

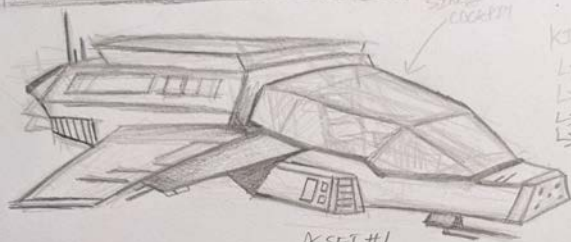
OMNI-COSMIC

Documentation

By Harrison Zacher

PART 1: MINI-SHIP

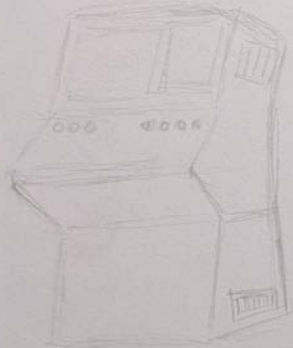
OMNI-COSMIC CONCEPT SKETCHES



ASSET #1

KIT BASHING
 ↳ BICORP SET
 ↳ GUN TANK
 ↳ TRANSFORMERS
 ↳ TANK

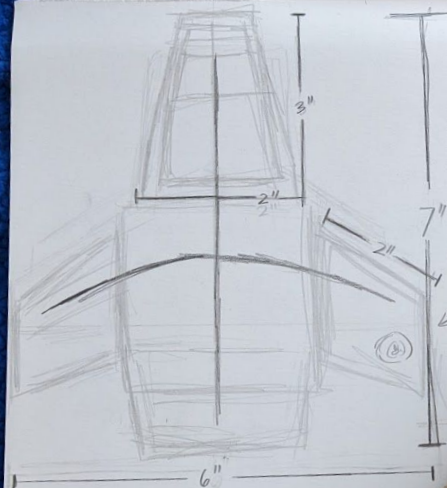
- RED/ORANGE
- GREEN
- PURPLE (COOL)
- BLUE (WARM)



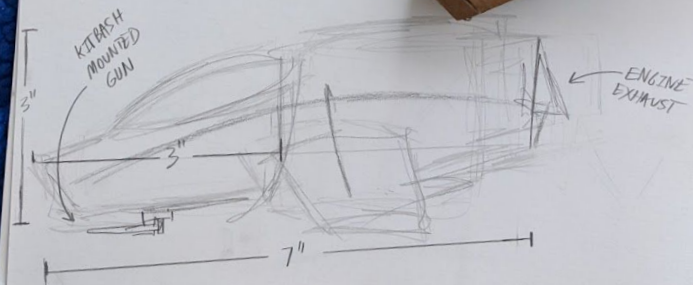
ASSET #2



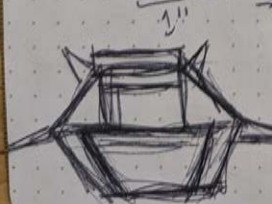
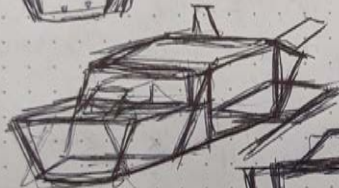
- SHIP
- CHAIR
- BUTTON ARRAY



POSSIBLE WINGS



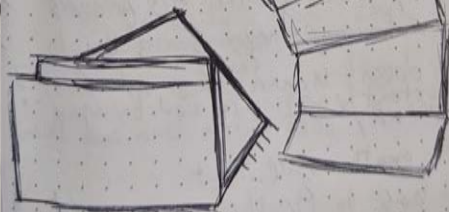
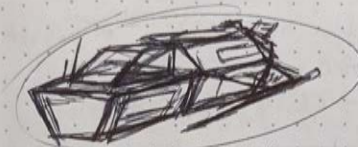
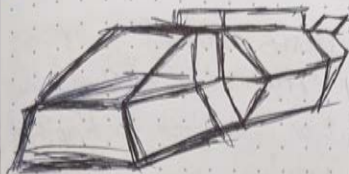
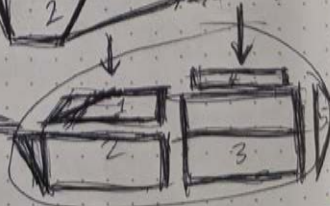
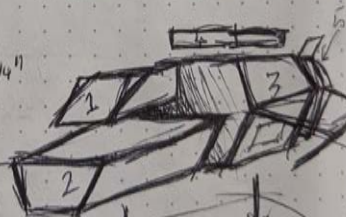
OMNI-COSMIC • MECHANICAL SKETCH • ASSET 1

