Runabout

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COLLABORATORS			
	TITLE : Runabout		
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NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Runabout

1.1 Runabout LightWave Object Ver. 2

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Virtual Valley Graphics
Simon Brewer

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Runabout Lightwave model from Star Trek:Deep Space Nine


                  V E R S I O N  2

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Introduction to the model:

The model is an high accurate replica of the Runabout from Deep Space Nine.
It is to scale, in proportion, and has every detail on it that the actual
TV model has. It was modelled in Lightwave/Modeler 4, but should work in
previous Lightwave versions.

It weighs in at around 16,000 polygons, with twenty-one brush maps, so you need ↩
    around
16-18 meg to render it.

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The Runabout.

This model is very accurate. In the process of its construction I used the model ↩
    kit,
plans from the Making of DS9 book, photos and other references from DS9 episodes.
Measurements were taken and used in Modeller. The result is that every gubbins, ↩
    nook and
cranny has been modelled to a very high accuracy.

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What's New?
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- I have finally modelled the sensor cluster (or weapons pod in one episode!) that sits on top of the Runabout.

- Many of the brush maps have been revised to lose the dark edges where they joined on the model.

- The model is now in one main section, with the sensor cluster being optional, so that its less confusing to use in Layout. (But takes ages to redraw in Modeller)

- Some special 'Exploded' objects for blowing up the Runabout!

- Some great demo scenes!

Installation of the object.

Just copy the Runabout2 directory to wherever you want.

Lightwave will moan that it can't find files when you load in the demo scenes, so you'll have to re-direct it to the right place. All the maps etc. are stored in the Runabout2/Images drawer.

If it's any help, the default directory structure for the .lwo files is Toaster:NewTek/Objects/Space/Runabout2, with the maps and stuff in Toaster:NewTek/Objects/Space/Runabout2/Images.

Once you've loaded one of the demo scenes successfully, use the "Save All Objects" button to save the new locations of the maps to the model.

Here is a complete list of files on this archive:

RUNABOUT2 (Dir)

ReadMe! - This text.

Runabout.lwo - The complete model sans sensor cluster.
Sensors.lwo - Optional sensor array which sits on top of the Spine.

Explode1.lwo - A particle-ball type object.
ExplodeLeft.lwo - Exploded left-half of the Runabout.
ExplodeLeftSens.lwo - Exploded left-half of the sensor cluster.
ExplodePhaser.lwo - A Phaser beam.
ExplodeRight.lwo - Exploded right-half of the Runabout.
ExplodeRightSens.lwo - Exploded right-half of the sensor cluster.
ExplodeWarp.lwo - Exploded warp nacelle.

IMAGES (Dir)

CargoInsetX.Diff - Diffusion/Spec map for inset cargo detail.
CargoInsetY.Diff - Diffusion/Spec map for inset cargo detail.
Front.XLeftHull.MAP - Colour map for Front Section detail.

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Front.XRightHull.Diff   - Diffusion/Spec map for Front Section (Both Sides).
Front.XRightHull.MAP    - Colour map for Front Section.
Front.YBottomHull.Diff  - Diffusion/Spec map for Front Section underside.
Front.YBottomHull.MAP   - Colour Map for above.
Front.YNCC.Diff         - Diffusion map of NCC number.
Front.YTopHull.Diff     - Diffusion/Spec map for Front Section.
Front.YTopHull.MAP      - Colour map for above.
GeneralHull.Diff        - A repeating 'general' hull map.
GeneralHull.MAP         - Colour map for above.
Impulse.ZMesh.Diff      - Diffusion map to simulate the mesh on the Impulse ↩
   engines.
Ridged.Diff             - A small diffusion/specular map for ridged detail.
RidgedZ.Diff            - Same as above, but rotated 90 degrees.
SensorsY.MAP    - Detail colour map for the sensor array.
SensorsY.Dif    - Spec map for the sensor array.
SpineFront2Y.MAP        - Detail colour map for part of the Spine.
SpineFrontY.Diff        - Diffusion/Spec map for the SpineFront.
SpineFrontY.MAP         - Colour map for above.
WingXMAP        - Colour map for wings.

SCENES (DIR)

SlowPass.lws  - A beauty-pass of the model.

PassOver.lws  - An over-the-head-shot of the Runabout.

IntoWarp.lws  - A scene file showing the Runabout passing the camera and then
      shooting off into warp.

InWarp.lws  - The Runabout in Warp.

Explode.lws - Remember the episode where Uss Ganges was cut in two by an alien
      weapon?  Recreate it in your Amiga!

Note: The Warp nacelles use the "Glow" effect in LW4 to get a cool look.
In LW3 they will probably just render light blue, ignoring that effect.
You could always add some light sources with a flare to simulate a glow.
On a 25Mhz 030 each frame takes about 15 minutes to render.  Therefore turn off
the effect if you don't have an 040/060 or endless patience, as the default ↩
   SlowPass
scene anim is 120 frames.

To create the cool panelling on the sides of the Runabout, a high contrast
diffusion map was used in preferance to actually modelling the tiny gaps
between each panel.  The ridges in the nacelles, the vertical insets in the
front and some other parts also use a high contrast diffusion map to create the
tiny details.


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IMPORTANT

This model is distributed as FREEWARE.  I hold the copyright to my work (not, of ↩
   course, to
the actual design or shape of the model, as that is owned by Paramount), and I am ↩
   allowing
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others to use it without charge. I do ask though that I am credited with modelling the object in any animations/productions that are produced.

This model is supplied "as is", and I cannot be held responsible for any damage resulting from using the contents of this archive or otherwise.

This archive and the other files on this disk may only be re-distributed IF:
1) It is totally complete, including this ReadMe file and the two RunaboutPics.
2) NONE of the models/maps/files are altered IN ANY WAY WHATSOEVER.
3) No more than the price of a disk is charged.

This model and assorted files has taken me the better part of three months to create, so if you wish to reward me for my troubles please feel free!

Comments on this model (nice ones!) are also welcomed.

Have fun using the object.

Simon Brewer, March 1997

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