

Hello all,

My name is Eric Brown, I go by Squirmydad most places online though. This is a collection of scenic items that I designed and built for heroclix games in January of 2004, I apologize in advance for misplaced tabs, lack of instructions, and the general shoddiness of their texturing. These are from when I was just learning Vectorworks (v.8.5), didn't really understand 3d, and hadn't even touched programs like Pepakura or Photoshop.

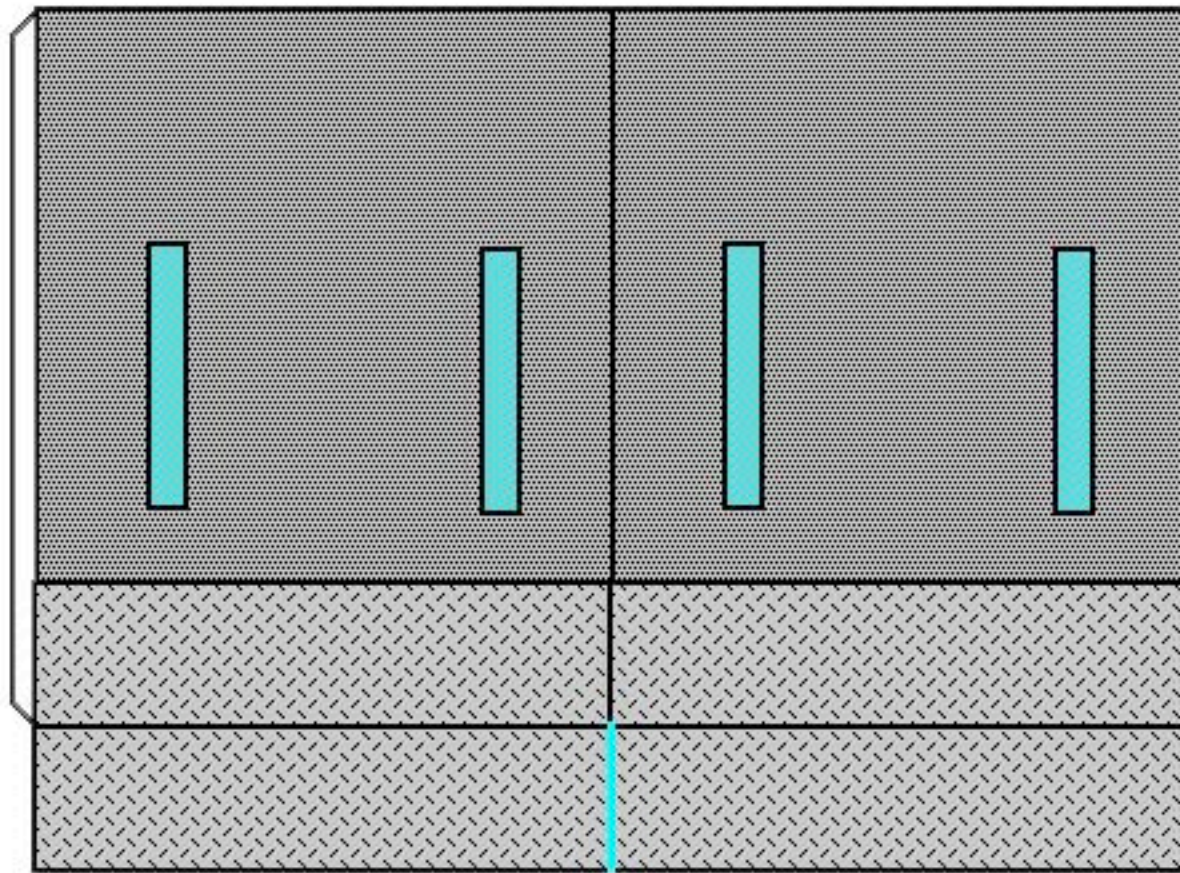
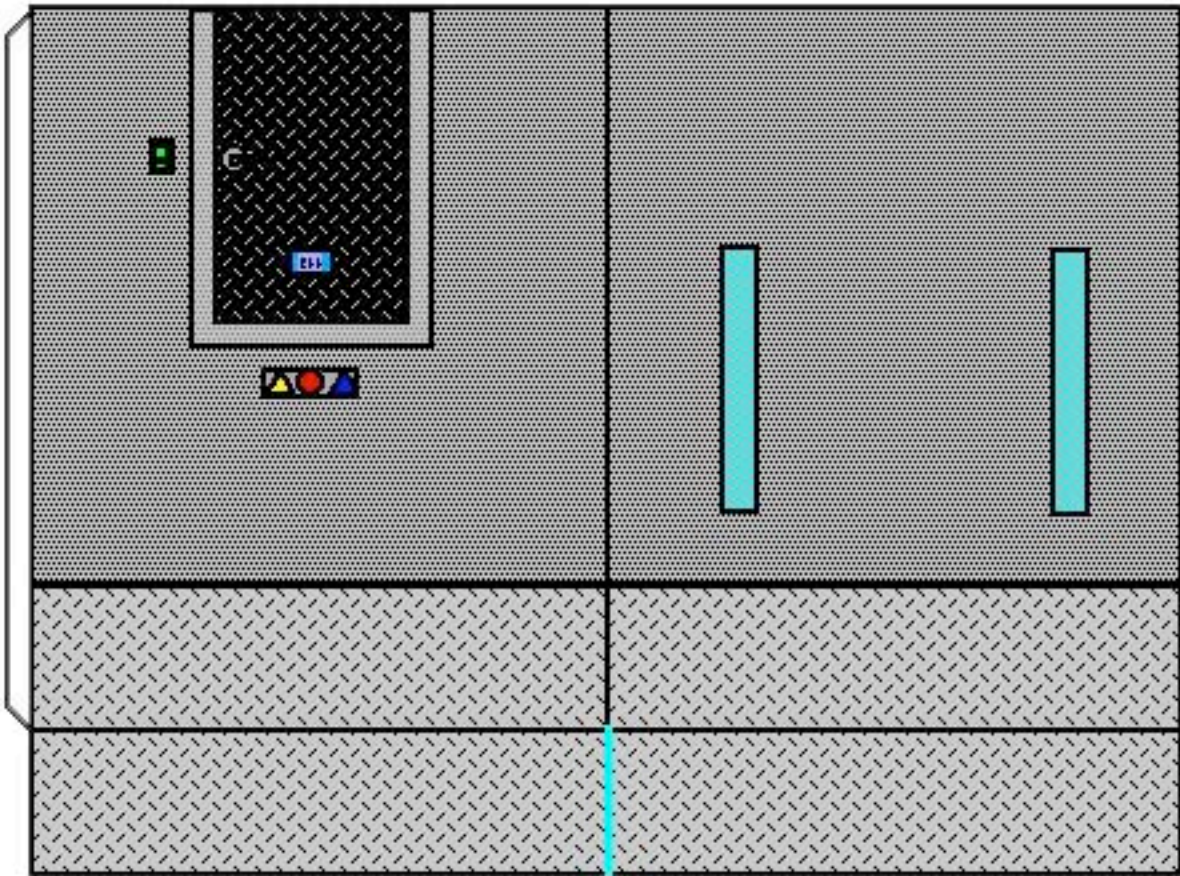
These pieces represent my early modeling attempts and I had considered letting them vanish into the depths of the Paperworlds archives, but everyone could use a little reminder of their humble origins. I've reworked them just slightly (made them fit onto 7.5"x10" sheets of paper) and bundled them into a pdf.

