellers of the aircraft to give a sense of motion in flight.

1 conforming "dummy" pilot figure (this figure is non-pose-able and doesn't not contain any joints or bones. This figure is low poly but is provided so that you can have a crew in the aircraft for your renders without needing to use the fully rigged figures).

Full Description: Chris's F42U Privateer Copyright: Christopher D. Schell, September 2016

Author: Christopher D. Schell (theschell) 1946, Guadalcanal. With the war dragging on, the Allied forces look to maintain a technologically superior edge. With a stalemate on land and at sea, and the rise of Aircraft like the Pfiel in Germany, and the Shinden in Japan, the US also looks to improved aircraft for it's embattled forces. First on the scene is the prototype XP-55 Ascender, followed by the XP-56 Black Bullet (both actual WW2 Aircraft Prototypes), but both are canceled early in 1944 due to serious design problems. After these are a series of improved prototypes leading to the Navy's first Pusher-Prop which first flies in early 1946. After a Japanese Shinden was captured during the battle of Iwo Jima, the US development teams were finally able to discover and correct the flaws in their own designs. Finally arriving in combat production in September of 1946, the new F42U Privateer is quickly dispatched to Marine and Navy units for full combat evaluation. It is hoped by many back home that new aircraft like the Privateer will help break the stalemate and lead to the defeat of the Imperial Japanese Navy in the Pacific...

Many historians (both amateurs like me and professionals) have long discussed and written about alternate what-if's for the WW2 era. There have been a multitude of books, games and even movies based upon these ideas of alternate history. My designs are uniquely my own but are based on numerous prototype aircraft from the 1930's and 40's. Aircraft such as the Shinden, Ascender and Pfiel actually flew and were accepted for production but most were canceled due to wars end. I present these as an alternative "what-if" where designs like this made it into production in a war that didn't end in 1945. Look for additional products in this line coming soon! Features:

Numerous conforming extras and over 50 ERC controls for the various parts of the aircraft to allow for maximum usability. Controls include some standard combat maneuvers as well as individual controls for the various moving parts on the aircraft. The model also features a fully detailed interior with working flight controls that are tied by ERC to the flight surfaces and moving parts of

the aircraft.

Also included are Optional Weapons Sets, a Dummy Pilot, Crew Boarding Ladder, and conforming Prop-Blur effect figures.

*Note: All of this product's content was created by "theschell" (Christopher D. Schell). Fully tested in DAZ Studio 2.3 and 4.7, and in Poser 7 and Poser 10 for functionality and cross-compatibility.

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 users may have to manually adjust the surface settings to suit their uses!)

Like all my products this one has been fully tested in Daz Studio 2.3, 4, 4.5, and 4.7, and also in Poser 7 and Poser 10, and is fully functional in these programs.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! Poser Users need to extract the Runtime Folder to EFrontier > Poser, or manually install as above making sure that the files are placed in the matching folders in your Poser runtime. 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 F42U Privateer, 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 items find them in the "Figures" library in the folder marked "Chris's Aircraft". Make sure that the main figure is loaded and selected in your scene tree then double-click the product icon to load.3.) Included conforming figure add-ons: 1 conforming external "drop-tank" fuel tank is included. This "drop-tank" conforms to the Privateer and is individually pose-able so that the user can make them fall away and tumble as they drop, with ERC dials for ease of use. 1 set of 2 conforming 500lb bombs, with ERC dials for ease of use. 1 set of 6 conforming RP-3 individually pose-able rockets, with ERC dials for ease of use. 1 pair of conforming 250lb bombs that can be individually posed, with ERC dials for ease of use.

1 set of conforming "prop-blur" effects props for the propellers of the aircraft to give a sense of motion in flight. 1 conforming "dummy" pilot figure (this figure is non-pose-able and doesn't not contain any joints or bones. This figure is low poly but is provided so that you can have a crew in the aircraft for your renders without needing to use the fully rigged figures).

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 Privateer (I've rigged the

parts rather than using morphs to allow the moveable parts to function). The ERc's for this aircraft can be accessed by selecting the parameters for the "Body" of the aircraft and will move both the exterior parts of the plane as well as the controls inside the cockpit.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!

Files Lists:Runtime/Geometries/F42UPrivater :F42UPrivater.obj

2 x droptanks.obj

2 x 500lbbombs.obj

2 x 250lbbombs.obj

1 x RP-3Rockets.obj

2 x propblur.obj

1 x uspilot.obj

1 x crewladder.objRuntime/Libraries/Character/Chris's Aircraft/Chris's F42U Privater:F42U

Privater.cr2/png

F42UPropblur.cr2/png

RP-3 Rockets.cr2/png

DropTank.cr2/png

250lbBombs.cr2/png

500lbBombs.cr2/png

F42UPilot.pp2/png Runtime/Textures/Chris's F42U Privater:Textures and Bump-maps for all items.

Chris's templates:includes templates for all object files and texture sets

F42U Readme:F42UPrivaterReadme.rtf (wordpad document)

End-user license F42UPrivater.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 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

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