

REAL-TIME MODELLING SERVICES

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Library Models list. Last update, 8th June 2010

The models listed, vary in content and texture sizes, this is due to varying original specifications. Reality modelling is able to create any level of model to meet your exact requirements, or adjust existing library models to met your systems specific needs.

Many vehicles have degrees of freedom on component parts, multiple colour schemes and selectable options, such as damage states, infra red etc, crew and lighting etc.

Textures

The texture sizes shown are the 'largest' available. Smaller versions are available and are enhanced by additional work in filtering, sharpening and hand painting work, to keep as much detailing as possible from the original larger pattern.

Level of Detail (LOD)

All levels of detail (LOD) are done manually. By doing this, LOD swap ranges are smaller and lower LOD's are of a good quality and very useable, should higher LOD's need to be removed to assist system processing.

Model Quality

This symbol, denotes a high quality model, with detailed texture and enough polygonal content, to be able to get close to the target.

This symbol, denotes models of good quality, but lower specification content than green hash marked targets.

This symbol, denotes that the model that was done run on low capacity machines and are lower quality than other Reality Modelling targets, They are good, useable models, but not at very close ranges.

AIRCRAFT	LOD's	Polygon content	Largest available texture patterns
#Eurofighter/F2 Typhoon	4	1647,1225,960,462	2048 x 1024
#BAE Hawk_53	5	507,292,146,94,48	1024 x 512
#BAE Hawk_100	5	510,300,148,98,52	1024 x 512
#BAE Hawk_200	5	481,280,138,84,49	1024 x 512
#BN Islander/Defender	5	836,507,310,190,101	1024 x 512
#Panavia Tornado	5	1100-36	1024 x 512
#BAE Harrier	5	1300-36	1024 x 512
#McDonnell Douglas A4 Skyhawk	5	499,299,146,74,39	1024 x 512
#Lockheed F104 Starfighter	5	680,296,139,74,52	1024 x 512
#McDonnell Douglas F15 Eagle	5	494,298,150,73,42	1024 x 512
#Lockheed Martin F16 Fighting Falcon	5	967,699,479,320,155	2048 x 2048
#Lockheed Martin/Boeing F22 Raptor	3	1406,890,450	2048 X 2048
#Lockheed Martin F35 Lightning	2	928,464	1024 x 1024
#Boeing(McDD) F18 Hornet	5	549,370,144,76,42	1024 x 512
#McDonnell Douglas F4 Phantom	5	495,293,148,72,47	1024 x 512
#Northrop F5	5	448,226,137,70,39	1024 x 512
#Beechcraft B200	5	498,298,149,100,47	1024 x 512
#Gulfstream	5	500,294,152,99,49	1024 x 512
#Lockheed C130	5	638,380,182,103,61	1024 x 512
#McDonnell Douglas KC10	5	551,352,208,112,71	1024 x 512
#Boeing KC135 Stratotanker	5	564,341,195,106,60	1024 x 512
#Boeing B747	5	520,322,206,102,68	1024 x 256 + 256 x 128
#McDonnell Douglas DC10	5	530,360,218,116,71	1024 x 512
#Boeing (McDD)MD11	5	530,360,218,116,71	1024 x 512

#Mikoyan Guryevich 29	5	505,284,152,86,52	1024 x 512
#Sukhoi SU27	5	498,290,150,76,44	1024 x 512
#Sukhoi SU30	5	736,528,303,160,88	1024 x 512
#Sukhoi SU35	5	498,290,150,76,44	1024 x 512
# Mikoyan Guryevich 21	3	426,239,68	512 x 256
#Pilatus PC7	5	488,276,162,95,72	1024 x 512
#CASA 212 (300)	5	526,316,194,83,45	1024 x 1024 256 x 64
#Airtech/CASA 235	5	569,327,165,95,57	1024 x 512
#Fokker F50 (Enforcer)	5	536,320,166,98,54	1024 x 512
#ATR 42	5	502,299,154,96,50	1024 x 512 + 128 x 128
#Dassault Rafale	5	524,354,204, 98,48	1024 x 512
#Dassault Mirage F1	3	627,308,148	2048 x 2048
#Dassault Mirage F5	3	682,279,150	2048 x 2048
#Dassault Breguet Atlantic 2	6	850,622,441,260,134,69	1024 x 512 + 256 x 64
#Airbus A330	5	566,410,269,154,76	1024 x 512
#Airbus A340	5	670,498,325,186,96	1024 x 512
#SIAI Marchetti/Agusta S211	5	567,300,146,96,50	1024 x 512