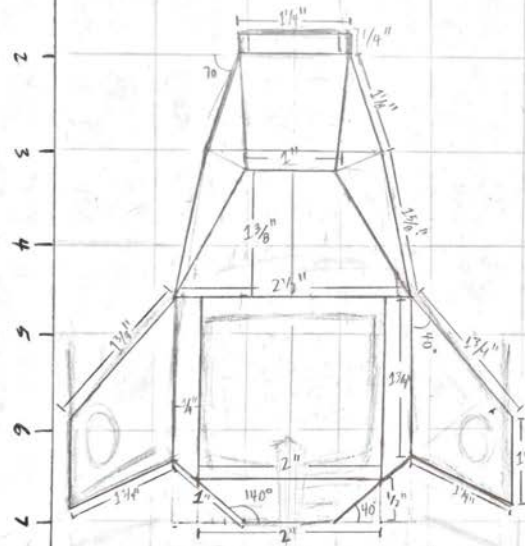


THE STAR SEARCHER

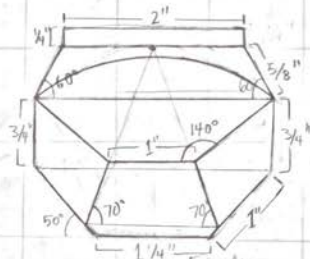
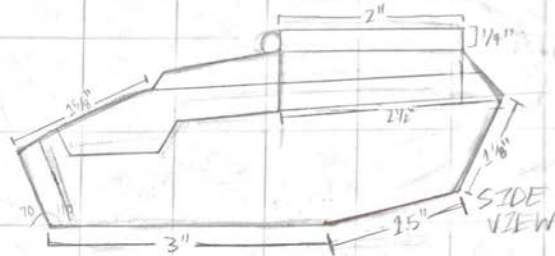
- Lightweight Personal Transport Vehicle - Scout/Recce Class
- Single cockpit with standard fuselage
- Long range sensor and radio transmitter

- 1) Cockpit
- 2) Nose canoe
- 3) Hull/fuselage
- 4) Roof
- 5) Engine sys

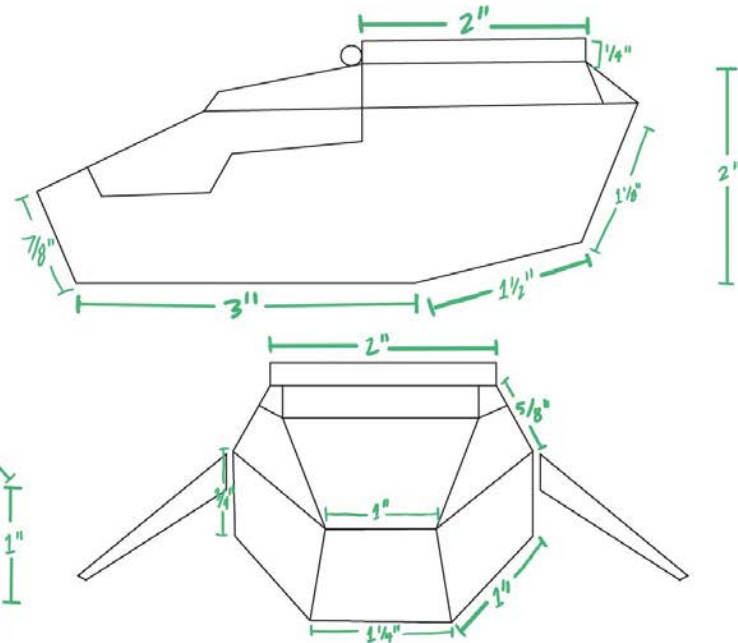
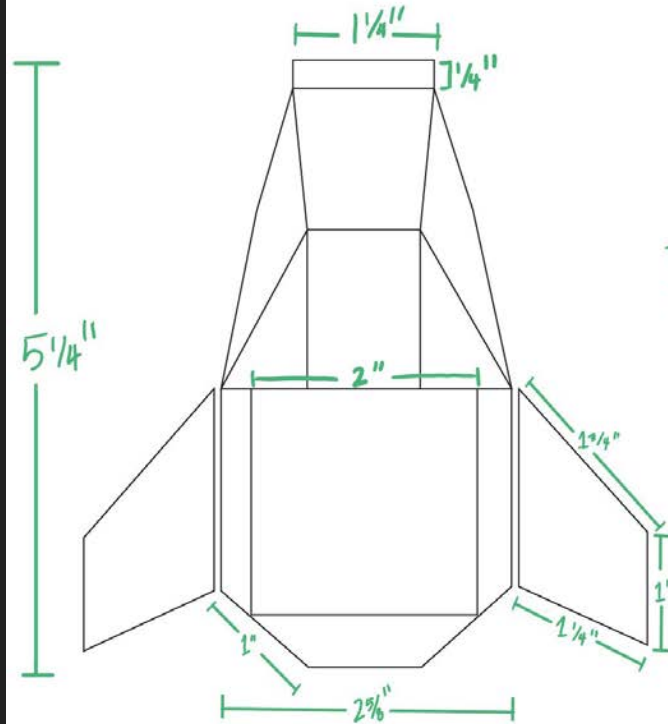