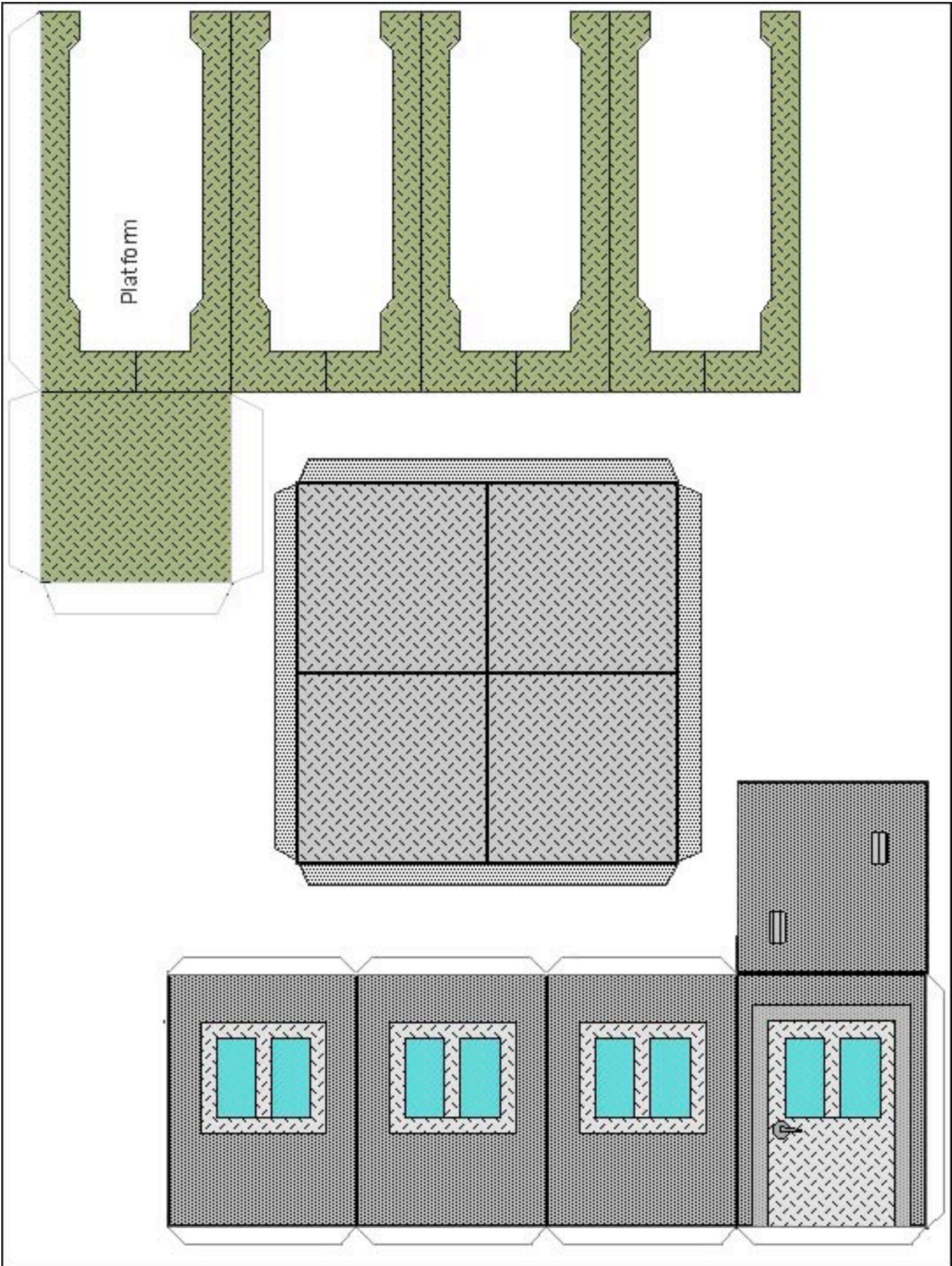
So enjoy them, or not, (I was appalled when I opened them again =O) and believe me when I say that you can get better through practice. I like to think I have.