HELICOPTERS	LOD's	Polygon content	Largest available texture pattern
#Alouette 2/3	4	209,124,74,44	512 x 256
#AS350 Squirrel	5	494,299,147,90,50	1024 x 512
#AS332 Super Puma	5	640,333,186,120,80	1024 x 512 + 512 x 512
#Bell_412	5	510,299,156,97,55	1024 x 512
#Sikorsky CH53/S65	5	656, 437,277,157,67	1024 x 1024
#Bell AH-1 Cobra	4	1020,673, 327,149	1024 x 512
#Bell OH-58 Kiowa	5	485,399,222,132,56	1024 x 512
#Boeing CH47 Chinook	4	280,147,94,20	256 x 256
#AH64 Apache	5	297,138,66,40	256 x 256
#Bell UH1H Iroquois	4	256,141,75,30	256 x 128
#Westland Lynx	6	761,613,397,247,155,72	1024 x 256 + 512 x 256
#EH Industries EH101 Merlin	4	451 max	256 x 256 + 256 x 256
#MIL Mi-8	6	865,687,476,286,133,59	1024 x 512 + 512 x 256
#MIL Mi-17	6	865,687,476,286,133,59	1024 x 512 + 512 x 256

UAV/RPV	LOD's	Polygon content	Largest available texture pattern
#UAV Predator	3	1163,500,218	512 x 512 + 256 x 256
#HERMES 450 (Watchkeeper)	4	1381,947,451,245	512 X 256 + 256 X 256
#YAK 61 Schmel	3	1422,982,499	1024 X 1024

