

Objects from vicenh04 – Ogden Point Terminal – March 2005

These are rudimentary gmax objects which may serve as starting points for other designers.

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Objects

- gmax fence based on fence by Marci Dunn
- Pilot Boats based on models by Winfried Orthmann

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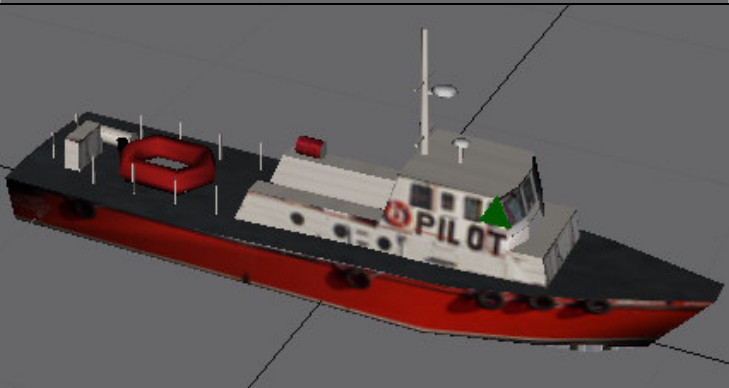
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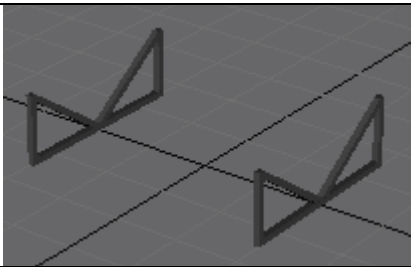

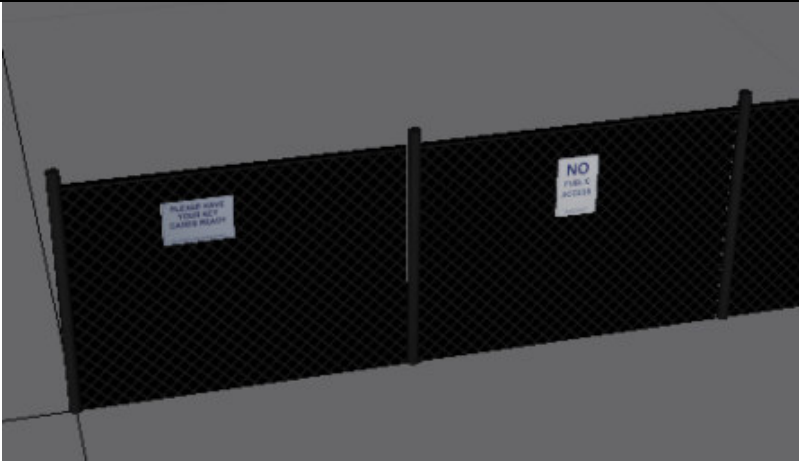
Gmax Object Collection

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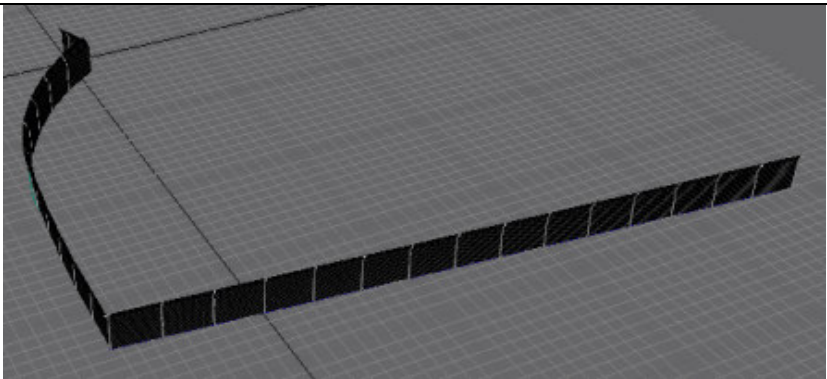
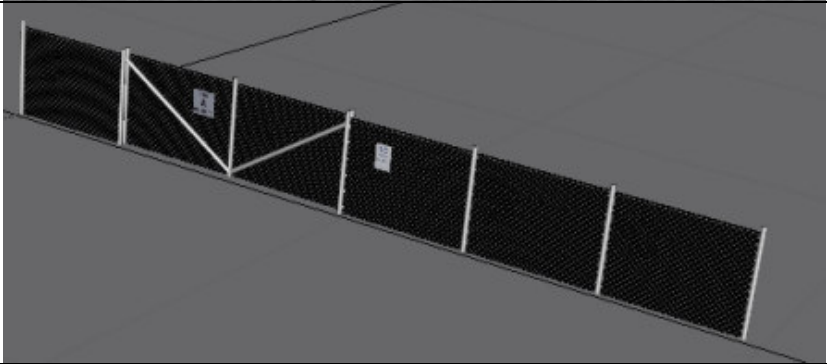
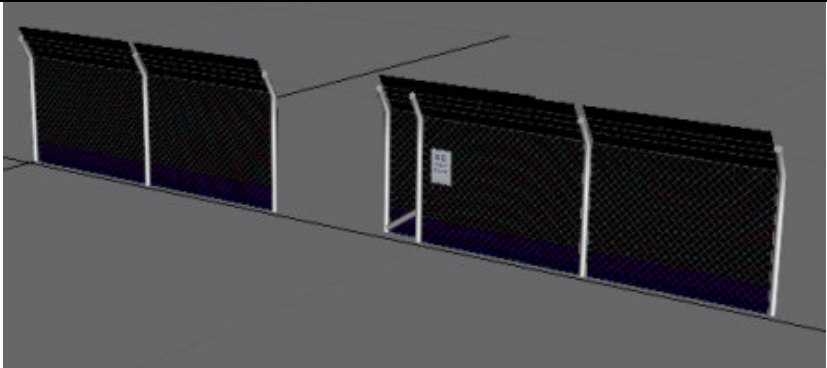
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Gmax file	description	image	textures used
17m_pilot	static pilot boat		pilot_boat.bmp
23m_pilot_pacific	simple AI pilot boat with light effects. <i>Note: this model needs more work before being used as a non-AI craft.</i>		pilot_boat2.bmp pilot_boat2_lm.bmp standard MS effects built into model