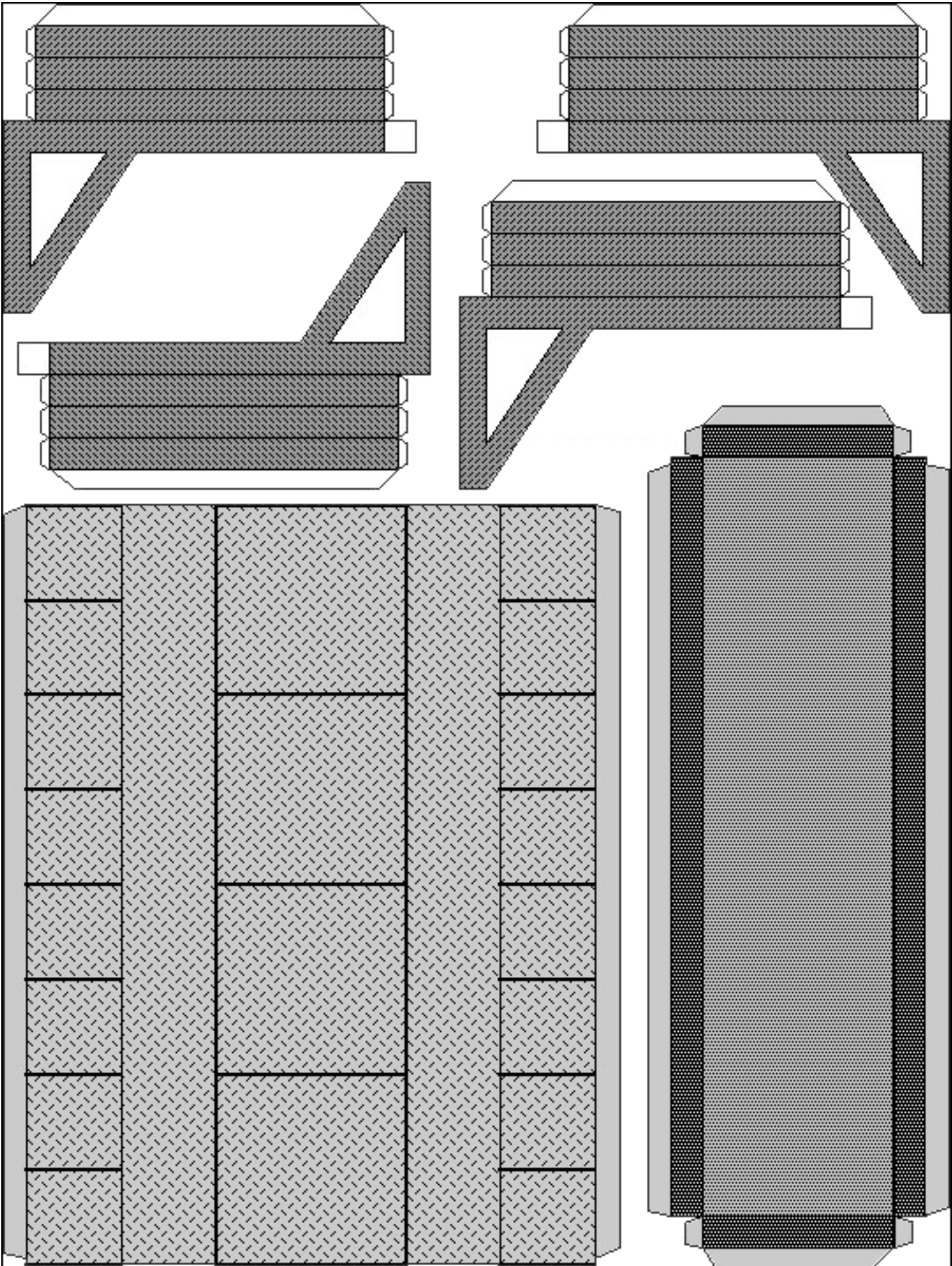
BTW, for those who are curious, squirmy was my son's nickname when he was small. That's why I m squirmydad.