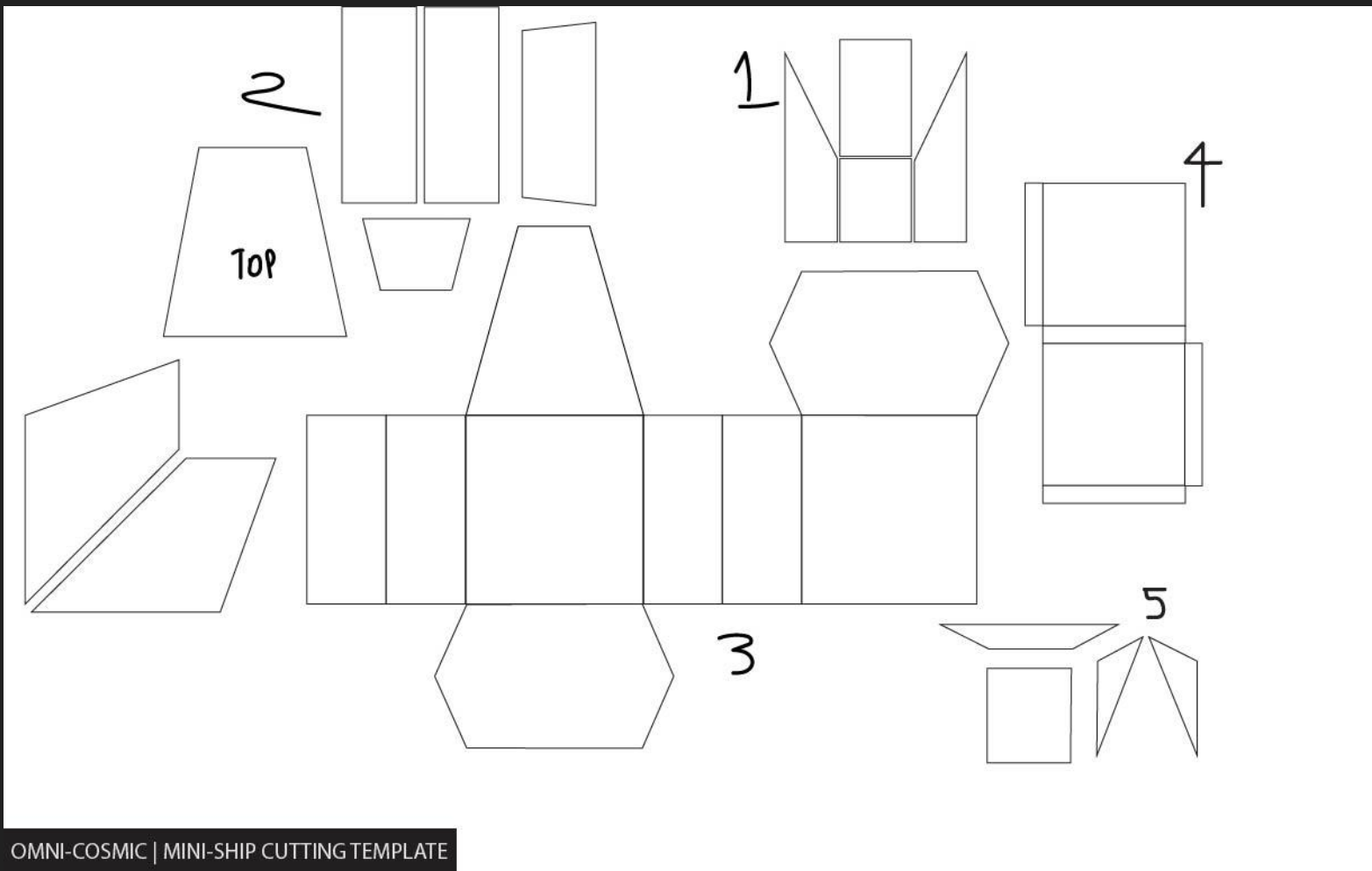


TOP VIEW

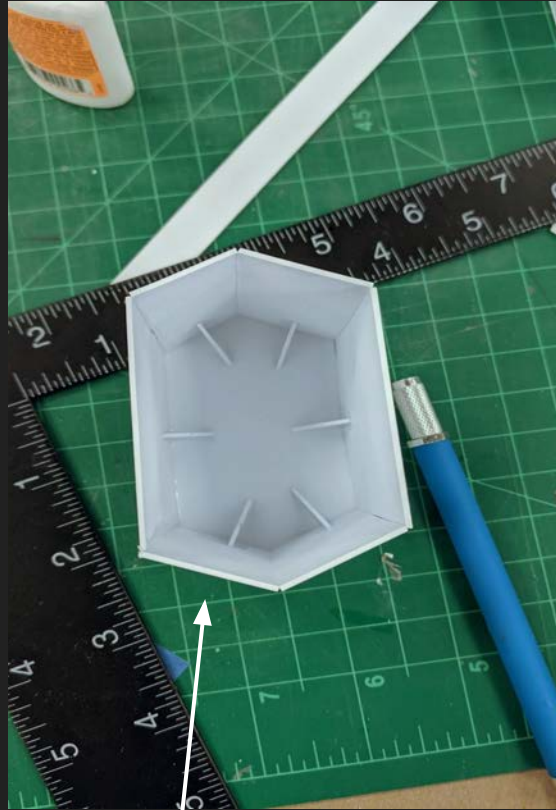


FRONT VIEW

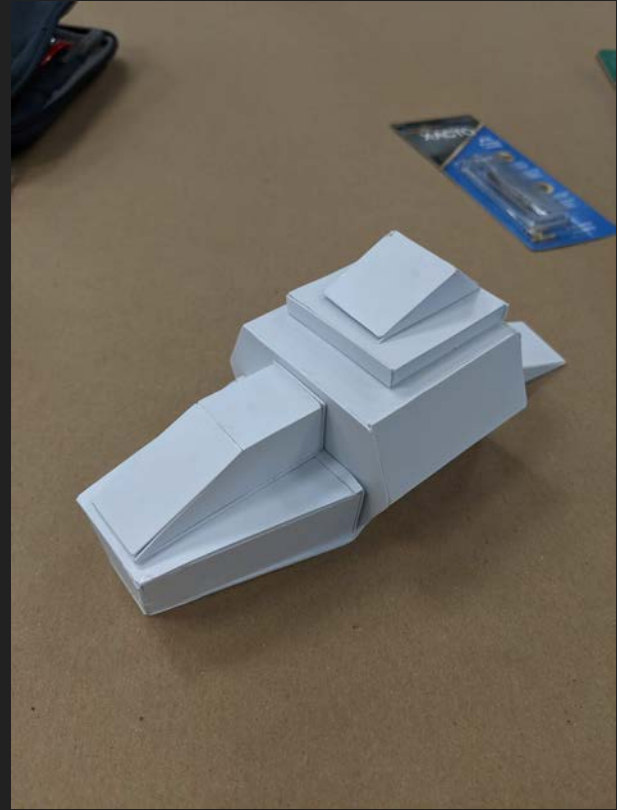




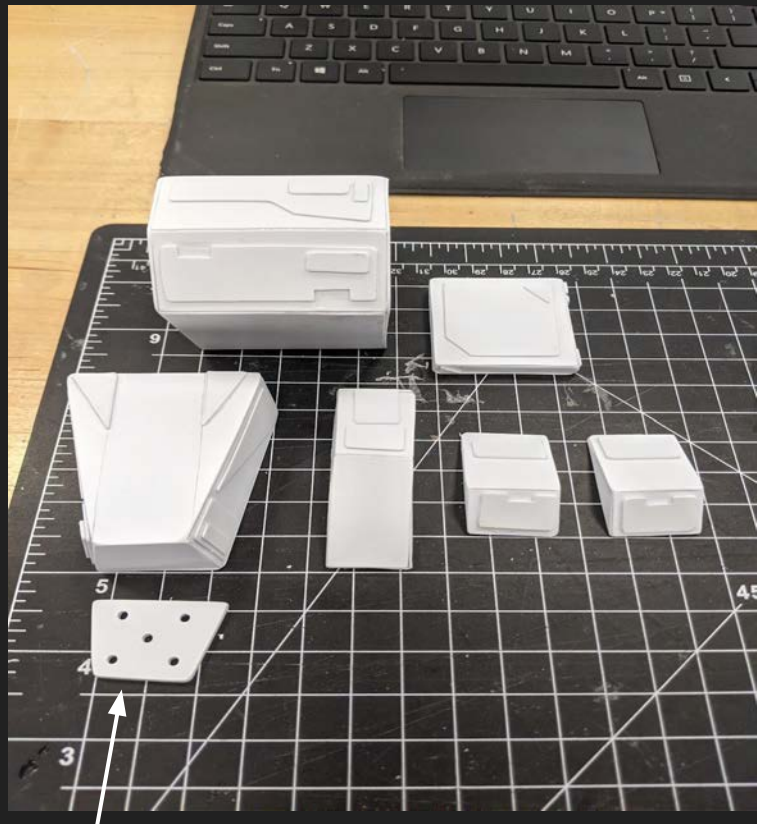
