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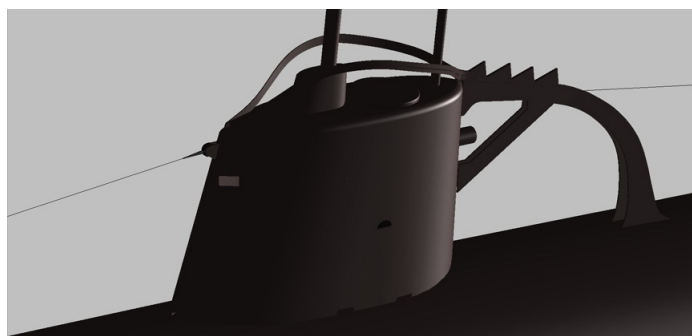
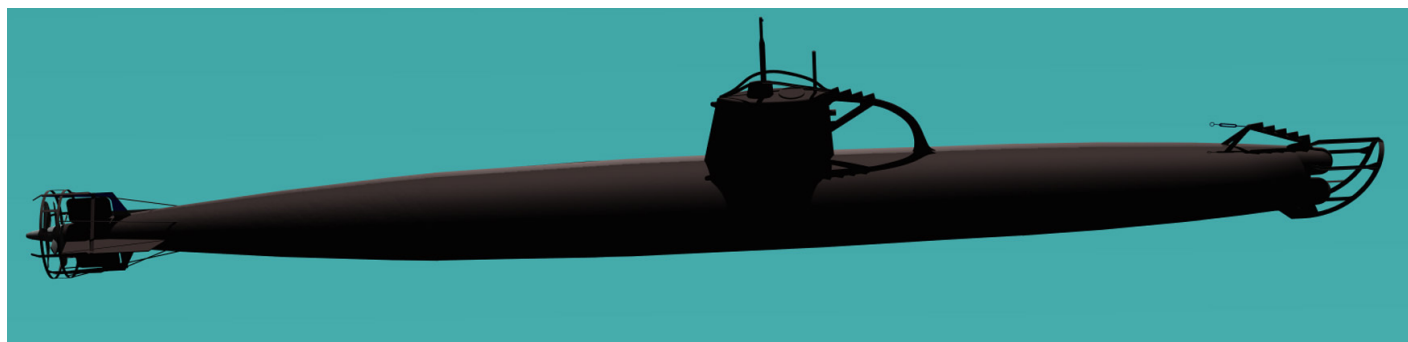
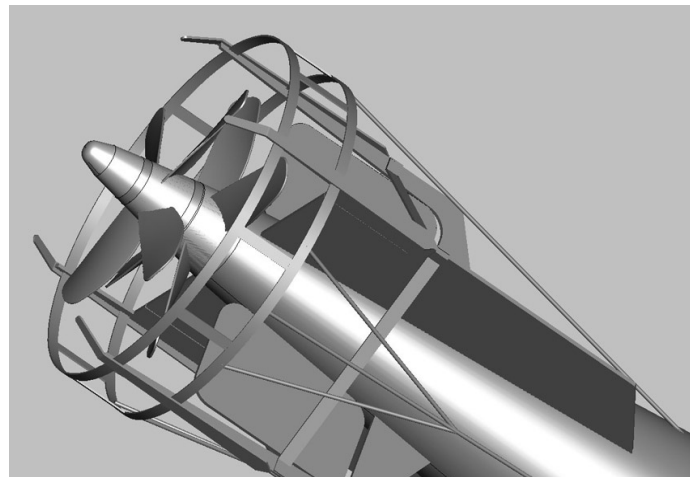
Ensign's report 1st June 2016

Well, it seems there's no interest in keeping this newsletter going in any form, which is disappointing but there you are. This will therefore be the final issue as foreshadowed in January. Thanks to those who have contributed articles and provided a readership over the last eight years.

A 3D drawing of the Ko-Hyoteki midget submarine

I've persisted with my attempts at drawing this Japanese craft in Punch! ViaCAD Pro, my choice of 3D CAD software to learn on. Overall I find it capable of some impressive results but the poor documentation is frustrating.

The first of the images below show detail of the counter-rotating propellers and control surfaces with their complicated guard, in a simple shaded view. Creating this made much use of the radial array command.



(Above) A close-up of the conning tower, showing the cable cutter that was surely the inspiration for the one on Disney's version of the Nautilus from *20,000 Leagues Under the Sea*.

Two rendered images (the ones with colour backgrounds) follow. These have perspective applied, materials assigned to the surfaces and the scene suitably illuminated for a ray-traced rendering with shadows. For some reason the anti-fouling cable was not reproduced.

Final image

The USS Omaha slowly slips beneath the waves, propellers still churning, having fought valiantly to the end. *Screen grab from the incredible computer game World of Warships.*