MILITARY GROUND MODELS	LOD's	Polygon content	Largest available texture patterns
#AMX_13	4	280, 142, 70, 37	256 x 256
#AMX_13_SLB (bridge laying)	4	400, 214, 86, 62	256 x 256 + 256 x 128
#AMX_30 MBT	4	214, 110, 44, 30	256 x 256
#AMX10 P	4	330,195, 108, 52	256 x 256
#AMX10 PAC	3	195, 122, 72	256 x 256
#AMX_VCI	4	182, 118, 82,36	256 x 256
#Panhard VBL reconnaissance	3	1,156,469,236	2048 x 2048 + 1024 x 1024
#Humber_AT104	4	254, 158, 72,36	512 x 512
#Alvis Hagglund BsV10 Viking	5	447,327,195,95,48	512 x 512
#Saladin	5	350, 204,102,56,24	256 x 256
#Saracen	5	294,208,110,64,28	256 x 256
#Ferret	3	290,159,87	256 x 256
#Scorpion	4	262, 154, 64, 28	256 x 256
#Schimitar	4	290, 174, 72, 34	256 x 256
#Centurion MBT	4	329, 183, 76, 24	256 x 256
#Chieftain MBT	4	99, 132, 82, 42	512 x 512
#FV430 Bulldog	3	415,216,70	512 x 512
#Challenger MBT	4	338, 169, 80, 41	512 x 512
#Titan (AVLB) Bridge laying tank	3	575, 313, 118	1024 x 1024
#Trojan (AVRE) Engineers tank	3	800,373,168	1024 x 1024
#Vector (Pinzgauer)	3	462,232,112	512 x 512 + 128 x 128
#Land Rover WIMIC (twin guns)	3	489,204,96	1024 x 1024 + 256 x 256
#Land Rover (covered rear)	5	348,240,114,38,24	256 x 256
#Jackal	4	1936,1628,834,347	1024 x 1024 + 1024 x 512
#Cougar 6 x 6/ Mastiff	4	1370,956,589,313	1024 x 1024 + 1024 x 512
#Cougar 4 x 4/ Ridgback	4	1233,973,604,350	1024 x 1024 + 1024 x 512
#iRobot Warrior (Remote control bomb disposal)	3	996,497,296	512 x 512 + 512 x 512
#3_Tonner (Truck)	5	286,160,56,44,28	256 x 256
#BV_206 (2 part tracked vehicle)	3	174,74,28	256 x 256
#Merkava MBT	5	452, 350, 125, 70,38	512 x 512
#Stingray	4	244, 131, 56, 30	256 x 256
#M48H MBT	5	527,328,178,106,50	1024 x 512
#M60 (Versions A1,CEV(engineering))	5	305,160,71,48,20	256 x 256
#M60 A3 MBT	5	496,304,194,104,51	1024 x 512
#M113 (with 81mm or 120mm mortar)	5	163,76,28,10	256 x 256
#V200 (Cadillac Gage)	5	239,158,93,47,16	256 x 256
#KIFV (AIFV)	4	258, 143, 64,32	512 x 512
#M3_Bradley	4	308, 134, 61,34	256 x 256
#M1_A1 Abrams MBT	5	270,182,104,64,30	256 x 256
#M1A1 AbramsS MBT	3	1,095,495,247	1024 x 1024 + 256 x 256
#Stryker APC	3	986,494,246	1024 x 1024 + 512 x 256
#GMC Sierra Pickup truck	3	1,551,757,338	2048 x 2048 + 1024 x 512
#HMMWV (Hummer) 50mm or 40mm gun	4	19,261,034,493,248	2048 x 2048 + 1024 x 512
#Leopard 1 MBT	4	207, 97, 50, 28	256 x 256
#AML90	4	340, 203, 72, 48	512 x 512
#T55 MBT	5	305,202,130,59,24	256 x 256
#T62 MBT	4	273, 139, 67, 28	256 x 256
#T72 MBT	4	286, 127, 87, 26	256 x 256
#T80 MBT	5	280,191,124,69,32	256 x 256
#PT76 (Russian amphibious tank)	5	218,132,62,22	256 x 256
#BTR_40	4	292, 150, 64,28	256 x 128
#BTR_60	5	246,198,105,58,18	256 x 256
#BTR_152	4	276, 120, 62,28	256 x 128
#BMP-1	1	498	1024 x 1024

MILITARY GROUND MODELS	LOD's	Polygon content	Largest available texture patterns
#BMP-2	1	503	1024 x 1024
#ZSU_57-2	5	578,360,172,98,40	1024 x 1024
#ZSU_23-4	4	441,297,137,52	1024 x 1024
#UL_25	4	341, 165, 68,36	256 x 256
#UL_40_50	4	295, 176, 88,36	256 x 256
#BRDM-2	5	242, 158, 60,28,10	256 x 256
#Condor	4	282, 124, 60,28	256 x 128
#LVTP7(AAV7A1) US Marine vehicle	4	290,151,78,41	256 x 256
#Sibmas (Belgian)	4	255,199,75,26	256 x 256
#Carl Gustaf M2, Rocket launcher.	4	182,95,52,22	256 x 256
#WZ551 (Type 90/NGV-1) wheeled armour	5	460,320,160,90,40	1024 x 1024
#DAF 65 with Ericsson Giraffe S (Mobile Radar)	4	385,267,125,64	512 x 512
#DAF 65 Command vehicle	4	316,208,100,52	1024 x 1024
#DAF 65 Multiple Rocket Launcher	4	372,264,156,108	1024 x 1024
#DAF 65CF Military truck	4	398,268,120,46	1024 x 1024
#Motorbike (inc rider)	3	216,82,32	256 x 256 + 256 x 256
#Lockheed PSTAR radar on landrover	5	338,262,140,50,32	256 x 256
#JEEP (+with 106mm gun & Milan launcher)	5	440,228,84,56,32	256 x 256
#Howitzer_155mm	4	348, 157, 80, 49	512 x 128
#Milan firing post	4	160,82,34,26	128 x 128
#Carl Gustaf 84mm M2 rocket launcher	4	182,95,52,22	256 x 256
#SAM 5 missile and launcher	4	1,512,667,348,167	512 x 512
#Pandur 25mm (6 wheeled APC)	4	1,860,970,481,230	2048 x 2048 1024 x 512
#Pandur 90mm (6 wheeled APC)	4	1,785,924,470,232	2048 x 2048 1024 x 512
#Pandur Command vehicle	4	18,981,022,517,248	2048 x 2048 1024 x 512
#Pandur 81mm Mortar	3	1,024,488,224,230	2048 x 2048 1024 x 512
#Pandur ambulance	4	1,432,845,426,224	2048 x 2048 1024 x 512
#Shorland S600	4	1,362,977,468,236	2048 x 2048 512 x 512
#Truck heavy cargo (generic)	4	638,494,310,166	2048 x 2048 512 x 512
#Mitsubishi Shogun	4	903,643,420,265	1024 x 1024 512 x 256
#Fire truck	3	501,251,94	1024 x 512 1024 x 256
#Bus (Coach)	3	881,413,171	2048 x 2048 512 x 512
#GMC Sierra Pickup truck	3	1,551,757,338	2048 x 2048 + 1024 x 512

