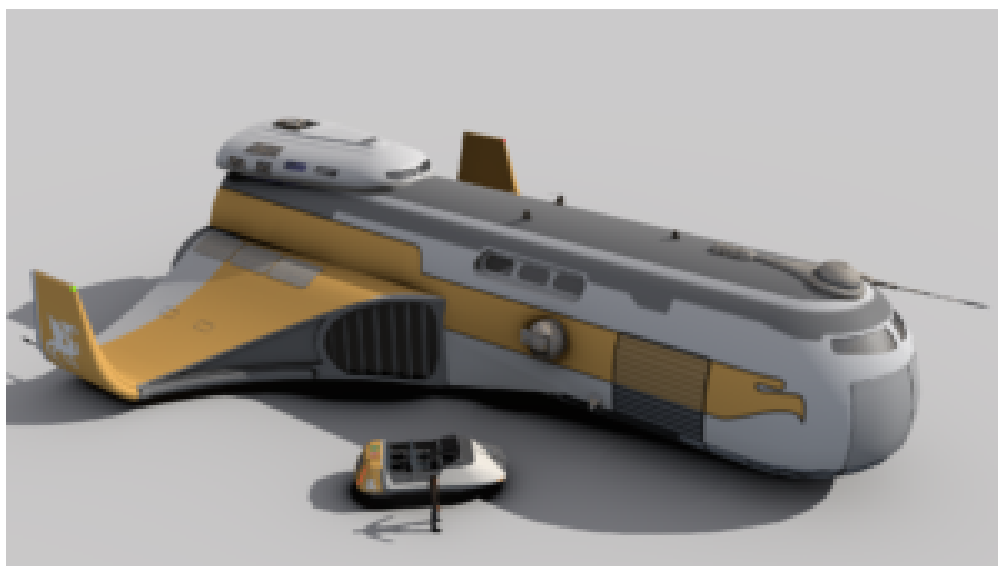


# Starships – Type R 400ton Subsidiced Merchant

I've dabbled with this one for quite a while and my first approaches included rebuilding my old Cinema 4D Model to match Tom Peters' drawing in the back of the MT Starship Operators Manual (which can be found on Tom's DeviantART Gallery).

The most recent stat of the model and its texture is shown in the following image. The Griffin or Eagle-head stripe is taken from one of the color plates by Ian Steed below and used with permission.

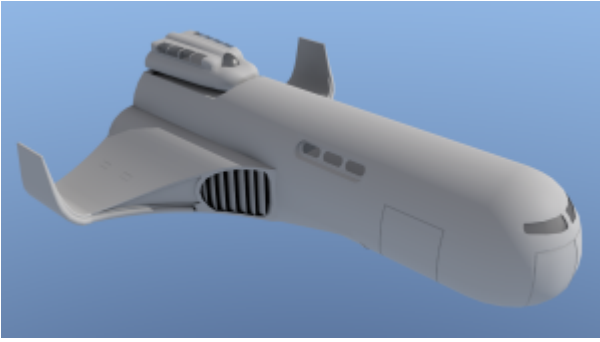


Volume: 5453.81 m<sup>3</sup> (403,99 dt), Length: 49,51 m, Beam: 39,33 m, Height: 10,55 m

The image below uses DeviantART's embedding feature.

Fat Trader in Port by Drell-7 on deviantART  
The image above uses DeviantART's embedding feature.

And this is a version featuring the 20dt Patrol Boat that became sort of a surplus by-product of my Patrol Cruiser project.



And last but not least an even more current render. This time however I exchanged the original subcraft with my Versiil Mk.II Class 20 dt Patrol Boat. Still work to do as the Airlock is still missing.



Ian Steed did a few very nice color plates for his variant of the ship.

TYPE R Colour Plates by biomass on deviantART

I asked Ian if I could use his color variants on my model and after his positive feedback I began with the UV-unwrapping process. Three crude quick slap-on textures can be seen below.





And more to come...

Comments (0)

Starships – Type R 400ton Subsidiced Merchant

Category: 3D-Model,Starship,Subsidized Merchant,Traveller,WIP

– admin @ 13:30

Mai

02 2013

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## Workshop – Projects planned and in progress

While designing a 400ton Donosev ISV I came across the old 50ton Modular Cutter design again and from there went on designing various tubular Small Craft (a Research Pinnace, a Ship's Boat and a Launch). And as this is a quite interesting topic with roughly multiple dozens of these tiny vessels

scuttering about even in the most remote civilised Starsystems the idea came up not only to model all the well known standard small craft but also the various proposed Small Craft variants by Ken Pick on Freelance Traveller.

So following now is a very unstructured list of vehicles, small craft, starships and – if I ever come that far – space stations and ground ports.

Why all this you might ask. I would be proud if the answer would be “to make big money”. But no, I’m a hobbyist. The answer is “just for fun”, to improve my skill set and to finally get my own Non-Traveller RPG/ PC-Game X-Over illustrated and published.

Book 2 Starship Design for Traveller5

<http://www.travellerrpg.com/CotI/Discuss/showthread.php?t=29819>

There is a Traveller5 Ship Designer (requires Flash) here, which I plan to try out:

<http://eaglestone.pocketempires.com/ships/t5shipyard/T5Shipyard.html>

Recommended reading for Starship freaks is the Technical Manual:

<http://www.freelancetraveller.com/features/shipyard/stm/index.html>

Continue reading “Workshop – Projects planned and in progress”

Comments (0)

Workshop – Projects planned and in progress

Category: 3D-Model, Space Craft, Starship, Traveller, Vehicle, WIP, Workshop – admin @ 14:11  
Mai

01 2013