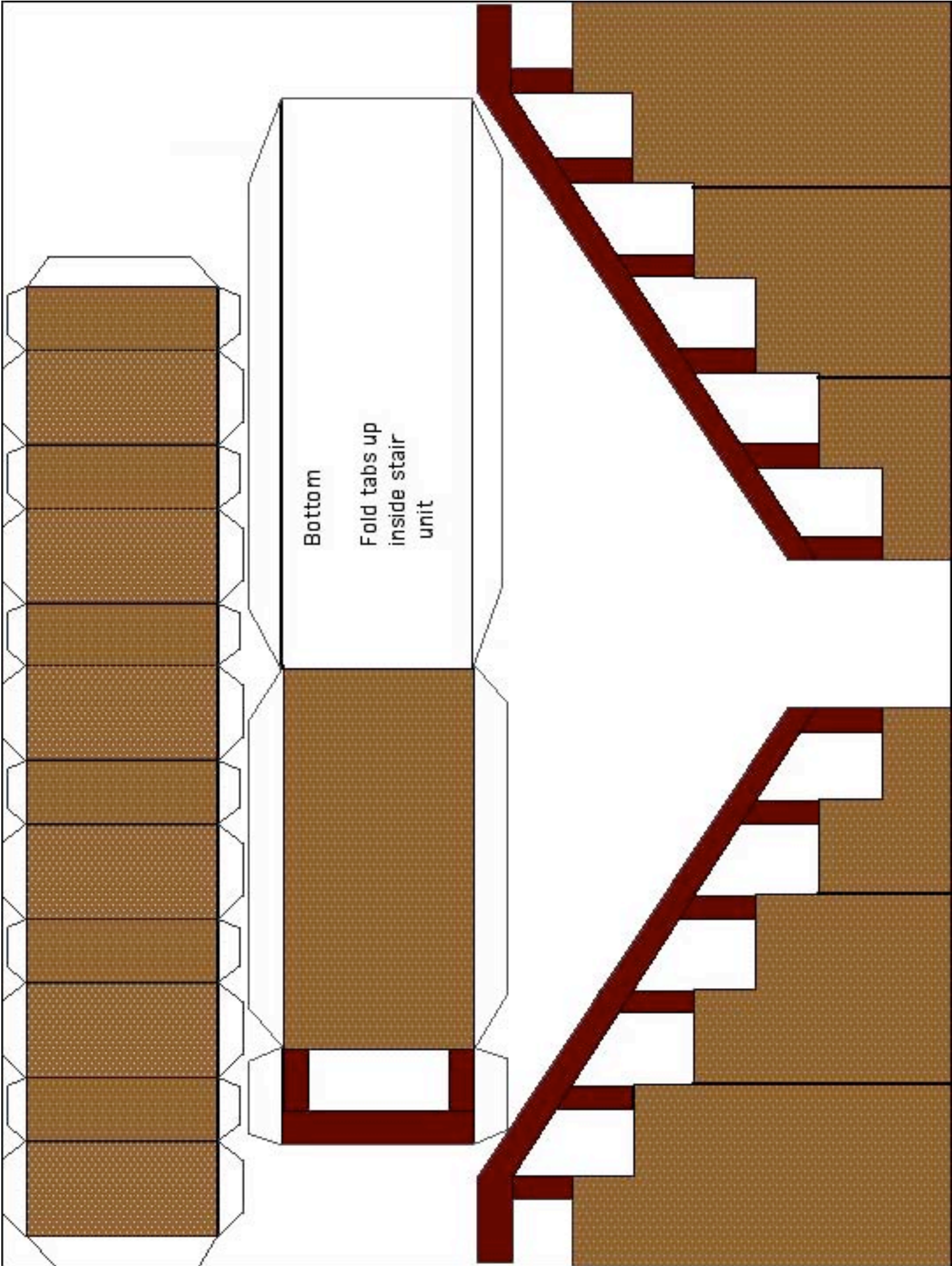
Later folks!

Eric R.Brown  
05/09/2006

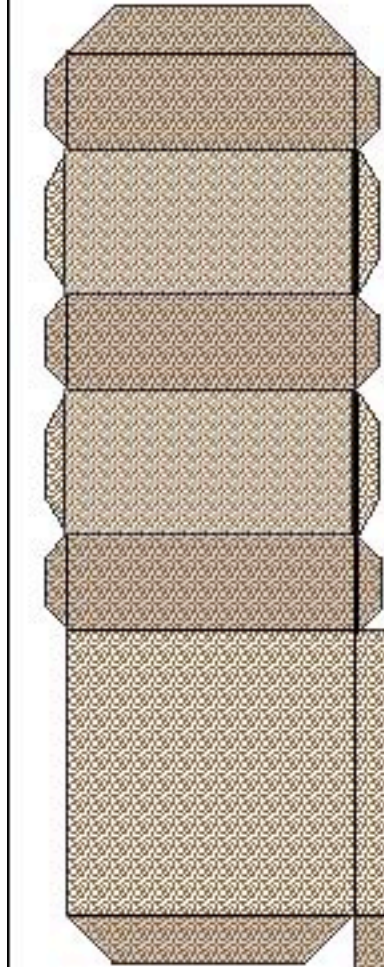
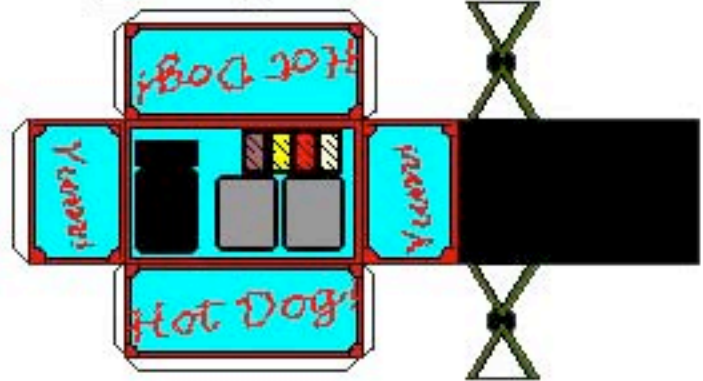
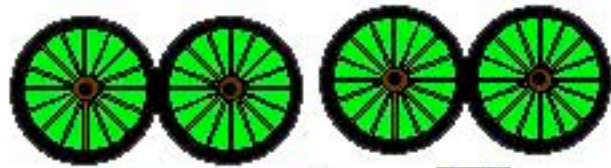
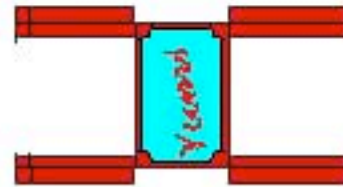
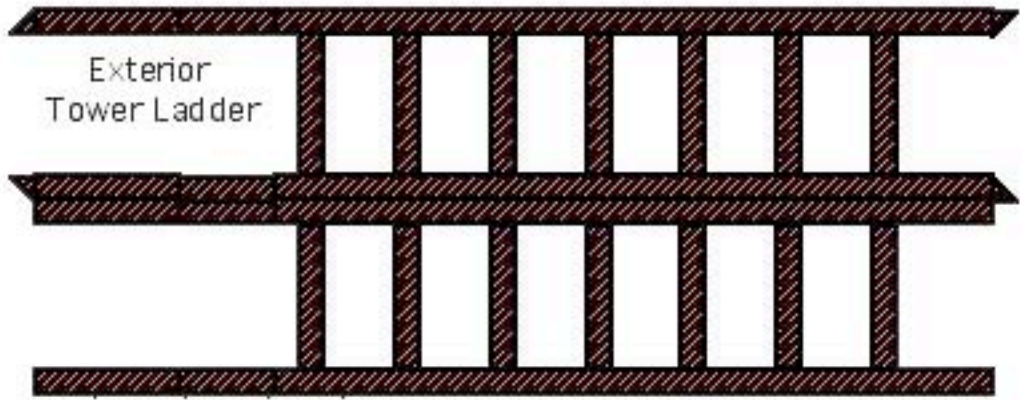






