

VR Lab ISS Graphics Models Data Package README

All the ISS models are saved in AC3D model format which is a text based format that can be loaded into blender and exported to other formats from there including FBX. The models are saved in two different levels of detail, one being labeled "LOWRES" and the other labeled "HIRES".

There are two ".str" files (HIRES_scene_load.str and LOWRES_scene_load.str) that give the hierarchical relationship of the different nodes and the models associated with each node for both the "HIRES" and "LOWRES" model sets. All the images used for textureing are stored in Windows ".bmp" format for easy importing.

High level of detail models:

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HIRES_ALPHA_PORT.ac
HIRES_JEM_WR_CAM_PAN.ac
HIRES_ALPHA_STBD.ac
HIRES_JEM_WR_CAM_TILT.ac
HIRES_APAS_PMA1.ac
HIRES_LAB_ENDCONE_FWD.ac
HIRES_APAS_PMA2.ac
HIRES_LEE1hi.ac
HIRES_APAS_PMA3.ac
HIRES_LWR_4B_US_Array_P4.ac
HIRES_APM_PAS.ac
HIRES_LWR_4B_US_Array_P6.ac
HIRES_cam_pan_A2.ac
HIRES_LWR_4B_US_Array_S4.ac
HIRES_cam_pan_B2.ac
HIRES_LWR_4B_US_Array_S6.ac
HIRES_cam_pan_SPDM1.ac
HIRES_MBS_PAS.ac
HIRES_cam_pan_SPDM2.ac
HIRES_MT.ac
HIRES_cam_tilt_A2.ac
HIRES_NODE1_PAS.ac
HIRES_cam_tilt_B2.ac
HIRES_NODE2_PAS.ac
HIRES_cam_tilt_SPDM1.ac
HIRES_NODE3_PAS.ac
HIRES_cam_tilt_SPDM2.ac
HIRES_P1_TRUSS.ac
HIRES_CETA_CART_PORT.ac
HIRES_P3_PAS.ac
HIRES_CETA_CART_STBD.ac
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HIRES_P6_PAS.ac
HIRES_CP13_VCSA_cam.ac
HIRES_PMA1_PAS.ac
HIRES_CP13_VCSA_pan.ac
HIRES_PMA2_PAS.ac
HIRES_CP3_VCSA_cam.ac
HIRES_PMA3_PAS.ac
HIRES_CP3_VCSA_pan.ac
HIRES_PMM_PAS.ac
HIRES_CP8_VCSA_cam.ac
HIRES_PROGRESS_M.ac
HIRES_CP8_VCSA_pan.ac
HIRES_REF_IEA.ac
HIRES_CP9_VCSA_cam.ac
HIRES_rigidUmbSys.ac
HIRES_CP9_VCSA_pan.ac
HIRES_S0.ac
HIRES_CST-100_CM.ac
HIRES_S1_TRUSS.ac
HIRES_CYGNUS2_PAS.ac
HIRES_S3_PAS.ac
HIRES_CYGNUS_PAS.ac
HIRES_SERVICE_MODULE.ac
HIRES_DC1.ac
HIRES_SOYUZ_2.ac
HIRES_DRAGON_PAS.ac
HIRES_SOYUZ.ac
HIRES_FGB_PAS.ac
HIRES_SPDM_EE.ac
HIRES_GAMMA_PORT.ac
HIRES_UPR_2B_US_Array_P4.ac
HIRES_GAMMA_STBD.ac
HIRES_UPR_2B_US_Array_P6.ac
HIRES_HTV_PAS.ac
HIRES_UPR_2B_US_Array_S4.ac
HIRES_JEM_ELM_PAS.ac
HIRES_UPR_2B_US_Array_S6.ac
HIRES_JEM_ELP_PAN.ac
HIRES_VR_AIRLOCK.ac
HIRES_JEM_ELP_TILT.ac
HIRES_VR_LAB.ac
HIRES_JEM_PM_EXT_A_PAN.ac
HIRES_VR_lca_active.ac
HIRES_JEM_PM_EXT_A_TILT.ac
HIRES_VR_PMA2_AXIAL_TARGET.ac
HIRES_JEM_PM_EXT_F_PAN.ac
HIRES_VR_PMA3_AXIAL_TARGET.ac
HIRES_JEM_PM_EXT_F_TILT.ac
HIRES_Z1_PAS.ac
HIRES_JEM_PM_PAS.ac

Low level of detail models:

