

Nissan Skyline GT-R V-Spec N1 (R34 1999) for Racer 0.5.2

Project start date: 25.2.2004

Release date: 3.9.2004

1st update date: 5.10.2004 (ini, shaders)

Racer homepage: <http://www.racer.nl>

RSC Racer forums: <http://forum.rscnet.org/forumdisplay.php?f=111>

WIP thread: <http://forum.rscnet.org/showthread.php?t=141034>

Used software:

discreet 3ds max 6

Adobe Photoshop CS

Notepad

Credits:

mesh, textures, g-meter

ini trimming

driver model (<http://stecki.racesimcentral.com>)

kmh and rpm dials (<http://www.burners33page.nl/Blo0m/>)

fresnelwip9.tga

testdriving, help, knowledge, comments

TtR

Mr Whippy

stecki

BLo0m

Angel O'Death

Cosmo°

Forrest Gump

CoolDude

Engine sounds recorded from Gran Turismo®3 A-spec (© 2001 Sony Computer Entertainment Inc.)

Also thanks to everybody else at Racer and Ezmodelling forums who commented and helped.

Polycounts: (total 9335)

body&driver: 6267

steering wheel: 412

tires and brakes: 4x664

Texture size: (32bit TGA, non-compressed)

1024x1024 exterior

1024x1024 interior

512x512 windows

Disclaimer:

No commercial use without my permission (not that I believe anybody would pay for this).

Textures and ini can be edited freely, but don't use these textures/or copy parts from textures to any other model.

Contact me through RSC by pm.

Have fun ☺

Tarmo 'TtR' Ronkainen