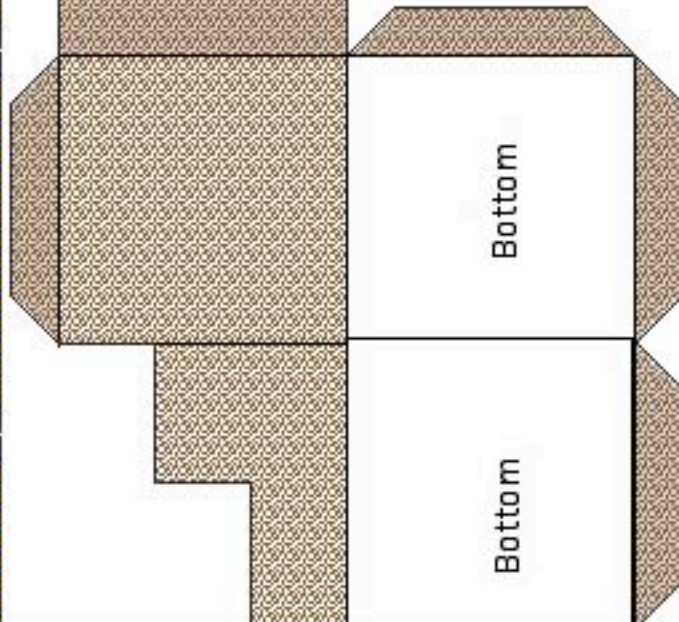


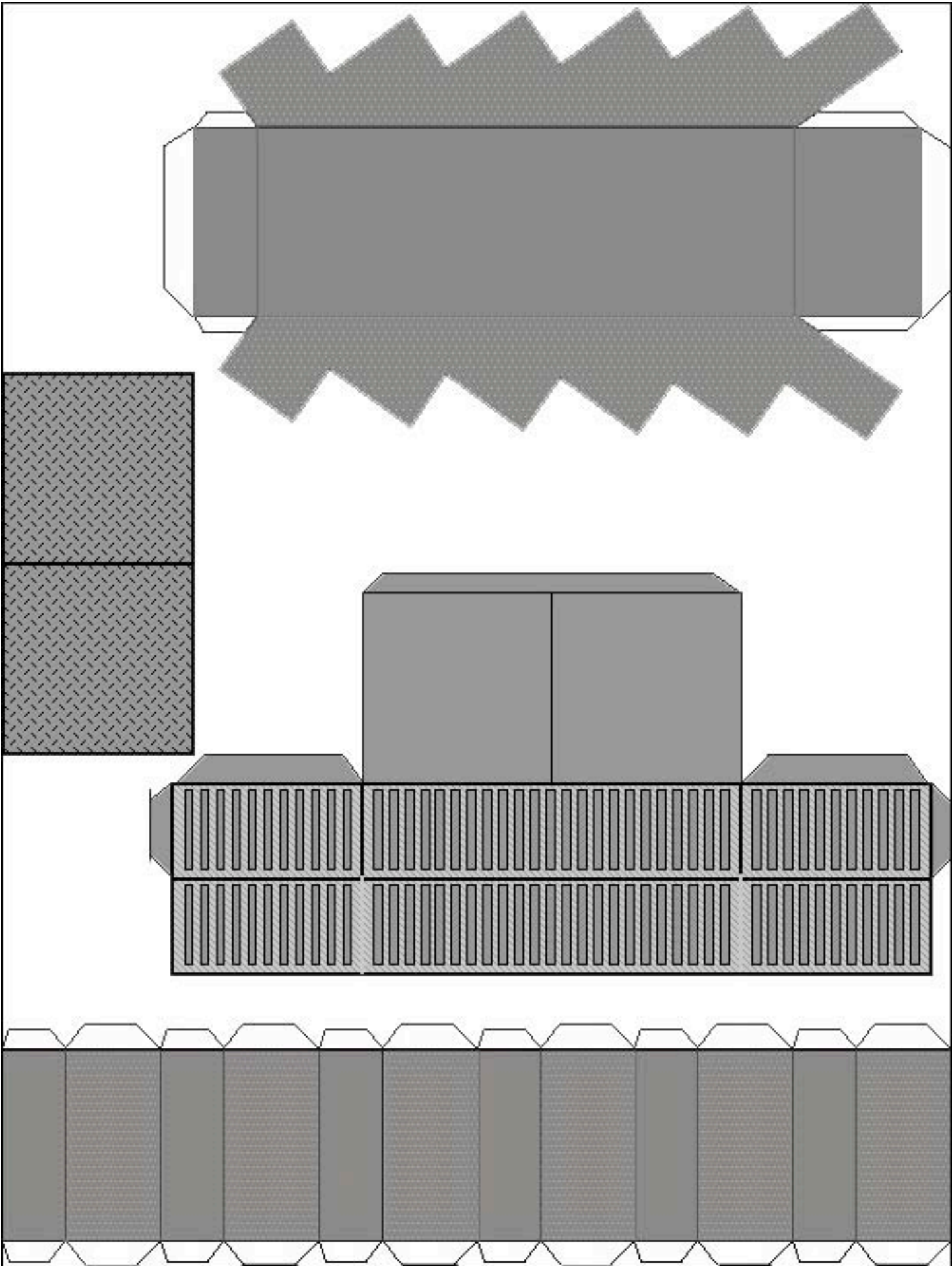
Exterior  
Tower Ladder