Initial Construction



Gussets!



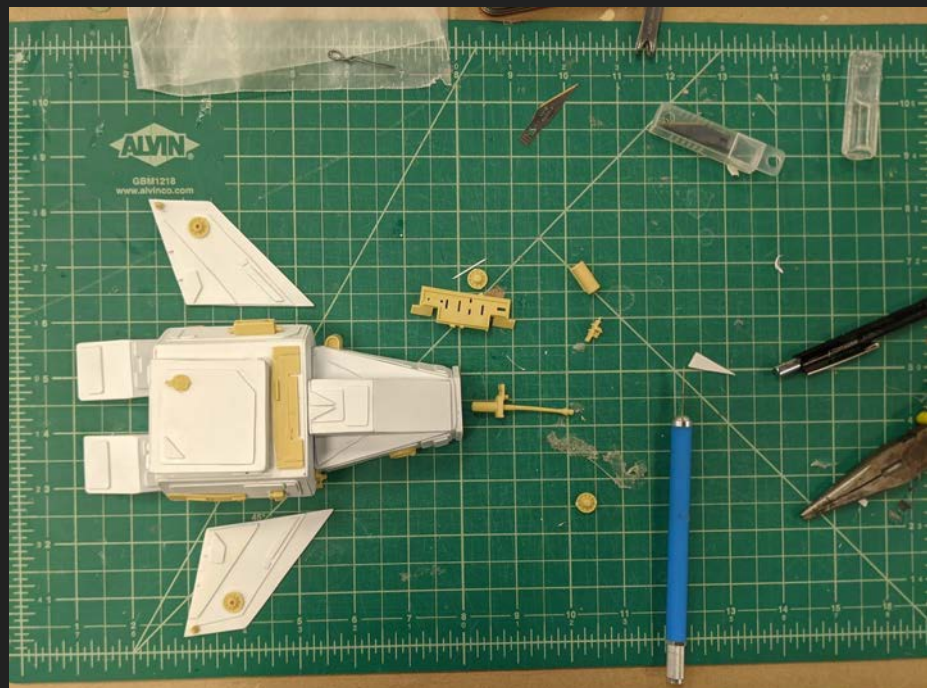
Paneling & Details

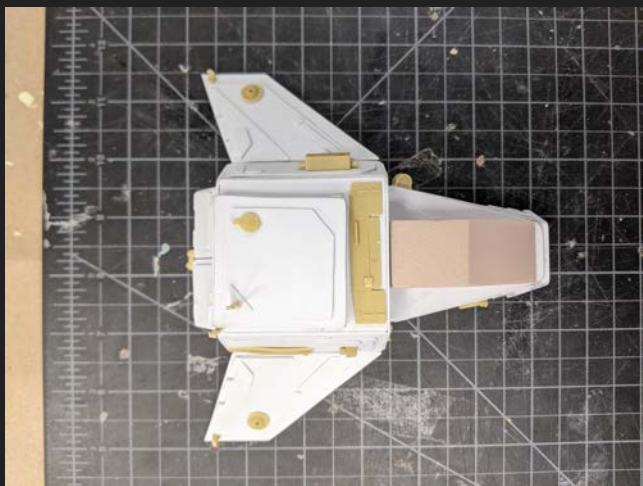


Drill pressed holes



Kitbashing (with a model tank)





