
* B5 OMEGA CLASS DESTROYER *

R E L E A S E 1 . 0

July 5, 1996

Release 1.0 of Earth Force's Omega Class Destroyer from Babylon 5. This model was constructed over a period of about two weeks of on and off work (plus a small delay when my motherboard died.) All dimensions are "guess"timates, but it looks pretty close. This model is pretty accurate and was put together by watching scenes from the "Severed Dreams" episode over and over. The model is in several parts for a couple of reasons. One is obvious, so that the central rotating section can rotate. The others are due to the point limitation per object. I built this model with a compromise between maximum polygon reduction techniques, and providing enough detail to allow close up shots. When I finished the model I found out by accident that the space destroyer model which ships with Lightwave uses the same engine details that are found on the OCD. Had I found this out sooner, I could have saved a little wear and tear on my VCR... Oh well! The textures are pretty minimal, but look accurate enough.

The following is a list of the original and unaltered files DIRECTfrom the author:

OBJECTS:

OCD_Front.lwo	forward section of the destroyer.
OCD_Middle.lwo	base for the rotating section.
OCD_Rear.lwo	aft section including engines.
OCD_rotating_section.lwo	rotating section (duh!)
OCD_laser.lwo	red laser object.
OCD_Fwd_Vol_lites.lwo	volumetric light beams on fwd section
OCD_Aft_Vol_lite.lwo	volumetric light beam on aft section.

TEXTURES:

eflogo.iff	Earth Force logo
GP_side_diff.iff	rotated GenericPanels diffuse texture
GP_side_spec.iff	same as above only darker with contrast for specularity
hanger.iff	texture for back of hanger bay
nameplate_agam.iff	Agamemnon nameplate (erase text and change at will)
Side_lowA.iff	lower texture with an "A" for the ship's "head" and a border
Side_panel.iff	middle texture as above (no "A")
Side_top.iff	top texture as above.

SCENE:

setup.lws	setup scene for hierarchy and lights
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The directory paths in the scene file are as follows:

```
Newtek
|-Objects
|   |-Babylon5
|       |-Omega_Destroyer
|-Images
|   |-Babylon5
|       |-Omega_Destroyer
|-Scenes
|   |-Babylon5
|       |-Omega_Destroyer
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Following are the various ways of contacting the author:

Internet e-mail: mstets19@wavenet.com or mstetson@aol.com

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