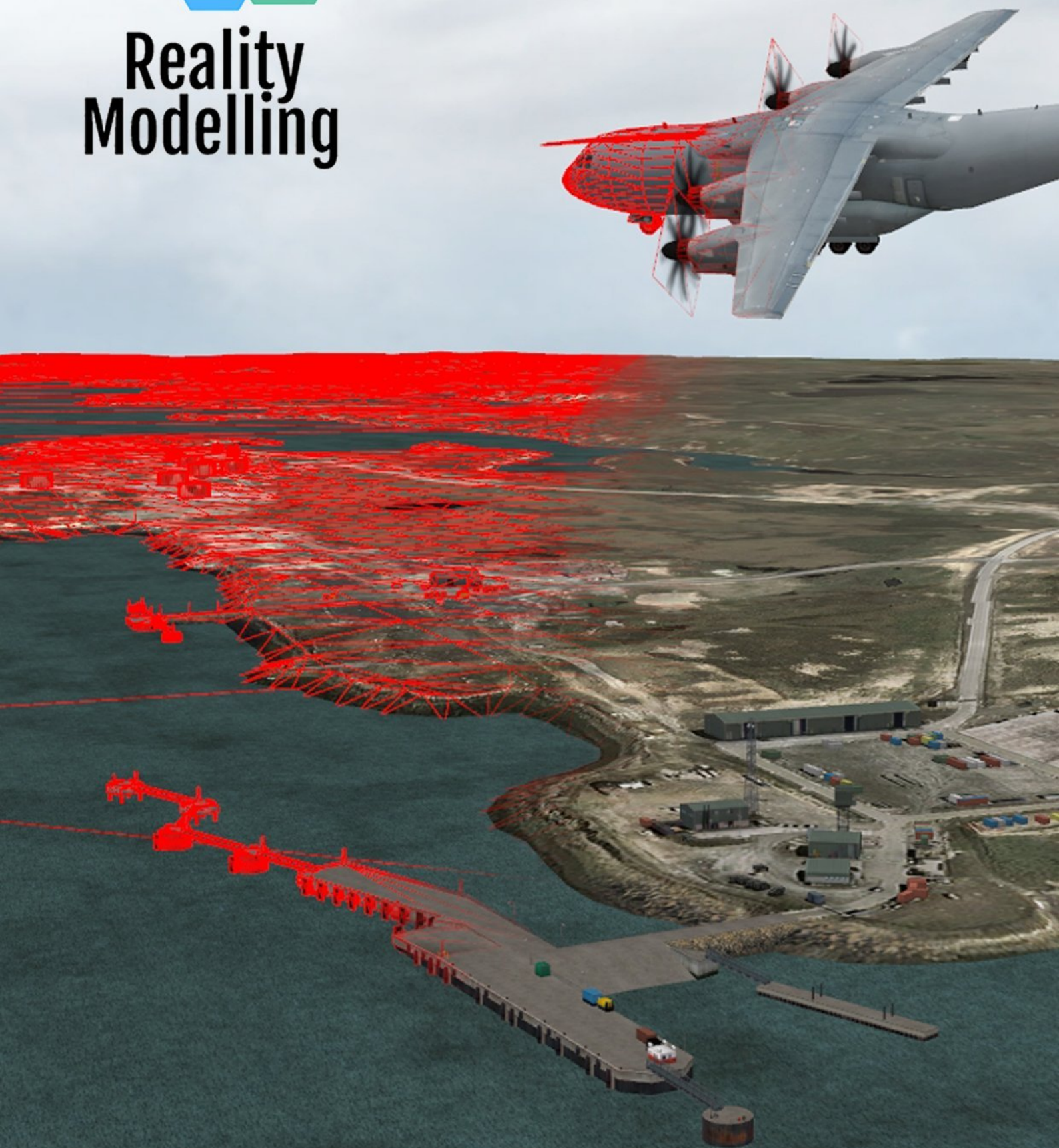




Reality Modelling



MISCELLANEOUS

3D Models of Miscellaneous Military Vehicles



AN PED1 LASER DESIGNATOR

3D model of the [AN PED1 Laser Designator](#)

LEVELS OF DETAIL (Lod).

Lod 1 = 3961. 3 Vertice Polygons.

Lod 2 = 2526 (Reduction of 35% or more). 3 Vertice Polygons.

Lod 3 = 1108 (Reduction of 70% or more). 3 Vertice Polygons.

TEXTURES USED

Main pattern = 1024 x 1024 512 X 256 Alpha

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Category: [Miscellaneous](#)





COACH (MID SIZE)

Low Poly 3D model of a Coach (Mid Size)

Levels Of Detail (LOD): 3

LOD 1: 881 3 Vertice Polygons

LOD 2: 413 3 Vertice Polygons

LOD 3: 171 3 Vertice Polygons

Largest Texture (Main Pattern): 2048 x 2048

Largest Texture (Detail Pattern): 512 x 512

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Category: [Miscellaneous](#)





M16 A4 RIFLE

3D model of the [M16 A4 Rifle](#)

LEVELS OF DETAIL (Lod).

Lod 1 = 3466. 3 Vertice Polygons.

Lod 2 = 2088 (Reduction of 35% or more). 3 Vertice Polygons.

Lod 3 = 1025 (Reduction of 70% or more). 3 Vertice Polygons.

TEXTURES USED

Main pattern = 2048 x 1024

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SA-16 GIMLET 9K310 IGLA MANPAD

3D model of the [SSA-16 Gimlet 9K310 Iгла Manpad](#)

SA-16 Gimlet missile

LEVELS OF DETAIL (Lod).

Lod 1 = 856. 3 Vertice Polygons.

Lod 2 = 542. 3 Vertice Polygons.

Lod 3 = 252. 3 Vertice Polygons.

IGLA Manpad

LEVELS OF DETAIL (Lod).

Lod 1 = 3811. 3 Vertice Polygons.

Lod 2 = 1470. 3 Vertice Polygons.

Lod 3 = 756. 3 Vertice Polygons.

TEXTURES USED

Main pattern = 1024 x 1512

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Category: [Miscellaneous](#)





TOYOTA HILUX NSTV

Low Poly 3D model of the [Toyota Hilux NSTV](#)

Levels Of Detail (LOD): 3

LOD 1: 1914 3 Vertice Polygons

LOD 2: 936 3 Vertice Polygons

LOD 3: 452 3 Vertice Polygons

Largest Texture (Main Pattern): 2048 x 2048

Largest Texture (Detail Pattern): 1024 x 512

[Read More](#)

Category: [Miscellaneous](#)



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**Reality
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