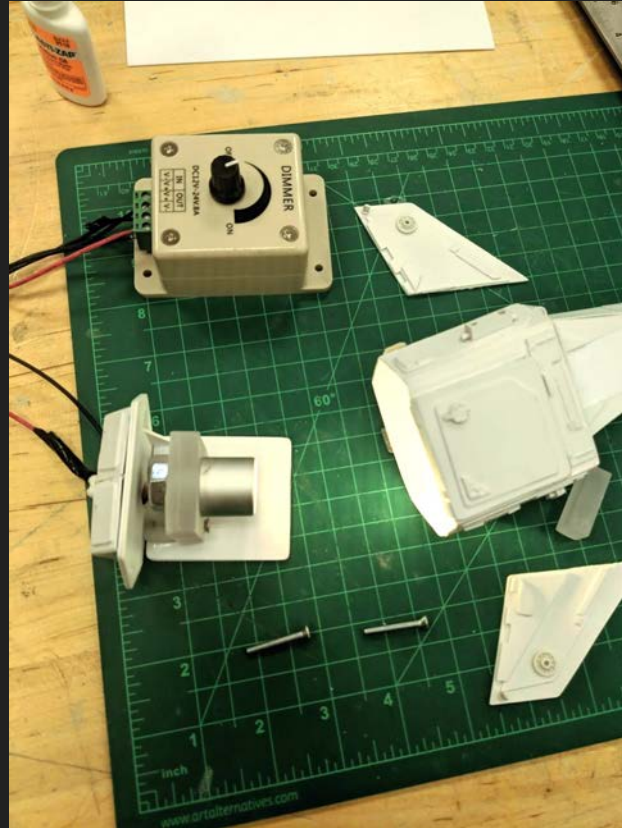
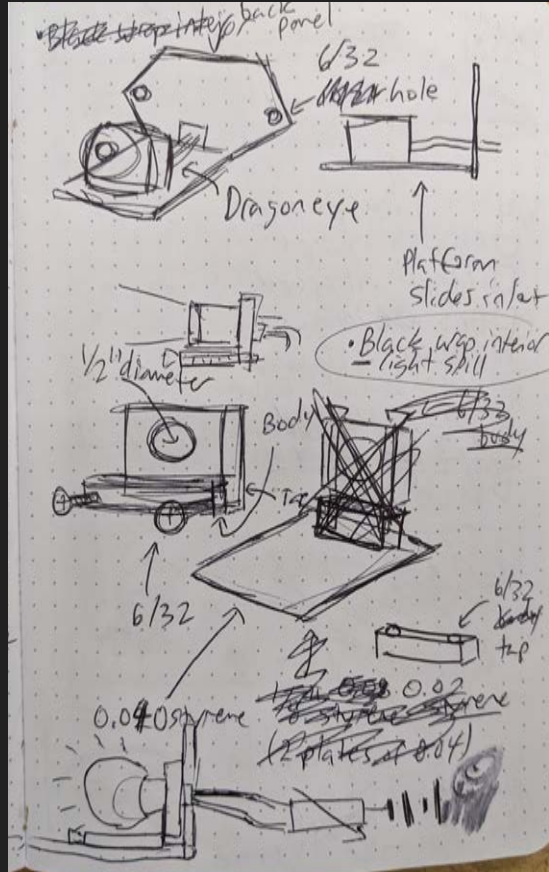
Final details



