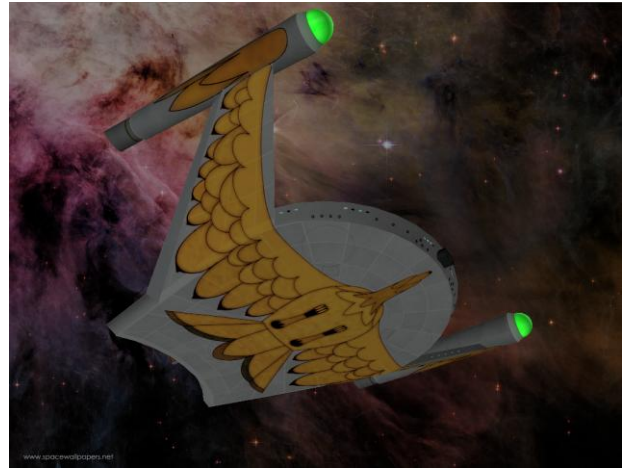


Romulan Bird of Prey for Armada



At Major Payne's suggestion, I generated a lower poly version of the classic Bird of Prey from a higher poly model I had created to learn 3D Max. This release includes two versions: one with animation and one without. The animated version simulates swirling gases inside a transparent nacelle dome. Hopefully, you'll find one or both to your liking and find a place for them in your collection.

Credits:

- The original Romulan Bird of Prey model was designed and built by designer/sculptor Wah Ming Chang*
- A new CGI model of the Bird of Prey was created for the 2006 remastered series at CBS Digital, supervised by Dave Rossi and Niel Wray*
- Bird of Prey decal used is from the original blueprint designs of Galactic Designs and Productions. The bird mage was carefully edited and colored by Bill Carey (3DWannabe) who used it in the release of his CGI model "TOS Romulan Bird Of Prey".*
- Model and other textures included in this release are done by Pepperman as a training exercise to learn 3D Max.*

Special Thanks:

- *Star Trek gaming community*
- *Mr. Vulcan for creating the Sod export scripts*

***Introduction:** This is my interpretation of the classical Bird Of Prey from the Star Trek Original Series (TOS). It is actually my first complete model done in 3d Max (v5).*

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1. Details

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Model and texture files are included with this release. The files may need to be tweaked as it has not been tested in game. The odf is provided for reference, illustrating the respective hardpoint locations. I'll leave it to the modders to set that up. If you desire to use the animated version, use the files within that respective folder. Likewise, the standard version folder will include files for the non-animated version. In neither case are build buttons or wireframes included. I'll leave that to the modders.

***Note:** If you use the animated version please make the following modification to the tex_anim.spr. Please add these lines*

*# 4 frame texture 'flipbook' animation
@animation tex2x2med
offset 4 0.5 step
Automatically generate keyframes
@auto=square
@keyframes*

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2. Contact Info

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*Let me know what you thought of the model.
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3. Legal and Permissions

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