

INDEPENDENCE WAR - DREADNAUGHT CNV-301

V1.0 BY CRAIG A CLARK

Introduction:

This model is a recreation of the excellent corvette featured in Particle Systems INDEPENDENCE WAR. The reason for building it was as a demonstration of ability in Lightwave Modeler ahead of a visit to Particle System's offices.

The mesh took somewhere in the region of 5 days to model (spending a few hours here and there daily). I then spent a further 2 evening making the textures (I am intending to improve those still).

Myself and friend Fabio Passaro are hoping to model all the ships in the INDEPENDENCE WAR universe over a period of time.

Statistics:

Format: Lightwave 6.x
Object Filesize: 5.92mb
Poly Count: 222224
Point Count: 232999
Lights: 14

Contact:

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Other Information:

System Specification:

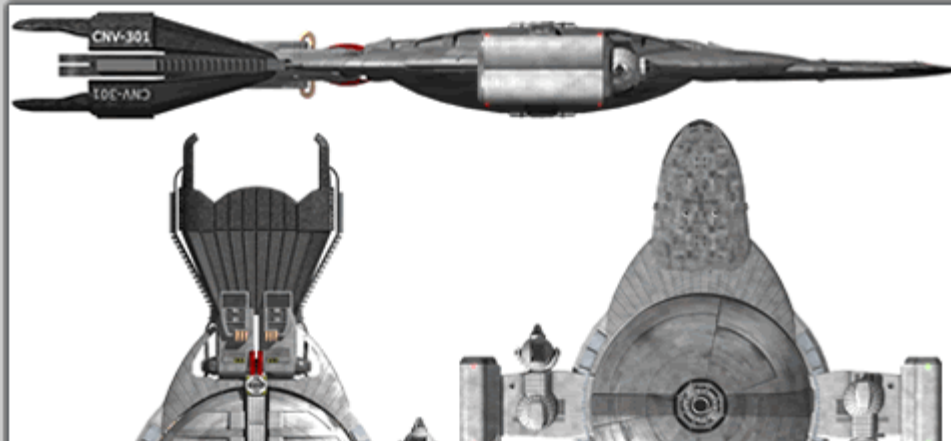
Pentium III-600
384mb SDRam
32mb nVidia TNT2

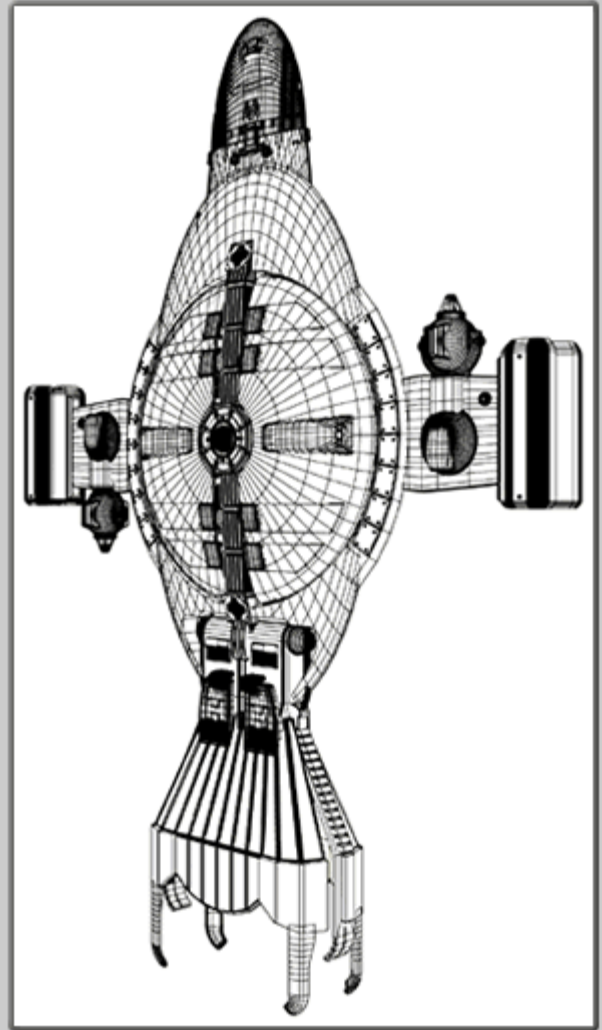
Software:

Newtek Lightwave 6.5
Adobe Photoshop 6.0

Special Thanks:

Andy Turner & Crew at Particle Systems, Fabio Passaro, and Andy Poulastides





www.cg-domain.com

Craig A Clark

Independence War and Dreadnaught
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Dataset & Artwork © CG - Domain

This model has been created purely for personal pleasure, and not for any money making purpose.

You may **MUST NOT** make this archive available for download anywhere on the web, and you must not make the dataset (modified or otherwise) available on the web. You may use the dataset for any non-profit purpose, but please remember to give credit where it's due.

Lastly, you **MUST** create cool artwork and enjoy using the model, and feel free to send me any artwork you create.