



The Doctor's Tardis

Notes

Inspired by James Murphy's excellent reworking of Chris Gill's textures, I dug out my old Tardis model and have given it a fresh lick of paint.

The model was produced using Gene Fender's plans for the Baker era Tardis. This was one of the first models I ever made and was done mainly in trueSpaceSE. I have reworked the original slightly for the Cinema4D version. The model itself is small, the textures inflate the overall size to about 1.1MB.

The downloads include all textures, a sample render and explanatory notes.



Cinema 4D Model Tardis for download (1075 KB)

Tardis model in 3DS fomate (878 KB)