UNS Royal Oak Space Battleship for Poser

Product URL https://poserworld.com/uns-royal-oak-space-battleship-for-poser

Short Description: UNS Royal Oak Space Battleship for Poser is a highly detailed fictional spacecraft figure for the Poser 3D art and animation rendering software inspired by the real HMS Royal Oak, a Revenge-class battleship that served in the British Royal Navy during World War I that was tragically sunk in Scapa Flow by a German U-boat in October 1939.
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.

Newly built based on earlier trials with converted Aircraft Carrier hulls, the Royal Oak Class Battleship is an entirely new design. Rushed into construction this class has only recently come into active service, as the British contribution to the UN, as preparations continue for the arrival of the Solinoid Fleet. Serving along side the new Coral Sea Class Fleet Carriers, the Royal Oak and her sisters are the heavy striking arm on the fleet and can usually be found at the heart of any deployment with Carriers and other ships at their side!

Here are some of the highlights:

• Over 100 Points of Articulation on the main figure!

• over 70 individually pose-able Weapons Turrets that can be trained and elevated independently.

• Working Rudders, Main and Secondary Turrets, Phalanx Turrets, Gantry Cranes, and numerous other functional details!

• Highly detailed Hull and Bridge with detailed Bridge Deck areas.

• Pose presets to adjust the scale to Life-sized and back to the Default 1/10th scale to allow users to scale the Battleships to match the life-sized scale of my transforming Variable Geometry Fighters.

• Includes custom cr2`s to load the UNS Royal Oak, and and all 7 of her sister ships in the class... this gives you 8 ships in total for use in your space scenes! Combine these ships with our UNS Coral Sea and our series of transforming and Sci-fi aircraft for larger fleet formations!

Full Description: Inspirational Backstory:Once upon a time in the vast expanse of space, the valiant crew of the UNS Royal Oak found themselves pitted against the overwhelming odds of a Solinoid space fleet aggressor. Outnumbered and outgunned, Captain Starbuck and his ragtag team of spacefarers decided to employ a strategy as audacious as it was unpredictable.With a twinkle in his eye and a smirk on his lips, Starbuck ordered his crew to execute the infamous "Hitchhiker's Guide Maneuver." In a dazzling display of interstellar acrobatics, the Royal Oak zigzagged through the enemy fleet, leaving the Solinoids utterly bewildered. The Royal Oak then unleashed its secret weapon: a barrage of cosmic confetti cannons that temporarily blinded the enemy's sensors, allowing the Royal Oak to slip away unnoticed.As the Solinoids scrambled to regain their bearings, the Royal Oak made a daring escape, leaving the aggressors to ponder the inexplicable victory of the plucky human vessel. The tale of the Royal Oak's triumph against all odds spread throughout the galaxy, inspiring countless other underdogs to stand up against tyranny and embrace the power of wit and audacity in the face of adversity. UNS Royal Oak Space Battleship for PoserCopyright: Christopher D. Schell, Febuary 2017

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 nessessary 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.Newly built based on earlier trials with converted Aircraft Carrier hulls, the Royal Oak Class Battleship is an entirely new design. Rushed into construction this class has only recently come into active service, as the British contribution to the UN, as preparations continue for the arrival of the Solinoid Fleet. Serving along side the new Coral Sea Class Fleet Carriers, the Royal Oak and her sisters are the heavy striking arm on the fleet and can usually be found at the heart of any deplyment with Carriers and other ships at thier side!Here are some of the highlights

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*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 UNS Royal Oak, 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 Royal Oak figure ("Figures" library > "Chris's SciFi Ships"), make sure that the main Royal Oak 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 Royal Oak (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 ShipsFiles Lists:Runtime/Geometries/Chris's UNS Royal Oak:All figure objects and geometries

Runtime/Libraries/Character/Chris's SciFi Ships/UN Fleet:UNS Royal Oak

UNS MidwayRuntime/Libraries/Pose/Chris's SciFi Ships/ UN Fleet:Materials Poses and Pose Presets for all items

Runtime/Textures/Chris's UNS Royal Oak:Textures for all items

Chris's templates:Templates for all items

UNS Royal Oak Readme:RoyalOakReadme.rtf (WordPad document)

End-user license RoyalOak.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 usage of models)LICENSE:FOR SCHELL'S ARMOUR WORKS MARKETPLACE ITEMS GENERAL RESTRICTIONS AND TERMS OF USE:

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Price $13.00

SKU: 3968d012

MPN: theSCHELL3104

UNS ROYAL OAK
UN FLEET BATTLESHIP

Detailed Hull with numerous moving parts

Functional details include working Rudders

Numerous working and pose-able Weapons
Turrets that can train and elevate

Working Cargo Cranes and Secondary Turrets