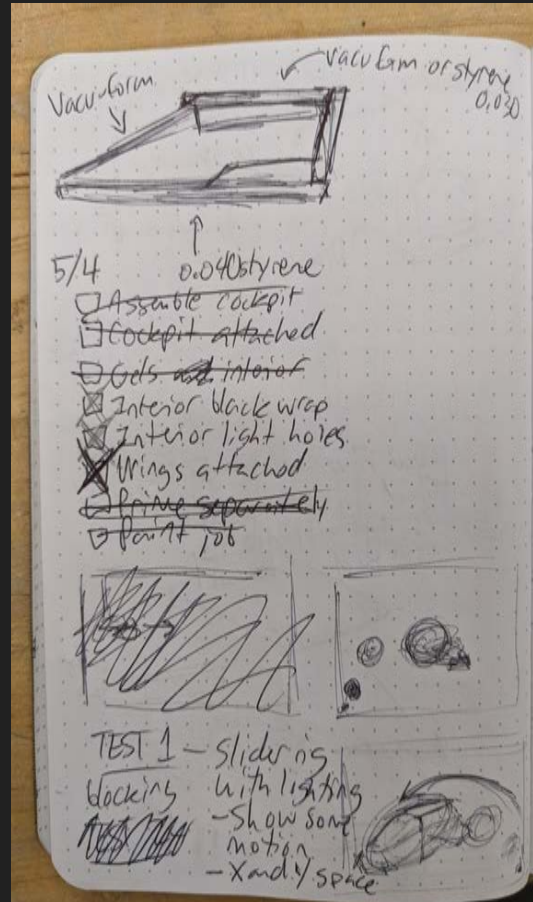
Cockpit
mockups

Poly-carb
rig

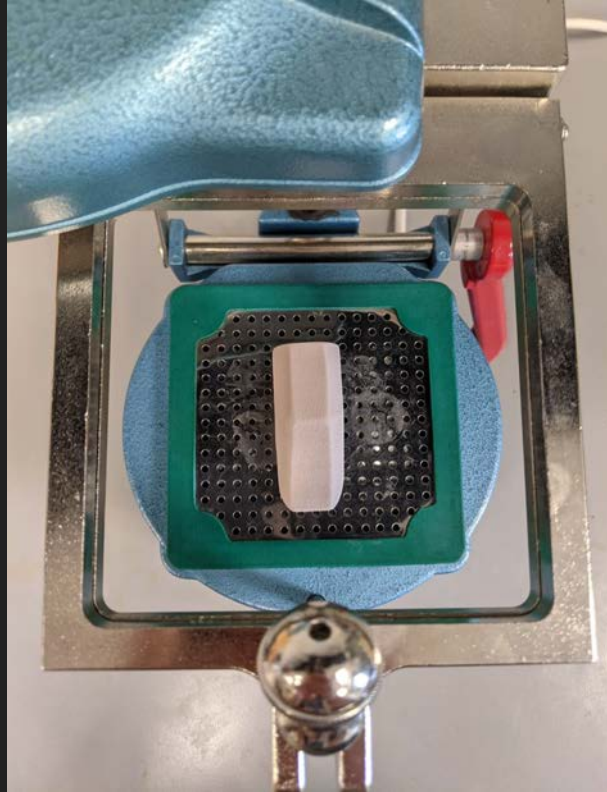
Interior Lighting Design



Cockpit design



Vacu-Forming



Final assembly

DragonEye dimmer

DragonEye assembly