Gmax Object Collection

boat_cradle	very simple boat cradle		none
bus_PCL	Intercity bus in the livery of Pacific Coast Lines		PCL_bus.bmp PCL_bus_LM.bmp
fence_black_NW_reception_B	11 section black fence, no barbed wire, with signs		blackfencewnograss.bmp signs.bmp

Gmax Object Collection

fence_heliport_east	silver fence, with barbed wire		fencewnograss.bmp
fence_pier_A_north	silver fence, no barbed wire, with gate and signs		fencewnograss.bmp signs.bmp
fence_pier_A_south	silver fence, no barbed wire with open gate and sign		fencewnograss.bmp security_booth.bmp

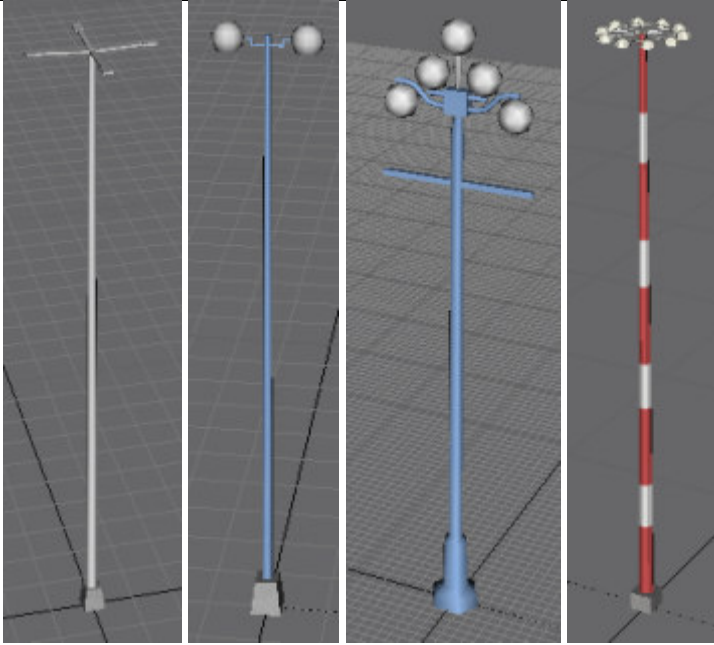


Gmax Object Collection

flat_bench	bench with no back				bench_texture.bmp
info_kiosk	information kiosk				kiosk_texture.bmp kiosk_texture_LM.bmp

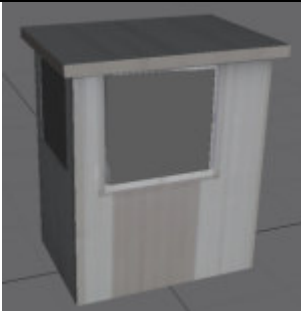


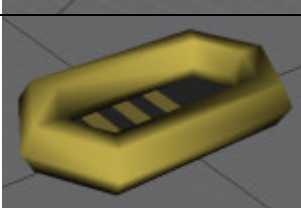
Gmax Object Collection

<p>Light Marine Green Generic Light Marine Red Generic Ogden Point Pier Light</p>	<p>Flashing marine lights, needs Sandmann effects</p>		<p>None.</p> <p><i>Effects placement example:</i></p> <p>For generic:</p> <pre><SceneryObject lat="nn" lon="mm" alt="6.75" pitch="0" bank="0" heading="0" altitudeIsAgl="TRUE" imageComplexity="NORMAL"> <Effect effectName="MF_marine_strobe_red_2s.fx" /> </SceneryObject></pre> <p>For Ogden Point use alt="12"</p>
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Gmax Object Collection

Light_pole_helijet	14m grey pole with four flood lights		light_poles.bmp light_poles_lm.bmp except for Light_pole_tall which uses: tall_light_pole.bmp tall_light_pole_lm.bmp
Light_pole_medium	10m ornamental blue pole with 2 globe lights		
Light_pole_shorter	5.3 m ornamental blue pole with 5 globe lights		
Light_pole_tall	25 m red and white pole with 10 flood lights		
Park_bench	typical park bench with back		bench_texture.bmp
School_bus	"Saint Michaels University School"		school_bus.bmp school_bus_lm.bmp

Gmax Object Collection

Security_booth	small booth with transparent windows		security_booth.bmp
Trailer_on_Pier_B	example of portable building with deck, coke machine and transparent glass panels		trailer_Pier_B_texture.bmp trailer_Pier_B_texture_LM.bmp coke_machine.bmp coke_machine_LM.bmp
Tree_planter_concrete	a planter		tree_planter_concrete_texture.bmp
Zodiac_yellow	very simple static zodiac water craft		zodiac.bmp