

## Microsoft Train Simulator 2

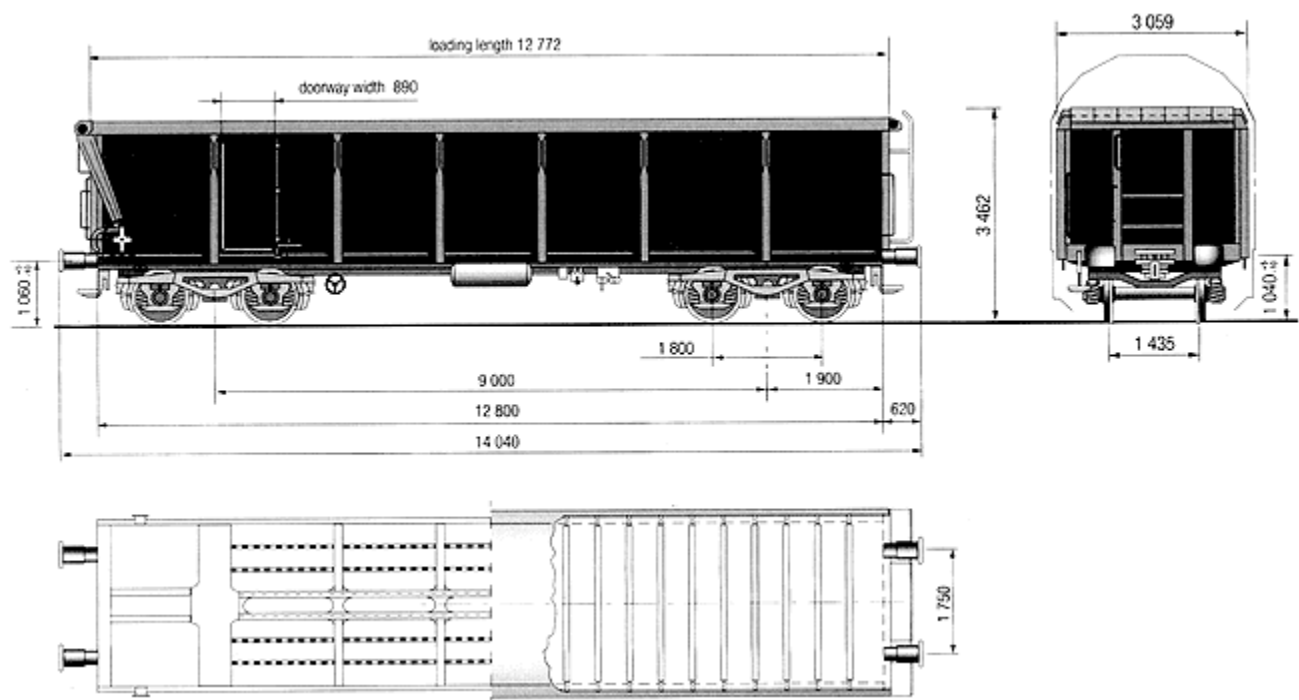
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# fDB Clay Car – Model Evaluation

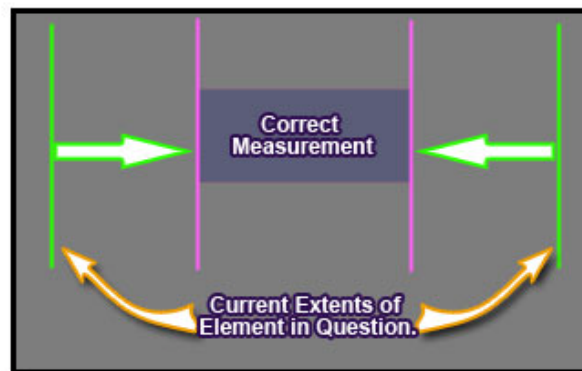
### NOTES:

#### *Dimensions:*

The following diagram are the published measurements for this car. There are several problems with the current model where the model doesn't comply. All vertical measurements are taken from the TOP of the rail.