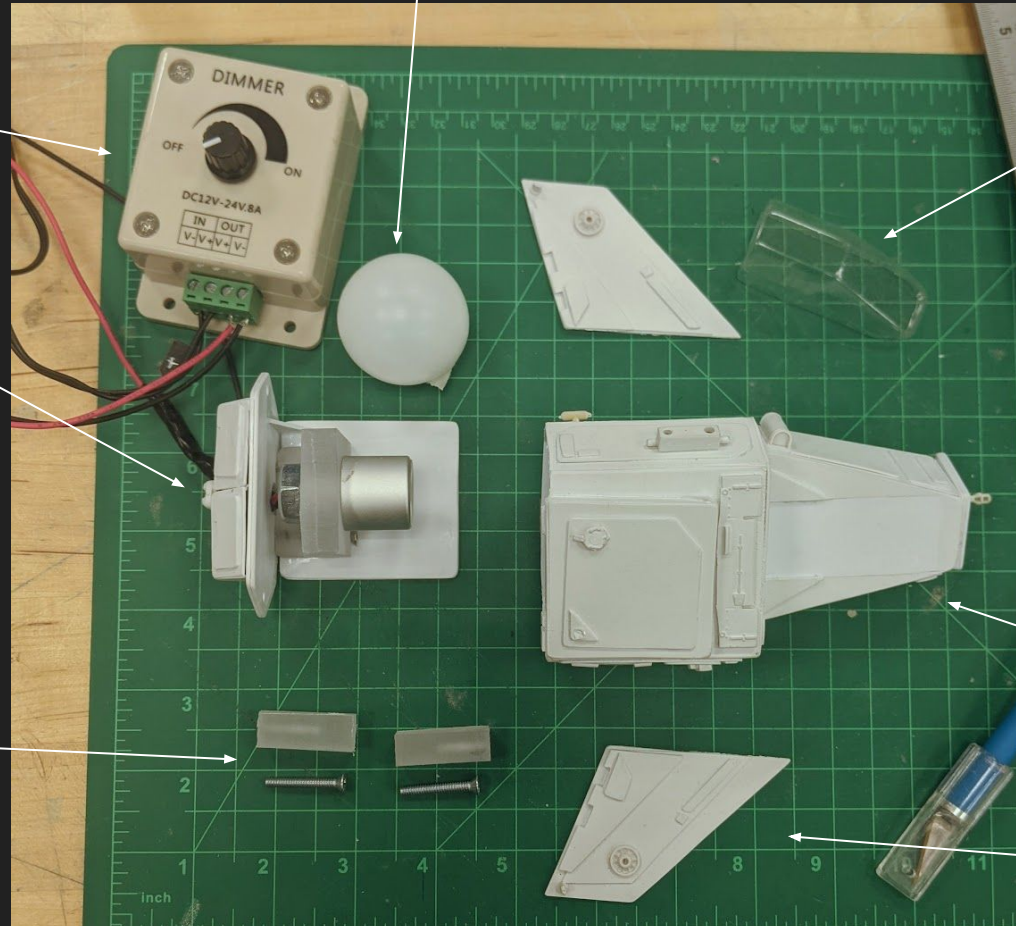
Poly-Carbonite rear panel attachment

Ping pong ball diffusion

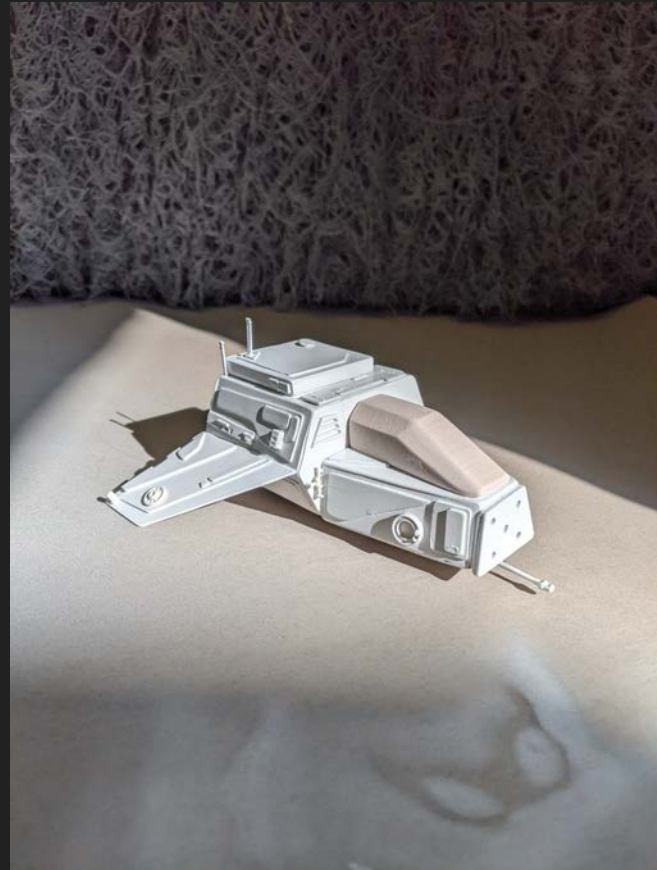
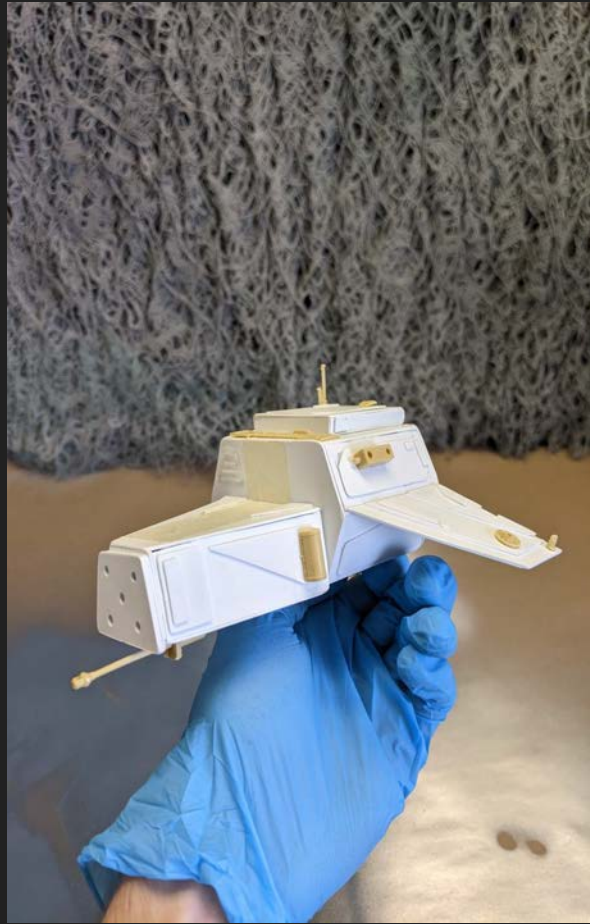
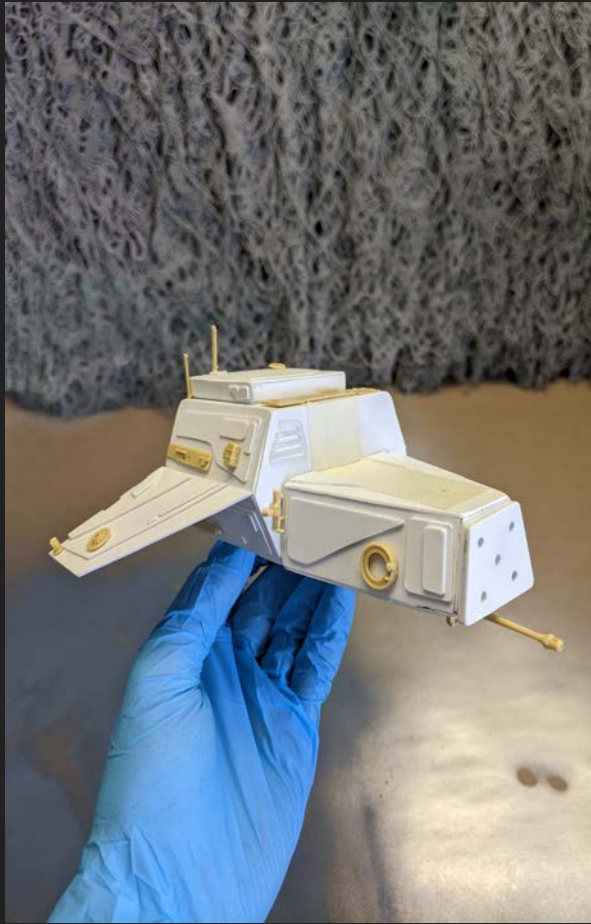
Vacu-form cockpit