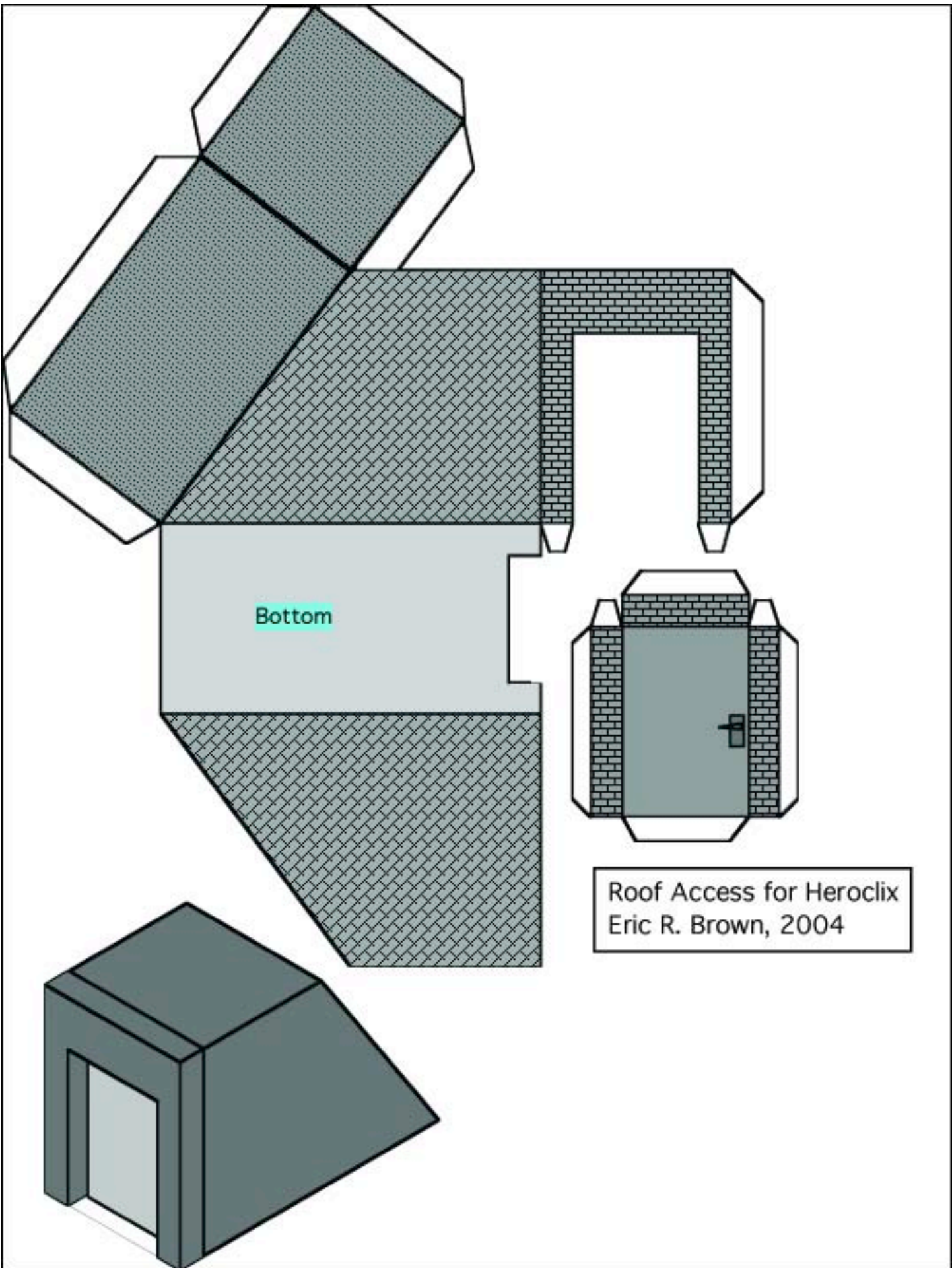


Bottom

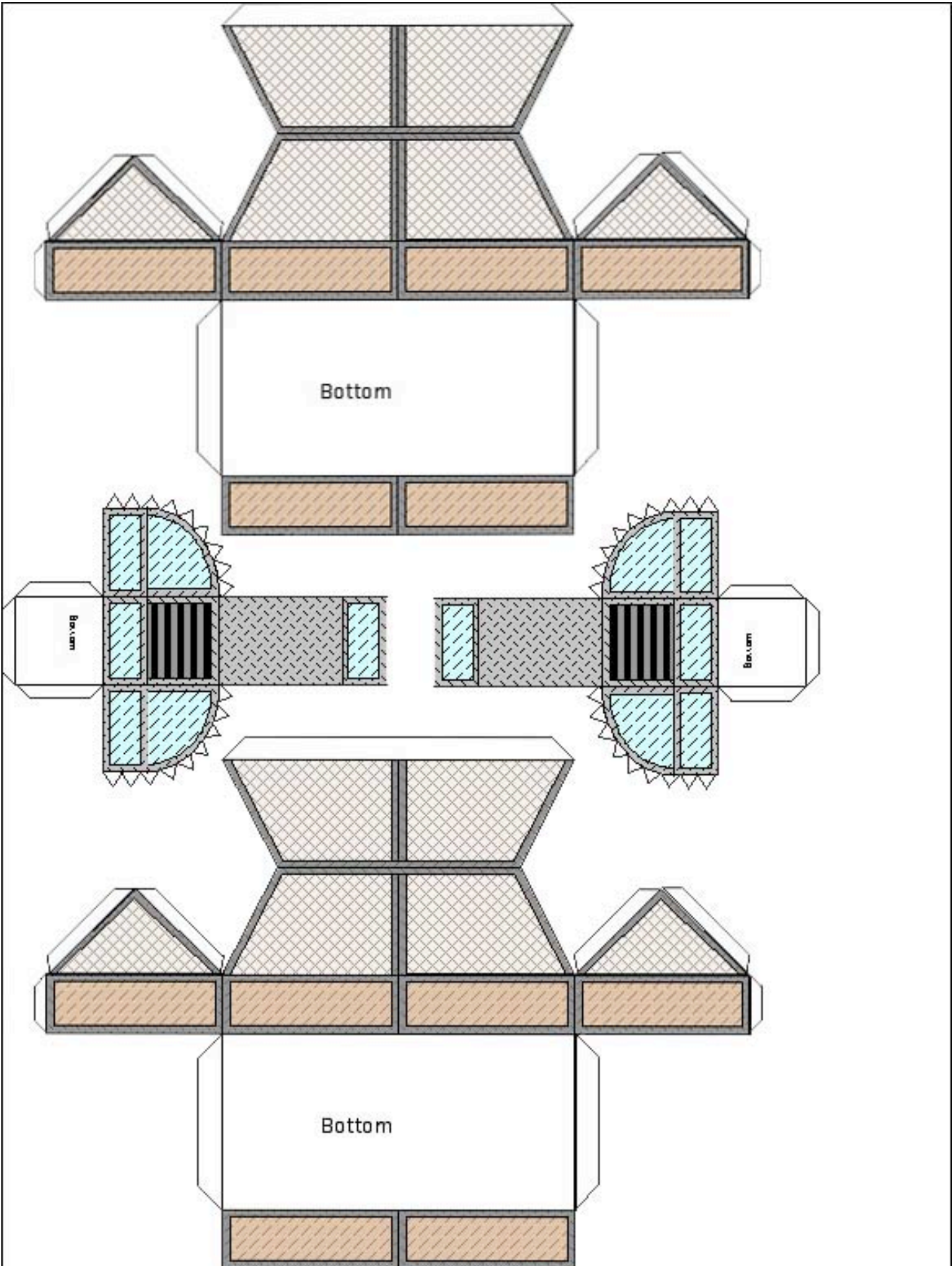
