Black Rock Laboratory Interior

A Cinema 4D Model by Mick Imrie

File List

default.jpg
> A sample render of the model from using the default camera and with the control room wall hidden.

BRLab.c4d
> Then main model

TEX folder
> A folder containing all the textures and bump maps for the model

Details

BRLab.c4d

This is the main Cimena4D file and contains the model itself, a lighting scheme and some sample camera positions. The model is subdivided into various regions to make views easier to obtain.

Left Wall

This contains the three equipment stacks and the Avgas panel with fire extinguisher.

Right Wall

This includes the door marked 'Laboratory'

Electrical Equipment Room

This is the shed like building on the right wall with the door marked 'Danger, High Voltage'.

Smoke Rig

This is the smoke generator, used to test Supercar's ClearVu monitor, at the far end of the right wall and attached to the Electrical Equipment Room.

Control Room Wall

This is not visible in the image above. It includes the elevator, large 'garage' door and the control room interior.

Balcony Wall

This includes the balcony wall, stairs, control panel and power switch.

Floor

Includes the blast shield, Beaker's desk, the lab chairs, the central floor area and the 4 tiled areas at the edges of the lab.

Roof

There are 2 sets of roof doors for the open and closed positions. The closed set of roof doors will rotate to simulate opening. The background images (find them in the lighting subgroup) of the desert will prevent the roof doors becoming visible through the lab windows.

TEX folder containing;

apmback.bmp
apmfront.bmp
apmspine.bmp
The textures for the Air Pilots Manual. (On the table in the control room)

avgas.tga
The sign on the Avgas panel. (Right wall)

background.jpg
A desert image from the Corel royalty free image library. This is seen through the lab windows and hides the roof doors when they are rotated into the open position.

blast.bmp
The texture for the front of the blast shield.

blktiles.tga
The texture for the tiles areas at the edges of the lab floor

C4Dback.bmp
C4Dfront.bmp
C4Dsp.bmp
The textures for the Cinema4D manual. (On the table in the control room)

clock.tga
The dial on the balcony wall

clockCR.tga
The clock on the control room wall

corrugate.bmp
A multi-use bump map found on the roof doors and smoke rig pipe amongst others.

CRDoor.tga
The control room door sign

CRTile.tga
CRTilebmp.bmp
The texture and bump map used for the wall tiles in the control room interior.

danger.tga
> Danger sign from the control room interior.

deskknob.bmp
> The 0 - 10 scale used on many of the control knobs.

door5.tga
door6.tga
> The numbers from the doors on the balcony

Fire.tga
> The label from the fire extinguisher on the Avgas panel

fuel.tga
fuelgcage.tga
> Textures from the Avgas fuel feed gauge.

fuse.tga
> Fuses on the balcony wall panels and others.

HiVolt.tga
> The door sign for the electrical equipment room door

hosex.tga
> Fuel hose texture

knobarrow.tga
> Texture from one of the knobs on the balcony wall panels.

LabDoor.tga
> Door sign from the Laboratory door on the right wall

liftsign.tga
> Nubers from the elevator

maindial.tga
maindialbmp.bmp
> Texture and bump map from the dial on the electrical equipment room stack.

mikebmp.bmp
> Bump map for the microphones on Beakers desk and the main control console.

rpm.bmp
> Used for some of the dial faces. Originally the RPM meter from the Supercar model.

SCPict.jpg
> Picture of Supercar from the control room. (A Cinema4D render of the Supercar model)

sheq1meter.tga
> Dial from the electrical equipment room

SilverCap.bmp

smtstrig.tga
> Smoke test rig sign

spmesh2.tga
> Mesh texture used for speakers etc.

teledial.tga
> Bump map for the telephone dialer

tileinv.tga
> Inverse of blktiles.tga used as a bump map.

usa.jpg
> The map of the USA on the control room wall

vdutest.tga
> The test screen seen on the VDU panel in the control room

vertdial.tga
vertdialbmp.bmp
> Texture and bump map for the vertical dial from the equipment stacks on the left wall

whtknob.tga
> 1 - 10 numbers for white knobs on various equipment panels.

A screenshot of the texture thumbnails from the Cinema4D Browser;