Body

Wings



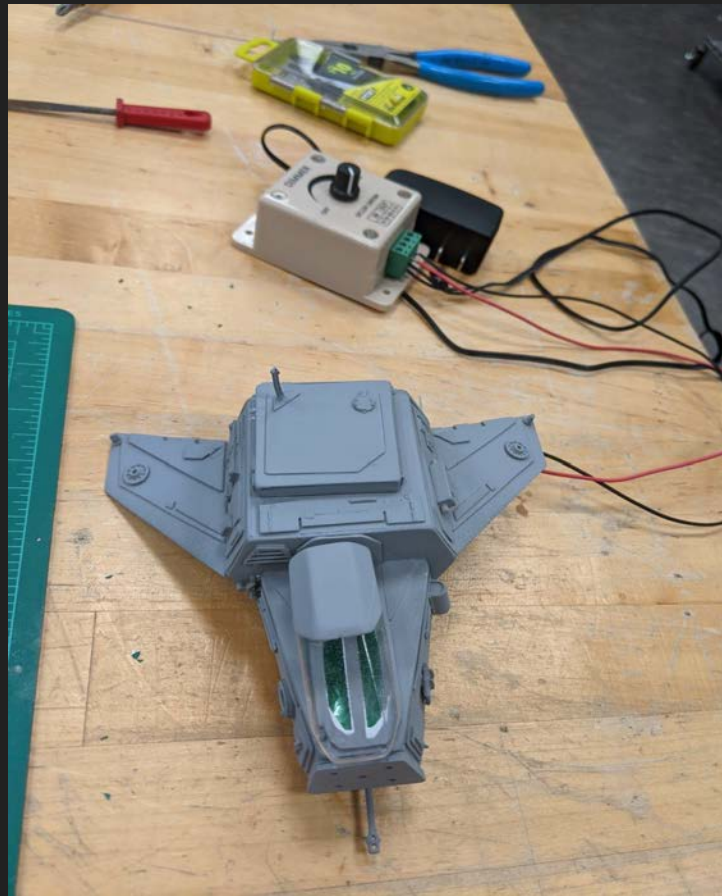
Initial Primer pass



Final Primer pass



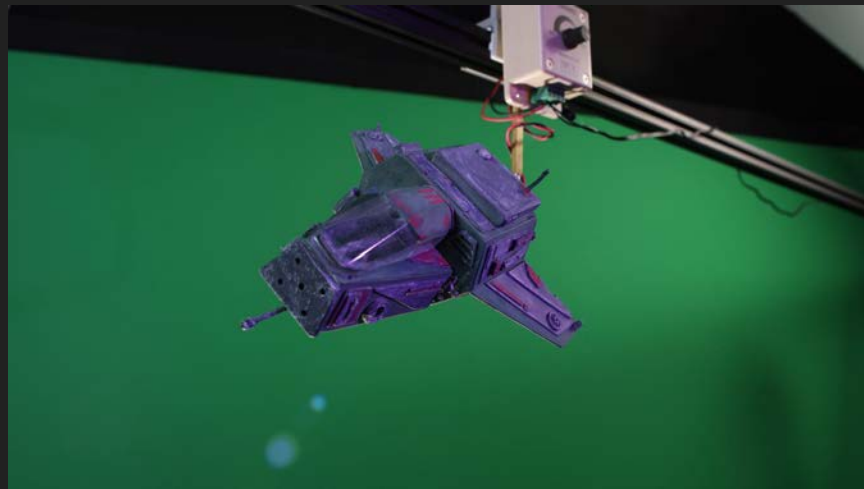
Gels and dimmer testing



Final Paint job



Camera test

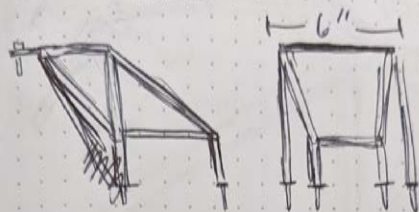


Final shot



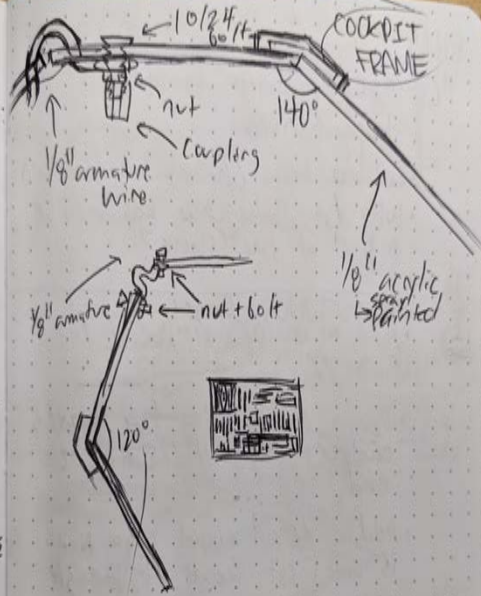
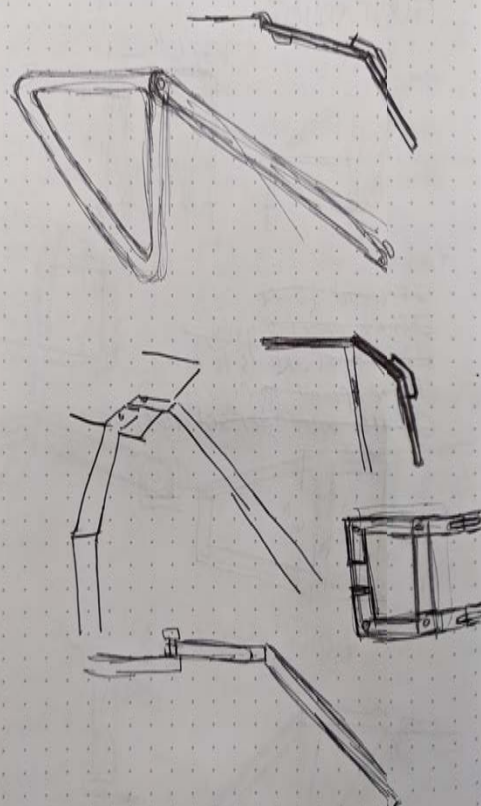
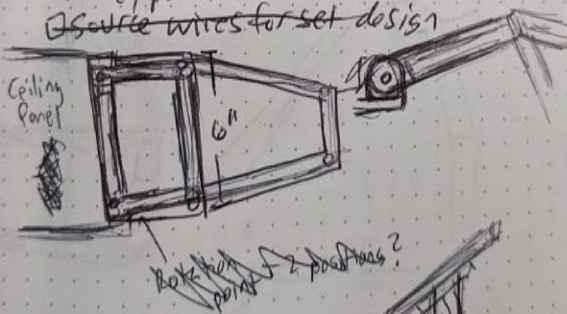
PART 2: COCKPIT FRAME

COCKPIT FRAME



TASKS

- ☐ Cockpit frame
- ☐ Front panel rigging
- ☐ Add final details to mini
- ☐ Prime / paint mini
- ☐ Source wires for set design



Paneling & Details



Final Paint pass



Final shot