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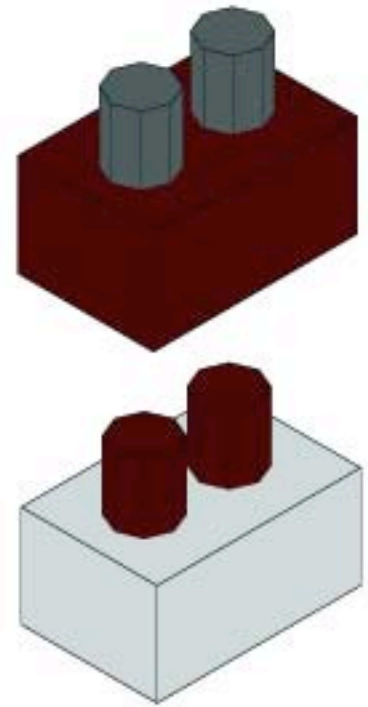
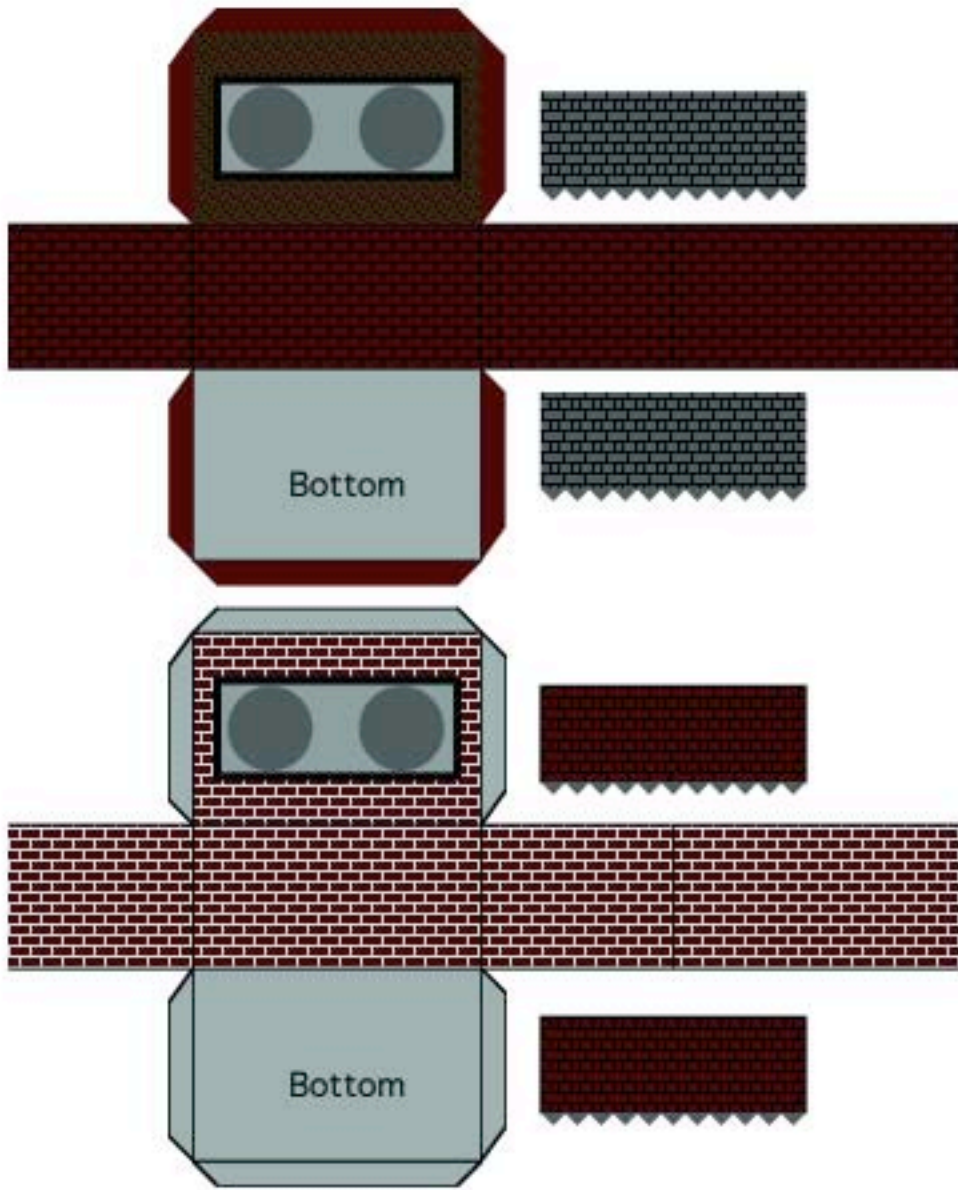