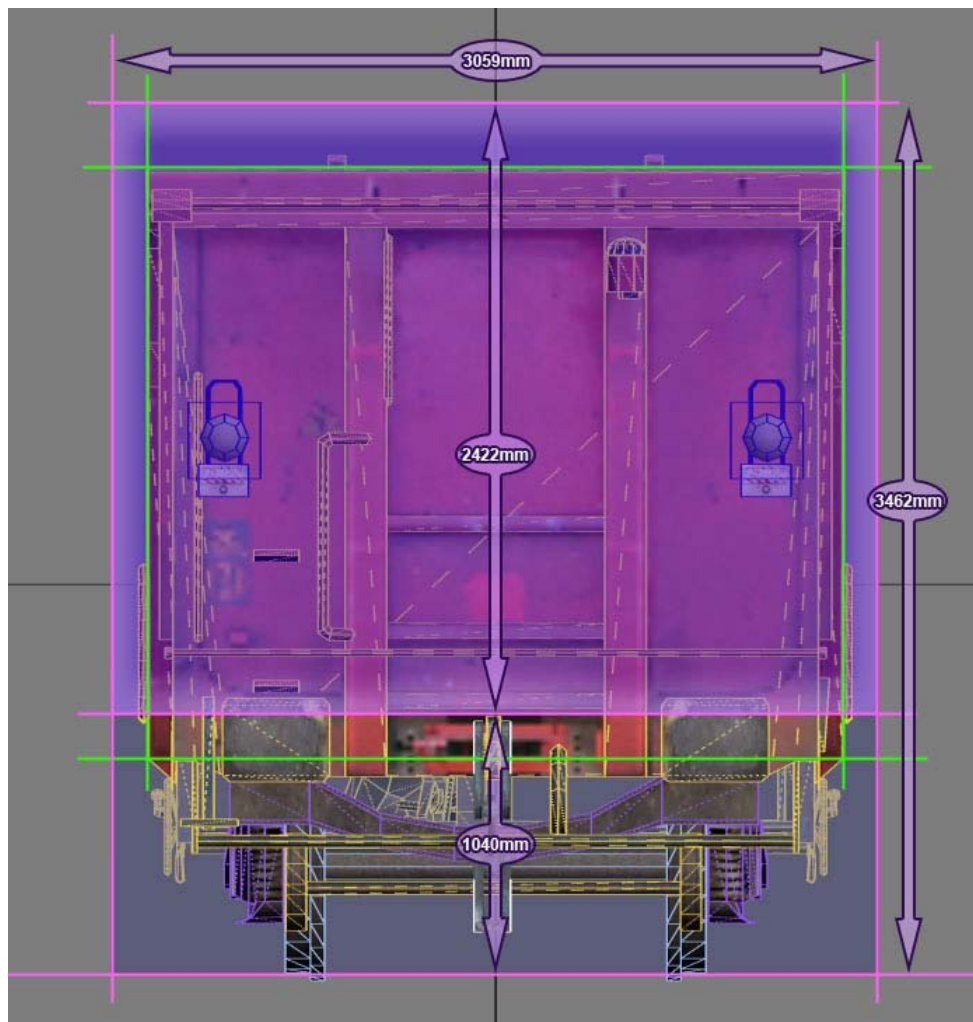
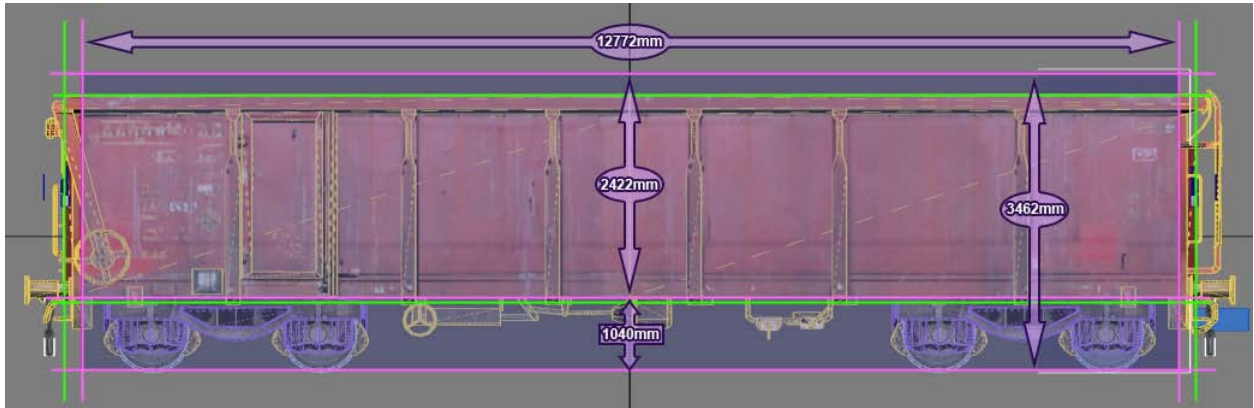
For the images that follow:



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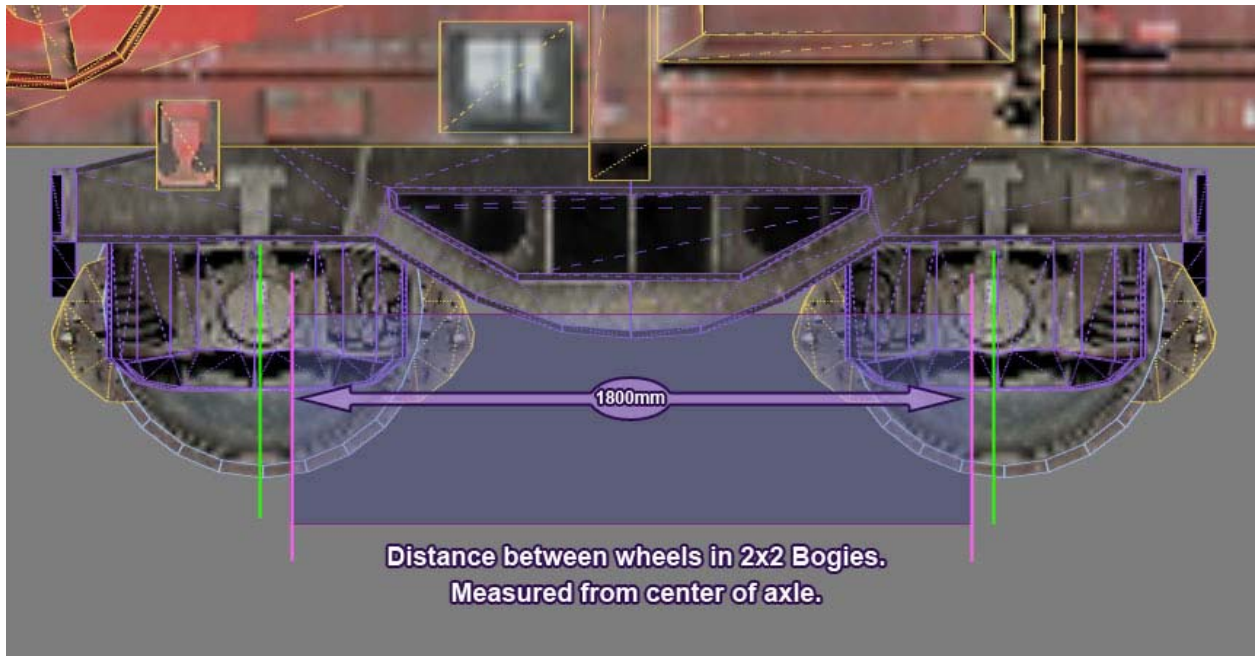
1. Overall proportions of the container are incorrect.



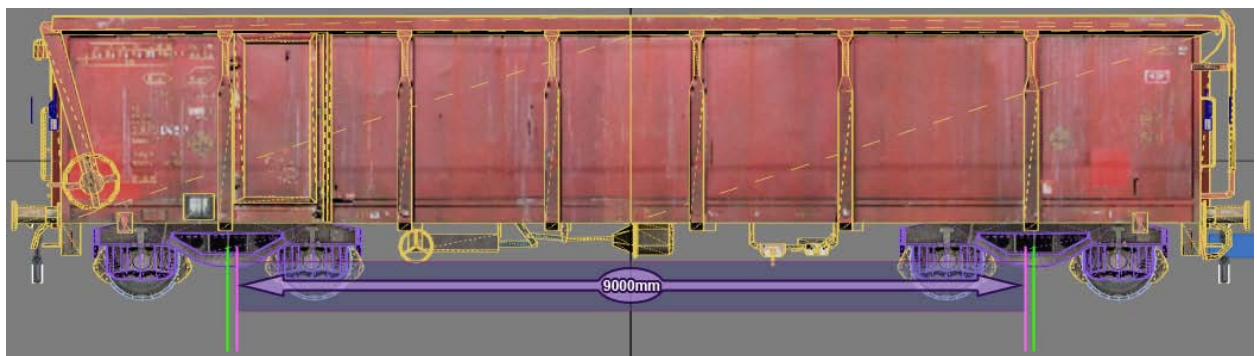
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- Measurements that involve the Bogies (Europe) or Trucks (US) should be as accurate as possible since these parts are not only functional in the game but need to interact with the fixed object of the track.
- Wheels on 2x2 Bogies are slightly too far apart.