LOWRES_ALPHA_PORT.ac
LOWRES_P1_TRUSS.ac
LOWRES_ALPHA_STBD.ac
LOWRES_P3_PAS.ac
LOWRES_APAS_PMA3.ac
LOWRES_P6_PAS.ac
LOWRES_APM_PAS.ac
LOWRES_PMA1_PAS.ac
LOWRES_CETA_CART_PORT.ac
LOWRES_PMA2_PAS.ac
LOWRES_CETA_CART_STBD.ac
LOWRES_PMA3_PAS.ac
LOWRES_CYGNUS2_PAS.ac
LOWRES_PMM_PAS.ac
LOWRES_CYGNUS_PAS.ac
LOWRES_PROGRESS_M.ac
LOWRES_DC1.ac
LOWRES_REF_IEA.ac
LOWRES_DRAGON_PAS.ac
LOWRES_rigidUmbSys.ac
LOWRES_FGB_PAS.ac
LOWRES_S0.ac
LOWRES_GAMMA_PORT.ac
LOWRES_S1_TRUSS.ac
LOWRES_GAMMA_STBD.ac
LOWRES_S3_PAS.ac
LOWRES_HTV_PAS.ac
LOWRES_SERVICE_MODULE.ac
LOWRES_JEM_ELM_PAS.ac
LOWRES_SOYUZ_2.ac
LOWRES_JEM_PM_PAS.ac
LOWRES_SOYUZ.ac
LOWRES_LAB_ENDCONE_FWD.ac
LOWRES_SPDM_EE.ac
LOWRES_LEE1hi.ac
LOWRES_UPR_2B_US_Array_P4.ac
LOWRES_LWR_4B_US_Array_P4.ac
LOWRES_UPR_2B_US_Array_P6.ac
LOWRES_LWR_4B_US_Array_P6.ac
LOWRES_UPR_2B_US_Array_S4.ac
LOWRES_LWR_4B_US_Array_S4.ac
LOWRES_UPR_2B_US_Array_S6.ac
LOWRES_LWR_4B_US_Array_S6.ac
LOWRES_VR_AIRLOCK.ac
LOWRES_MBS_PAS.ac
LOWRES_VR_LAB.ac
LOWRES_NODE1_PAS.ac
LOWRES_VR_lca_active.ac
LOWRES_NODE2_PAS.ac
LOWRES_Z1_PAS.ac
LOWRES_NODE3_PAS.ac

Images used for textures:

1.bmp
fgbe.bmp
PKKA.bmp
2.bmp
fgbfabric.bmp
PKK.bmp
3be3.bmp
flag3.bmp
pma1.bmp
3.bmp
foil1.bmp
pma1c.bmp
ae1.bmp
foil2bw.bmp
pma2a.bmp
ae2.bmp
foil3bw.bmp
pma2.bmp
ae3.bmp
foil_silver.bmp
pma2c.bmp
airlockbmp.bmp
gf_tmp.bmp
PROGRESS_PANEL.bmp
a1.bmp
hatch.bmp
radribs.bmp
AL_Hatch_Cover.bmp
hole.bmp
redwhitestrip.bmp
AMS_LOGO.bmp
hubble.bmp
rflag.bmp
anti_target.bmp
ieab.bmp
rpcm.bmp
apas.bmp
ieat.bmp
RUSSIAN_COH.bmp
apmpanel.bmp
jempanel2.bmp
RUSSIAN_DOUG.bmp
arc.bmp
jempanel.bmp
RUSSIAN_PECC.bmp
arm.bmp
krad.bmp

RUSSIAN_POC.bmp
asi_label.bmp
LAB.bmp
S0_brad_panel.bmp
atv_panell1.bmp
LABEL1.bmp
S0_sides.bmp
atv_panel2.bmp
labe2.bmp
S0_top.bmp
atv_panel_back.bmp
labpanelbump.bmp
S1.bmp
atvreflector.bmp
letters.bmp
sa.bmp
batblanklabel.bmp
letters_red.bmp
sback.bmp
batblankorange.bmp
lock.bmp
sfront.bmp
batblankside.bmp
marble.bmp
sipeab.bmp
batblanktop.bmp
mcsolar.bmp
sipea.bmp
bayliner3.bmp
meatball.bmp
sm_aft_targ.bmp
bradfoil.bmp
meep_science.bmp
sm.bmp
bulk.bmp
microtarget.bmp
sme.bmp
cam.bmp
mirblanket2.bmp
solar.bmp
canada.bmp
mirblanket.bmp
solarcell.bmp
cbmcover.bmp
mircloth.bmp
solar-texture.bmp
CBM_SEAL.bmp
mirm1.bmp
soypan.bmp
cetawifs.bmp
mirt2.bmp
soyuzaft2.bmp

COL_apmpanel.bmp
mli.bmp
soyuzpan.bmp
columbus.bmp
nasalogo.bmp
stanchion.bmp
crewlock2bmp.bmp
nasa_round_logo2.bmp
sts134-s-001.bmp
crewlockbmp.bmp
nasa_round_logo.bmp
SVS4:1.bmp
CST-100_CM_tex5.bmp
NBK_cloth2.bmp
SVSDOT.bmp
CST-100_faring_bottom.bmp
NBK_cloth.bmp
SVS_TARGET.bmp
CST-100_faring_top.bmp
NBK_handrail_tex.bmp
tape.bmp
CST-100_fulltex.bmp
node1.bmp
tape_bot.bmp
CST-100_grid_holes.bmp
node1e1.bmp
target_back.bmp
cupola2.bmp
node1e2.bmp
target.bmp
cupola.bmp
node_bump.bmp
tssstripes.bmp
curve.bmp
NONK.bmp
unity_name.bmp
dmtarg.bmp
NPC.bmp
windowseal.bmp
DM_TARGET.bmp
num.bmp
WKA_handle_tex.bmp
dockprobe.bmp
numstr.bmp
WKA-pole_tex.bmp
door.bmp
P1.bmp
wrrlticks.bmp
dots.bmp
p6.bmp
ybstripe2black.bmp
esa_label.bmp

PACCBET.bmp
ybstripe2.bmp
fgb1.bmp
panel_back2.bmp
ybstripe2red.bmp
fgbaft.bmp
panel_back.bmp
ybstripe.bmp
fgb.bmp
panel_front.bmp
z1.bmp