Dream Cutter LLC

Ocala FL USA

Boeing P-26A Peashooter aircraft for Poser

Product URL https://poserworld.com/boeing-p-26a-peashooter-aircraft-for-poser

Short Description: The 1932 Boeing P-26A Peashooter is perhaps the coolest aircraft ever built, and certainly has more character than all other Boeing planes combined. A true first in many respects, the Boeing P-26 was the first production all metal monoplane, the last plane to use wing supports, and the only warplane ever plane treated with art-deco embellishments from wingtip to tail. As Powered by the reliable Pratt and Whitney 9 Cylinder WASP radial engine this was Boeing`s only attempt to produce a fighter to this day. The distinguishable P-26 Peashooter served the US Army Air Corps from post WWI into early WWII out of bases from TX, OH, CA and HI. As the US Air Force was established the remaining P-26`s were used for Training and Panama Canal defense. As the Peashooter became obsolete, the remaining P-26 squadrons were split up and sold to foreign nations including air corps representing South America, Asia, Europe and Africa n the post WWI and into WWII. The first kills in a P-36 were recorded by the Chinese Army Air Corps when they successfully repelled an Japanese invasion of 20 medium bombers in 1937.

Propeller spins, flight surfaces work, gauges move, bombs drop and gun blaze making this a a true action oriented figure licensed for 3d real time rendering, making it the perfect complement for Poser Pro Game Dev editions.

Poser Master Control parameters were developed to mimic actual flight and weapons operations by combining multiple parameter adjustments in sequence so that one adjustment affects several aspects of the model. For instance using the Master Flight Control "Roll Aircraft" will adjust the position of the cockpit flightstick, the opposing position of the wing ailerons and the bank of the airframe. The same level of control is applied to the "Pitch Aircraft" and even "Yaw Aircraft where rudders move in sequence with the cockpit pedal action. Weapons Simulation is also modeled and the master parameters are configured fire machine gun bursts with ammo belt feed and tracer fire sequenced action while the Bomb Release will simulate a sequenced bomb dispense.

The 236K poly figure is fully 3d modeled and rigged for close up detail, even with just shaders applied. However, full texture sets are included for Boeing factory "prototype" and US Army

versions. Also included are optional textures for cockpit and decal detail should you decide to reduce mesh further for game engine use.

The pilot figure shown in the images and animation is not included.

Full Description: The Boeing P-26A Peashooter, affectionately known as the "Peashooter," was not just any aircraft; it was a trailblazer. Imagine an aircraft that's the first of its kind, the first American all-metal monoplane fighter, and the last open-cockpit fighter accepted by the U.S. Army Air Corps. That's the P-26A for you, a pioneering design that marked the transition from the era of biplanes to the age of monoplanes. This bird of prey was a high-performance, all-metal monoplane fighter, introducing features like a fixed landing gear and external wing bracing that were both a nod to the past and a leap into the future. It had a top speed of 234 mph and a range of 360 miles, making it a formidable force in the mid-to-late 1930s. The P-26A was the first production variant of the Peashooter series, setting the stage for its successors, the P-26B and P-26C. Historically, the P-26A played a significant role in military aviation. It served as America's first line of air defense in the mid-to-late 1930s, and its legacy endured through World War II. It was the last military fighter airplane manufactured by Boeing before the company went on to bigger things. The P-26A's most notable engagement was in the Philippines following the attack on Pearl Harbor in December 1941, where it gallantly fought against the invading Japanese aircraft, scoring numerous successes before its destruction. In essence, the P-26A Peashooter was more than just an aircraft; it was a symbol of innovation and a testament to the rapid evolution of military aviation in the early 20th century.The Boeing P-26A for Poser is a figure for Poser 3D Software version 9 and up. Poser Master Control parameters were developed to mimic actual flight and weapons operations by combining multiple parameter adjustments in sequence so that one adjustment affects several aspects of the model. For instance using the Master Flight Control "Roll Aircraft" will adjust the position of the cockpit flightstick, the opposing position of the wing ailerons and the bank of the airframe. The same level of control is applied to the "Pitch Aircraft" and even "Yaw Aircraft where rudders move in sequence with the cockpit pedal action. Weapons Simulation is also modeled and the master parameters are configured fire machine gun bursts with ammo belt feed and tracer fire sequenced action while the Bomb Release will simulate a sequenced bomb dispense.The 236K poly figure is fully 3d modeled and rigged for close up detail, even with just shaders applied. However, full texture sets are included for Boeing factory "prototype" and US Army versions. Also included are optional textures for cockpit and decal detail should you decide to reduce mesh further for game engine use.The pilot figure shown in the images and animation is not included.Boeing P-26A Peashooter for Poser ReadMe:Animated Boeing P-26A Peashooter for Poser and Daz Studio c 2015 Dream Cutter LLC

Peter Martin sales@dreamcutter.comAll of this product's content was created by Peter Martin, Dream Cutter LLC.Directions:

Extract the files into the specified folders:

Put the obj files into \Runtime\Geometries\Dream Cutter\Boeing P-26A\

Put the cr2/ png (figure files) into Runtime\Libraries\Character\Dream Cutter\Boeing P-26A Peashooter\

Put the mc6/ png (material files) into \Runtime\libraries\Materials\Dream Cutter\Boeing P26-A

Peashooter\

Put the pz2/ png (pose files) into Runtime\Libraries\Pose\Character\Dream Cutter\Boeing P-26A Peashooter\

Put the pp2/ png (prop files) into Runtime\Libraries\Props\Character\Dream Cutter\Boeing P-26A Peashooter\

Put the jpg files (textures) into \Runtime\Textures\Dream Cutter\Boeing P-26A\Using the figure:

1) Start Poser.

2) Go to the Dream Cutter > Boeing P-26A Peashooter Figure Library.

3) Add the Boeing P-26A Peashooter to your scene

Price $10.00

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