SHIPS/BOATS	LOD's	Polygon content	Largest available texture patterns
#MCV (Naval Patrol ship)	3	489,265,79	512 x 256 + 128 x 128
#MGB (Naval Patrol ship)	4	500,221,86,46	512 x 128 + 128 x 128
#Frigate (generic naval combat ship)	6	534,472,287,142,92,54	512 x 256 + 128 x 128
#TYPE 23 Frigate	3	1,020,520,300	1024 x 1024 + 512 x 512
TYPE 42 Destroyer	3	290,018,001,000	1024 x 1024 + 512 x 512
#Cargo ship (8 variants)	5	400,236,129,69,33	512 x 128 + 128 x 128
#LSD (Whidbey Island Class, naval landing ship)	1	955	1024 x 256
#TUG (39 metres)	3	448,279,124	1024 x 512
#TUG (25 metres)	5	746, 516,349,199,100	1024 x 512 + 256 x 256
#TUG (29 metres)	5	1,175,762,403,256,160	1024 x 1024 + 256 x 256
#TUG (32 metres)	1	4846	1024 x 1024 1024 x 1024 256 x 256
#Offshore supply vessel	1	670	1024 x 512
#Ferry (large, 180 metres)	2	989,923	1024 x 512
#Ferry, Large ferry (202m, Cross channel)	1	2622	1024 x 512
#Ferry, Large ferry (225m, Cross channel)	1	2640	2048 x 1024
#Ferry, RO RO, Sea Centurion (161 metres)	1	533	1024 x 256
#Ferry, Medium, GA, fast type, monohull (84m)	1	1118	2048 x 1024
#Ferry, Medium, SNC, fast type, monohull (84m)	1	1520	2048 x 1024
#Container ship	1	981	1024 x 512
#Container ship (280m)	1	650	2048 x 256
#Container ship (366m)	1	2851	2048 x 512 2048 x 1024
#Container ship (399m)	2	1667,1495	2048 x 2048
#FPSO ship.	1	3512	2048 x 512 1024 x 512
#Dredger, Pearl River	1	3559	2048 x 1024
# Cargo ship, multiple cranes (Efdim Junior)	1	2025	2048 x 512
#Voyager of the seas (Ocean liner)	1	411	1024 x 256
#Brilliance of the seas (Ocean liner)	1	678	1024 x 256
#Carnival, Fantasy Class (Ocean Liner)	1	825	1024 x 512
#Carnival, Inspiration (Ocean Liner)	1	1047	2048 x 1024
#Fishing boat (Pelagic trawler, 59 metres)	1	551	
#Fishing boat (18 metres) 3 variants	3	177,114,82	
#Fishing boat (24 metres) 1 variant	1	209	
#Fishing boat (28 metres) 1 variant	3	251,180,125	
#Fishing boat (30 metres) 3 variants	4	312,238,119,52	
#Motor boat 1 (small) 4 variants	1	69	
#Motor boat 2 (small) 4 variants	1	61	
#Sailing yacht ((5 variants)	4	93, 68,43,29	
#Small Ferry, 22m	1	648	
#Wavemaster (fast ferry boat)	1	255	
#Large ferry	2	1546, 1212	
# Reloading/Unloading barge	1	583	2048 x 1024 256 x 256
#Thai fishing boat	3	350, 200,114,56	1024 x 1024
# Large yacht (38m)	1	155	1024 x 512 + 512 128
# Catamaran 35 metre (fast ferry type)	1	1160	2048 x 1024 512 x 64

