

“It Came Out of Nowhere”

Report



Overview:

The cruiser series Bli-VII is ideal for fast space travelling with all the comforts and features which made DelloSoft® the world leader space craft manufacturer.

Designed by Mr. Bli himself, this ship represents the ultimate expression of his travelling. From oGame (Gameforge AG, 2002) to Sins of a Solar Empire (Stardock Entertainment, 2008), all of Bli's experience of outer space comes together into this design.

Manufacturing:

Assembling this craft requires good knowledge of extruding, bevelling and inseting with a particular attention to vertex editing.

Several parts require welding and attaching, achieved also by Boolean operations.

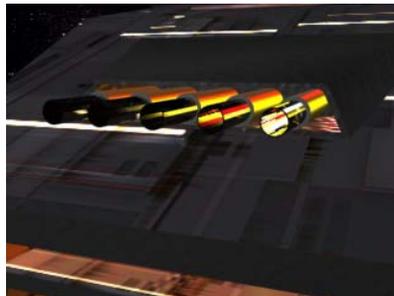
The finishing touches are achieved by careful application of smoothing.

The excellent quality of the materials is provided by 3D Studio Max materials library and is further tweaked by Bli to achieve high level of fitting and mapping coordinates thanks to UVW mapping.

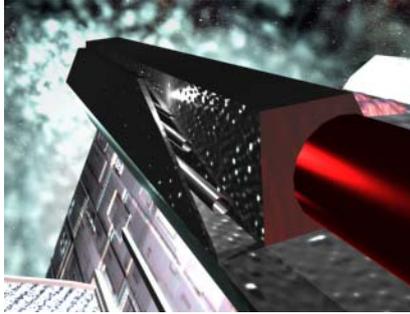
Equipment:

The Bli-VII standard battle stance includes:

- 5 Front cannons calibre 45 cm/17,72 inches (extra resilience treatment)



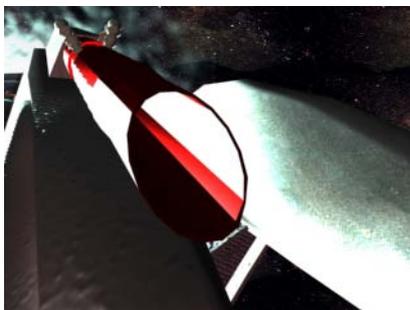
- 6 Secondary cannons calibre 25, 20 and 18 cm (9,84, 7,87 and 7,08 inches)



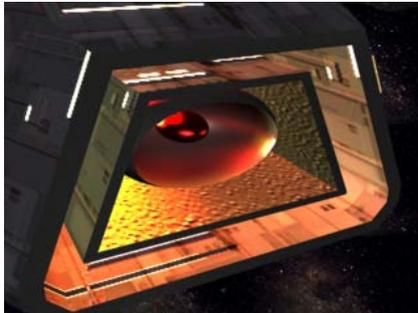
- 1 top turret (360° action), treated for extra resilience and up to 120 BPM (beams per minute)



- 2 Plasma cannons calibre 2 mt (6,56 ft.) powered by 6 particles accelerators to deliver up to 5 hours firing time without recharge needed

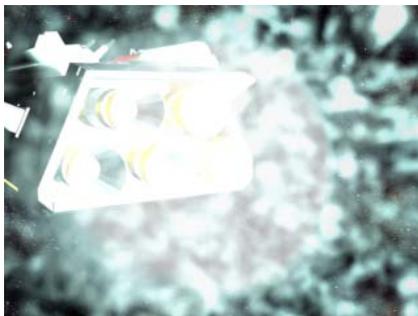


- 1 Antimatter beam generator (Bli Inside[®] technology). 7 minutes charge time when deactivated, 3 minutes re-charge time when activated
(Guaranteed planet destruction up to $7,347.7 \times 10^{22}$ kg of planet mass)



Engines:

- 5 Pulse propellers serially linked to produce light speed travel when required.
Max reachable speed without active link 500.000 m/sec (310,69 miles/sec)



Conclusion:

I decided to approach the report with a different style because I believe it can help to understand the creation and development process better. This is achieved by showing how my creativity developed the design and theme based on my previous experience, while including my understanding of the package used (3D Studio Max).

To conclude, the lighting of the scene is quite sober, one targeted spotlight to enhance the details on the hull, while several omni lights with volume effects provide the propulsion effect; completed by 3 omni lights inside the hull to create the light pattern on the hull itself. Animation hasn't been attempted due to deadlines and the amount of work involved in creating the thrusters effect using particle emitters