

Runabout

Simon Brewer

COLLABORATORS

	TITLE : Runabout		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Simon Brewer	December 1, 2024	

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Chapter 1

Runabout

1.1 Babylon 5 SpacePod

Virtual Valley Graphics
Simon Brewer

SpacePod from Babylon 5

Introduction to the model:

The model is an highly accurate replica of the SpacePod from Babylon 5.
It was modelled in Lightwave/Modeler 4, but should work in previous Lightwave versions.

The SpacePod

The SpacePod is often seen in the establishing shots on B5, ferrying small cargo containers around. I used shots from the videos and the book "Creating Babylon 5" in building this object.

Installation of the object.

Just copy the B5SpacePod 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
B5SpacePod/Images drawer.

If it's any help, the default directory structure for the .lwo files is
Toaster:NewTek/Objects/Space/B5SpacePod, with the maps and stuff in

Toaster:NewTek/Objects/Space/B5SpacePod/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:

B5SpacePod (Dir)

ReadMe! - This text.
B5SpacePod.iff24 - A Demo Picture of the model.
B5SpacePod.lwo - The complete model.
PodCargo.lwo - Optional cargo container.

IMAGES (Dir)

B5PodColourMap.iff - A tiny brush of the base colour for the Pod.
B5PodXMap.iff - Colour map for the sides of the Pod.
B5PodYMap.iff - Colour map for the roof of the Pod.
HullPanel.iff - Diffusion/Specular map.
HullPanel.Rotated.iff - As above, but rotated 90 degrees.

SCENES (DIR)

Default.lws - Sets up the Pod with its own lighting.
PodScene1.lws - A ready-to-render scene of the Pod and cargo.
PodScene2.lws - A ready-to-render scene of the Pod and cargo.

Note: The above two scenes can be rendered on their own, but for an authentic look, get the Babylon 5 LightWave model (by Dean Scott) from GFX Sensations or AF-CDROM #10. Load in the PodScene1 or 2, and use the 'Load from Scene' feature to load in the Babylon 5 Default.lws. (don't load in any new light sources) ←
The
station will load into the background in the right place!

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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 B5SpacePod pics.
- 2) NONE of the models/maps/files are altered IN ANY WAY WHATSOEVER.
- 3) No more than the price of a disk is charged.

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, October 1997

(01279) 434533

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