CIVILIAN VEHICLES	LOD's	Polygon content	Largest available texture patterns
#BMW_3 series, inc British police variant)	3	398,194,81	1024 x 512
#Peugeot 306 , inc British police variant)	3	370,172,84	1024 x 512
#Volkswagen Passat	4	972,740,476,342	1024 x 512
#Toyota Corona)	5	732,420,190,112,60	1024 x 512 + 128 x 64
#Mercedes SLK	3	577,230,120	1024 x 512 + 256 x 256
#Scooter (inc rider)	5	560,416,225,119,64	512 x 512 + 256 x 128
#Mitsubishi Savrin (people mover)	4	489,353,155,66	512 x 512
#Mitsubishi Shogun (Pajero)	5	600,398,236,116,49	1024 x 1024 + 512 x 256
#Landrover Freelander	3	414,196,110	1024 x 1024 + 1024 x 256
#DAF 65CF truck(covered and flatbed)	4	398,268,120,46	1024 x 1024
#DAF 65CF flat bed recovery	4	378,258,120,46	1024 x 1024
#BUS (Single deck coach type)	4	370,242,92,56	1024 x 512
#DAF 85 truck (Gravel carrier)	4	578,352,194,91	1024 x 512 + 512 x 128
#DAF 85 truck (Flatbed)	4	556,357,198,109	1024 x 512 + 512 x 128
#Ambulance (British style)	3	331,152,82	512 x 512
#Fire engine (British style)	4	431, 291,161,64	1024 x 1024
#Double decker bus, (London colours)	4	532, 368,149,55	1024 x 1024 + 256 x 256
#Taxi (London black cab type)	5	598,396,240,98,48	1024 x 1024 + 256 x 256
#Ford Transit Van	5	698,473,240,114,52	1024 x 1024
#Ford Transit Pickup truck	5	761,492,266,156,74	1024 x 1024
#JCB (wheeled)	6	1547,1093,634,381,175,128	1024 x 1024
#Ambulance	3	335,154,86	512 x 512 + 512 x 256
#Bus (Coach)	3	881,413,171	2048 x 2048 + 512 x 512
#GMC Sierra Pickup truck	3	1,551,757,338	2048 x 2048 + 1024 x 512

NOTE/ Most vehicles are delivered with a range of colour variants, interiors, and have selectable, lighting, and degree of freedom.

HUMAN MODELS

3D people including –
 Civilians, both Western and Arabian.
 Soldiers
 Taliban fighters
 War reporter
 Judges and court lawyers.
 Animals

2D people including –
 68 street characters,
 30 road workers
 20 rail workers.
 Each 2D character is useable as a billboard model and all have natural poses, that look realistic using this method.

RAILWAYS

Eurostar train (5 carriage/engine types, 20 modules in total)
 Class 165 train
 Class 323 train
 Class 66 train
 Full range of train signals and signs
 Rail objects and People. A full range of rail staff doing various signals.

Other model libraries

Vegetation – Asian - African - Mediterranean - European - Desert

Harbour features

Road signs, UK and European.

Buildings (A very wide range is available).

Many other terrain features, covering almost every field of simulation.