



About the model

Thanks for taking the time to download the CGI model of the Ultraprobe Spacecraft from *Space:1999*.

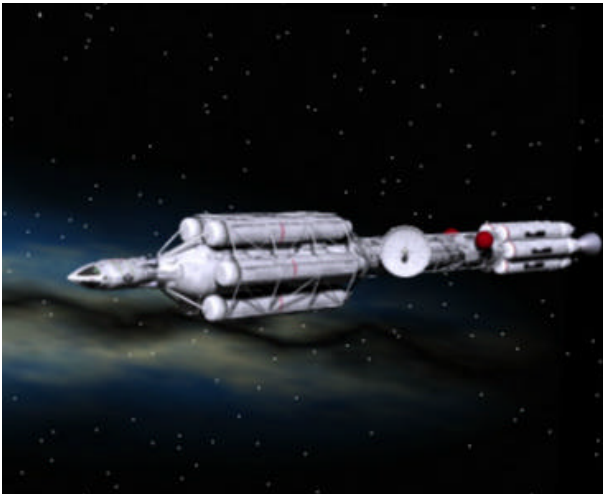
This CGI model was designed from photographs taken of the original Ultra Probe model used for the ITC television series in the first season episode **Dragon's Domain**.

In this episode, the Ultraprobe is an ill-fated deep space exploration vessel launched from Earth to the newly-discovered planet Ultra. The mission goes disastrously wrong, leaving a single survivor—who is compelled to return to face the demon he left behind on the Ultraprobe's failed mission.



Ultraprobe front view—textured

The CGI model was built using Newtek's Lightwave, and imported into Electric Image 2.9 for texturing and animation. Build time was an estimated six months of scattered evenings and weekends. This was a project that I did not want to rush to completion.



Ultraprobe Side View—textured

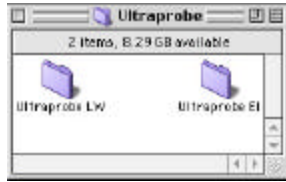
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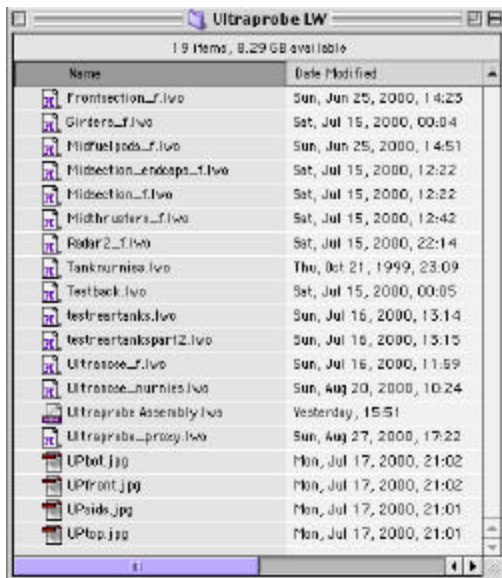
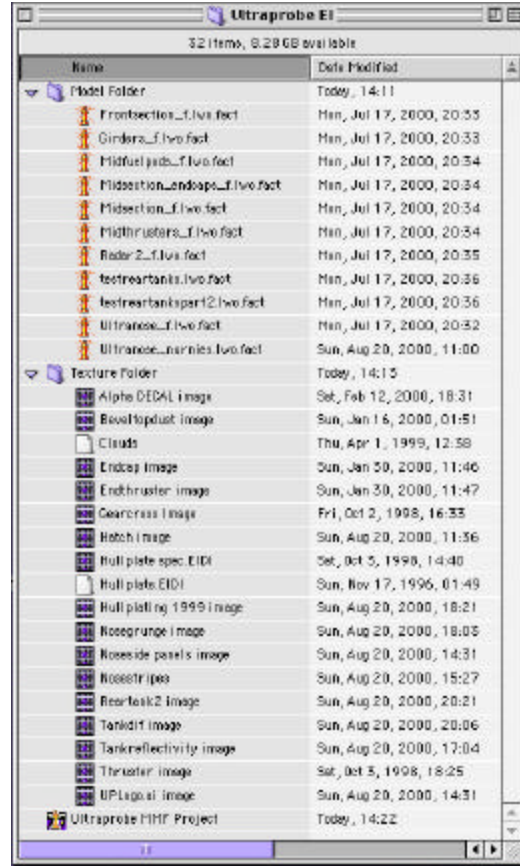
In the **Ultraprobe EI subdirectory**, I have included the Electric Image Master Model File and all its objects and textures for Electric Image and EI Universe users, as well as any programs that can import Electric Image project files. This is the **Ultraprobe MMF Project** file.

I have also included all of the Electric Image texture files to use the scene. On loading, the Electric Image file, you may have to “point” the program to either the Model subdirectory, or the Textures subdirectory.

Users of other programs will be able to open the image files (either image or EIDI) in an image editing program like Adobe Photoshop by using an EI Image format import plugin available for download at the EI website at <http://www.electricimage.com>

Electric Image users will also need the Clouds procedural shader, which is part of the Electric Image software. This shader is not included as part of this file distribution.

I have also included the untextured raw geometry in Lightwave, together with a LWS scene file that pulls all the objects into layout for positioning.



The Lightwave objects and scene files are contained within the **Ultraprobe LW subdirectory**. As I mentioned, these are untextured and just the raw geometry and surfaces. I may release a LW-textured version in the near future, time permitting.

You may have to “point” the program to the Ultraprobe LW directory on loading the Lightwave scene file. If this does not work, simply load each object into a new scene in Layout—they are all accurately positioned within Modeler and will load up accurately in Layout.

Let me know: If you download this model and use it, let me know. You can reach me by email at: rj.andron@motiondigital.com

Visit Moon Base Alpha: Darkside at: <http://www.motiondigital.com/mba>