



# Reality Modelling



# MISSILES



## AIM-120C AMRAAM

3D model of the [AIM-120C AMRAAM](#)

Levels of detail (Lod).

Lod 1 = 640

Lod 2 = 414

Lod 3 = 188

Note, these are all 3 vertice triangles.

Texture used.

Main pattern = 1024 x 256

[Read More](#)

**Category:** [Missiles](#)









## ASRAAM

3D model of an [ASRAAM](#)

Levels of detail (Lod).

Lod 1 = 704

Lod 2 = 384

Lod 3 = 160

Note, these are all 3 vertice triangles.

[Read More](#)

**Category:** [Missiles](#)





## METEOR BVRAAM

3D model of the [Meteor BVRAAM](#)

Levels of detail (Lod).

Lod 1 = 954

Lod 2 = 602

Lod 3 = 266

Note, these are all 3 vertice triangles.

Texture used.

Main pattern = 2048 x 512 (4096 x 1024 also supplied)

[Read More](#)

**Category:** [Missiles](#)





## VYMPPEL NPO R-73 AA-11 ARCHER MISSILE

3D model of the [Vympel NPO R-73 AA-11 Archer Missile](#)

Levels of detail (Lod).

Lod 1 = 1331

Lod 2 = 865

Lod 3 = 394

Note, these are all 3 vertice triangles.

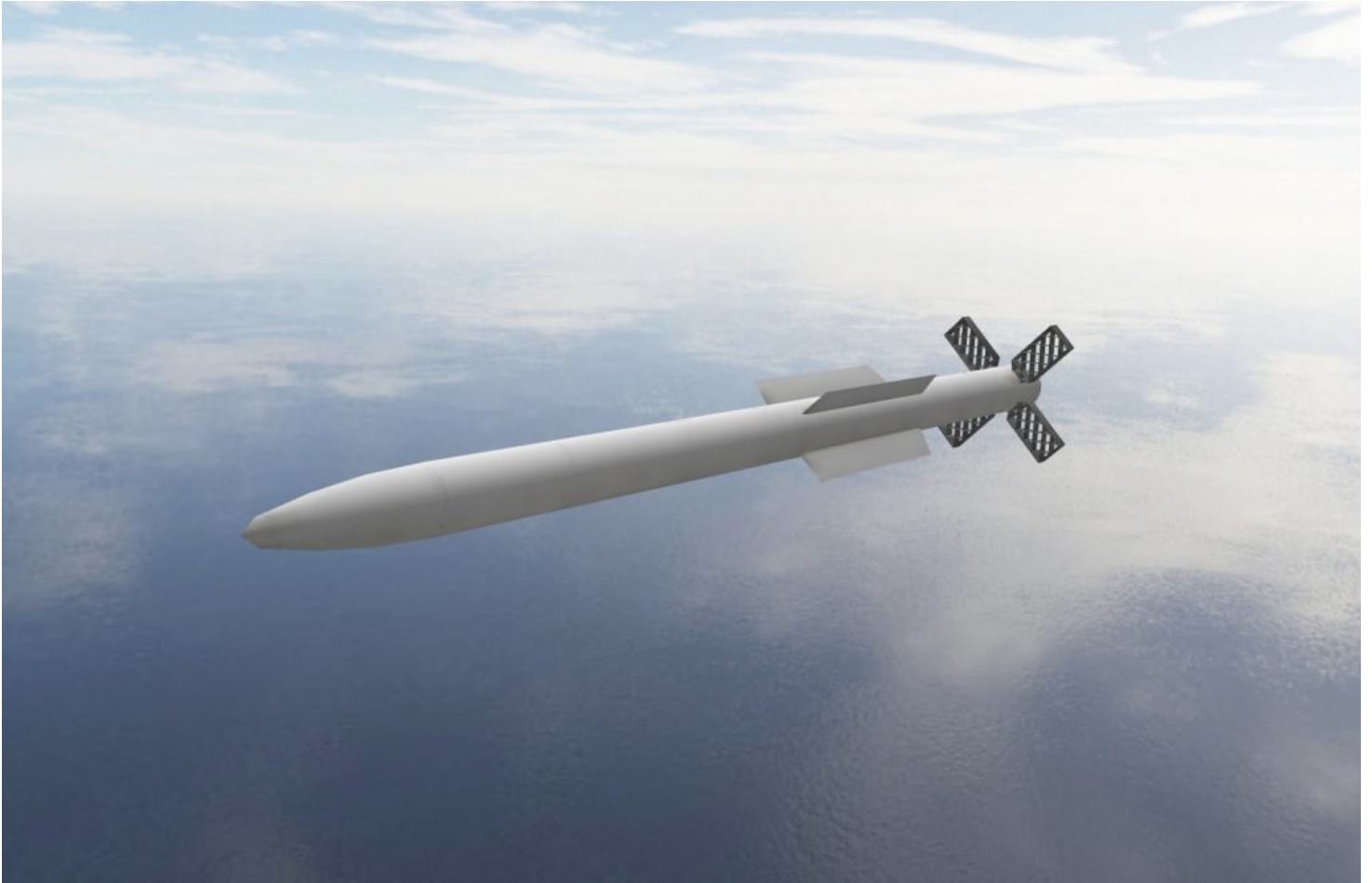
Texture used.

Main pattern = 2048 x 512 (1024 x 256 also supplied)

[Read More](#)

**Category:** [Missiles](#)





## VYMPER NPO R-77 AA-12B ADDER MISSILE

3D model of the [Vympel NPO R-77 AA-12B Adder Missile](#)

Levels of detail (Lod).

Lod 1 = 1296

Lod 2 = 688

Lod 3 = 352

Note, these are all 3 vertice triangles).

Texture used.

Main pattern = 1024 x 256

[Read More](#)

**Categories:** [Air](#), [Missiles](#)





## VYMPEL R-27 AA-10 ALAMO C BVRAAM

3D model of the [Vympel R-27 AA-10 Alamo C BVRAAM](#)

Levels of detail (Lod).

Lod 1 = 664

Lod 2 = 406

Lod 3 = 190

Note, these are all 3 vertice triangles.

Texture used.

Main pattern = 2048 x 512

[Read More](#)

**Category:** [Missiles](#)







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**Reality  
Modelling**



**Creating effective, usable, 3D visual content.**

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