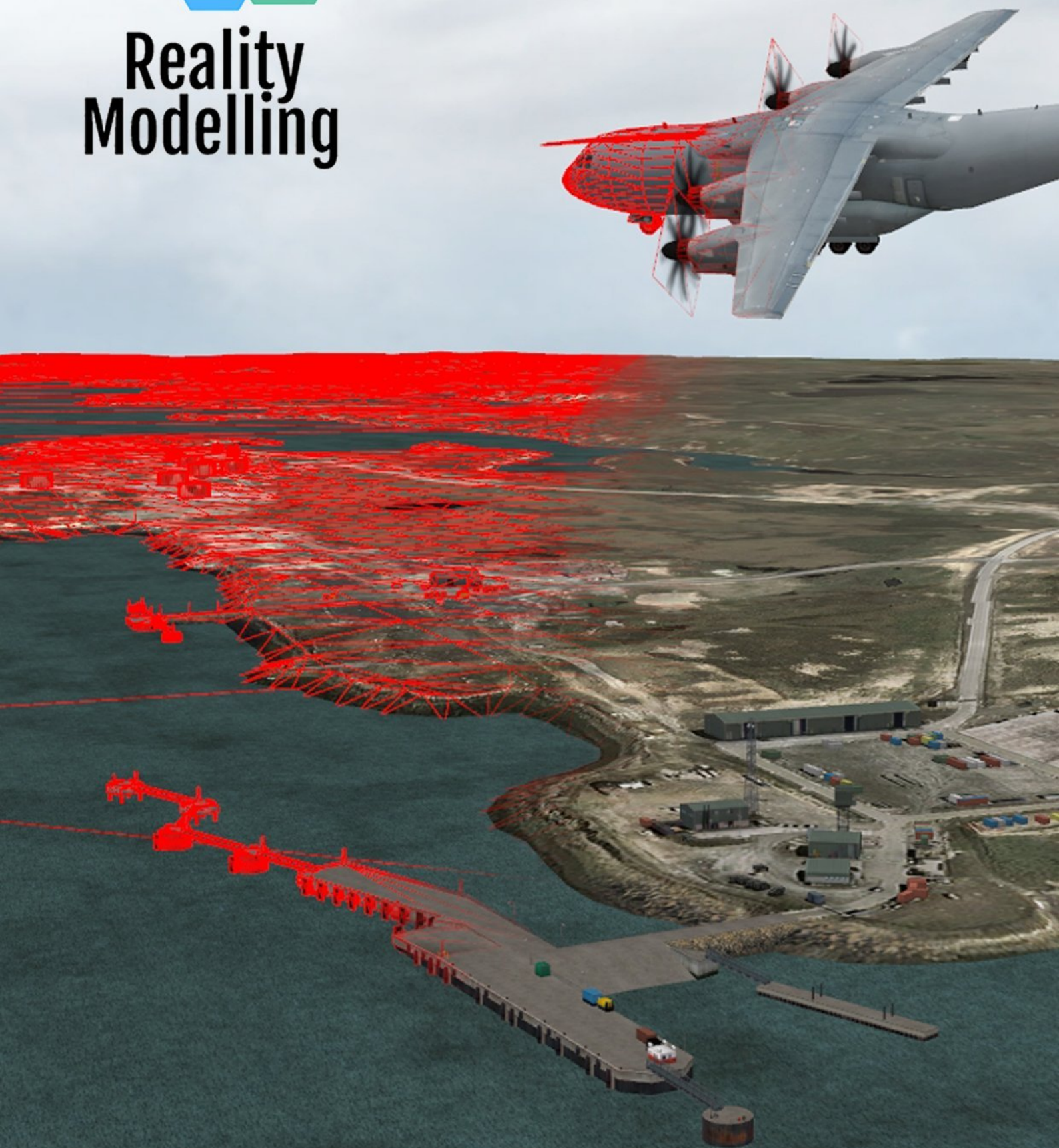




Reality Modelling



AUTONOMOUS VEHICLES

3D Models of Land-based Autonomous Vehicles



EMAV PRATT AND MILLER EOS 400 WEAPON

Low Poly 3D model of the Emav Pratt and Miller EOS 400 Weapon

Levels Of Detail (LOD): 3

LOD 1: 6877 3 Vertice Polygons

LOD 2: 3178 3 Vertice Polygons

LOD 3: 1557 3 Vertice Polygons

Largest Texture (Main Pattern): 2048 x 2048

Largest Texture (Detail Pattern): 512 x 256

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Category: [Autonomous Vehicles](#)





IROBOT WARRIOR (RC BOMB DISPOSAL)

Low Poly 3D model of the [iRobot Warrior \(RC Bomb Disposal\)](#)

Levels Of Detail (LOD): 3

LOD 1: 996 3 Vertice Polygons

LOD 2: 497 3 Vertice Polygons

LOD 3: 296 3 Vertice Polygons

Largest Texture (Main Pattern): 512 x 512

Largest Texture (Detail Pattern): 512 x 512

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URAN 9 UCGV (UNMANNED COMBAT GROUND VEHICLE)

3D model of the [URAN 9 UCGV \(Unmanned Combat Ground Vehicle\)](#)

LEVELS OF DETAIL (Lod).

Lod 1 = 12346 3 Vertice Polygons

Lod 2 = 7976 (Reduction of 35% or more). 3 Vertice Polygons

Lod 3 = 3591 (Reduction of 70% or more). 3 Vertice Polygons

TEXTURES USED

Main pattern = 2048 x 2048 512 x 128 alpha pattern.

This model has damaged states, selectable lights, IR and, a range of selectable and movable features.

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**Reality
Modelling**



Creating effective, usable, 3D visual content.

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