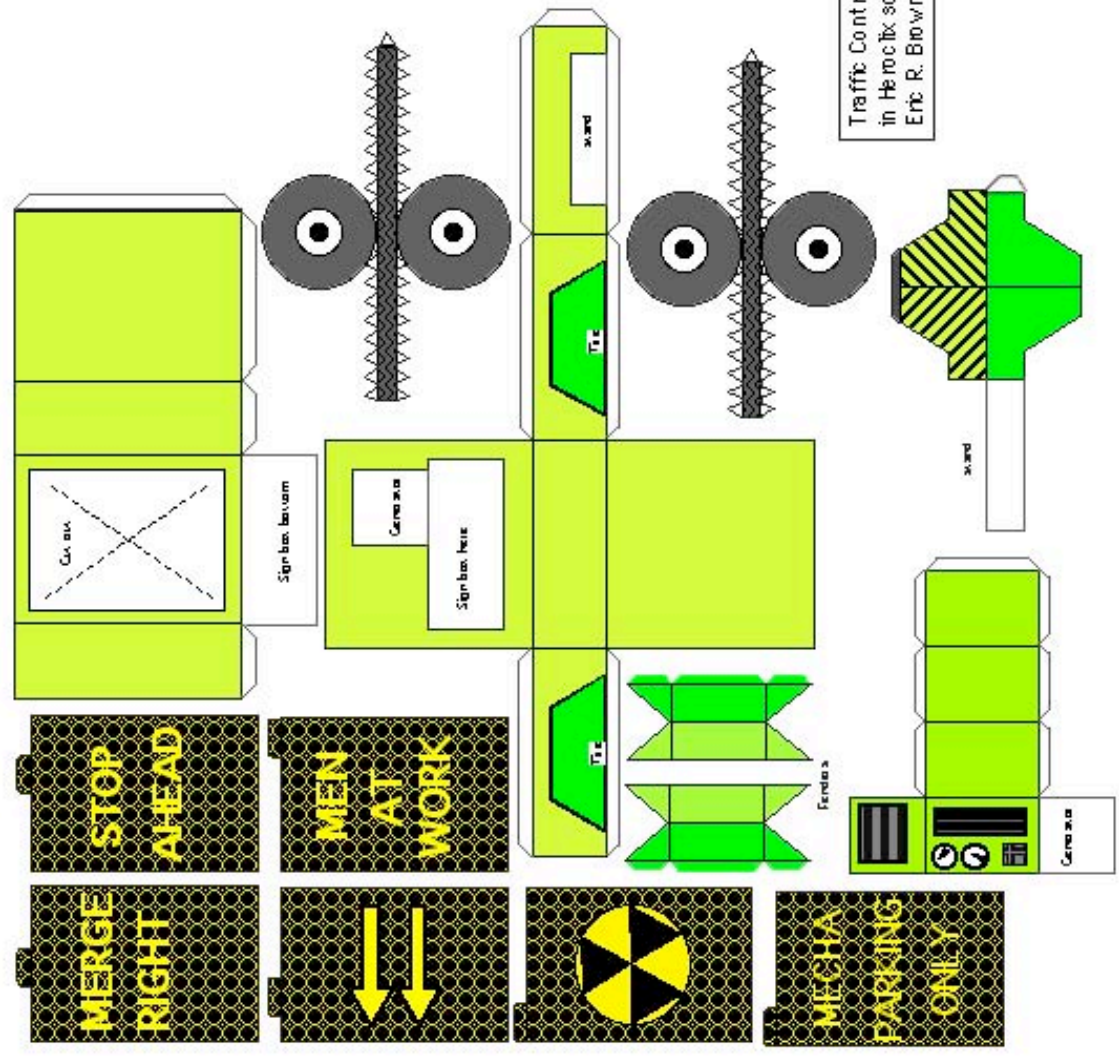








Smokestacks for Heroclix  
Eric R. Brown, 2004



Traffic Control sign  
in Heroclix scale  
Eric R. Brown, 2004