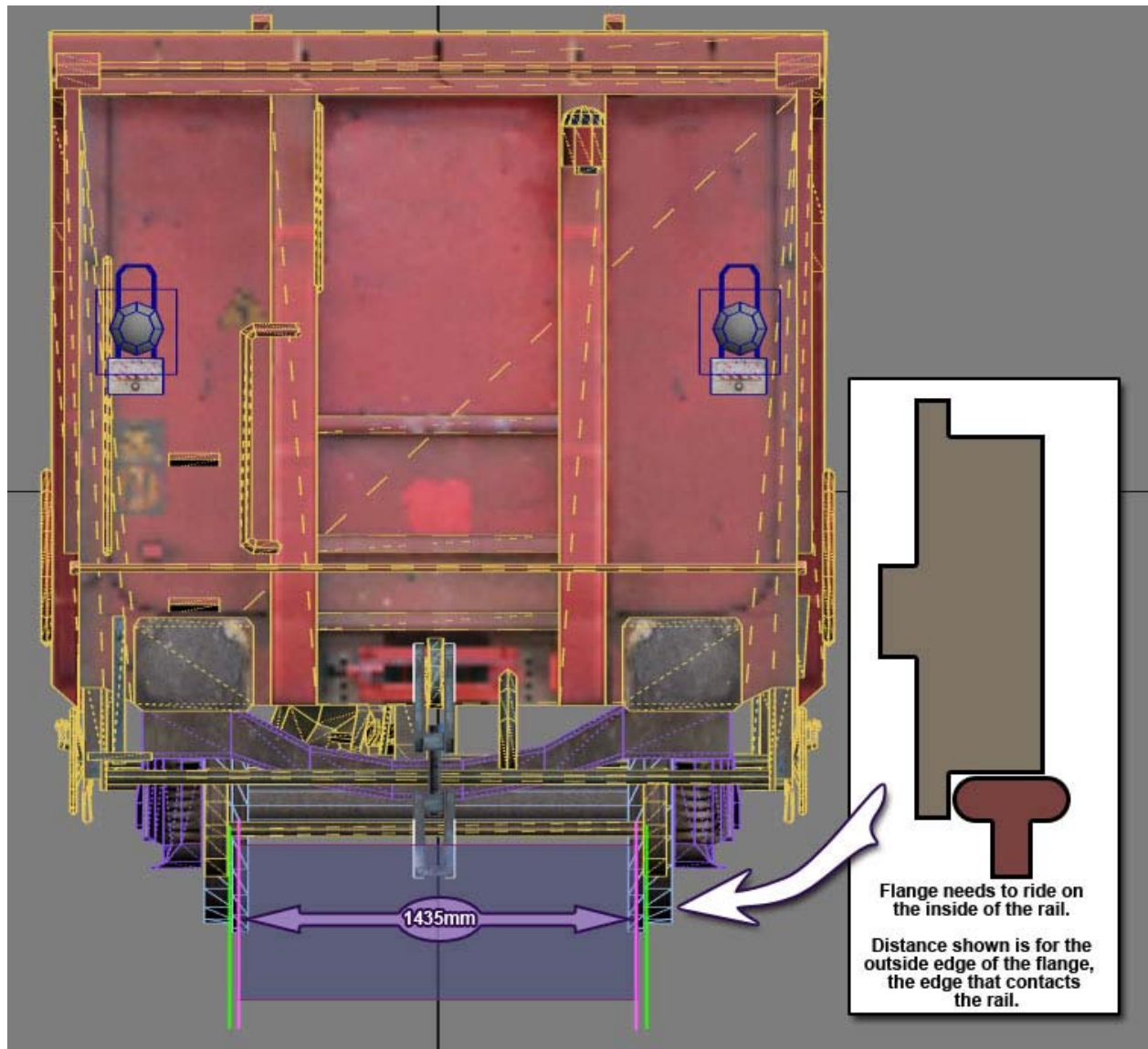
- Bogies are not placed the correct distance from each other.



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- The standard gauge of the track is 1435mm from inside edge to inside edge. The flange of the wheels needs to ride just inside of the rails and prevent derailment. The main surface of the wheel rides on the top of the rail.

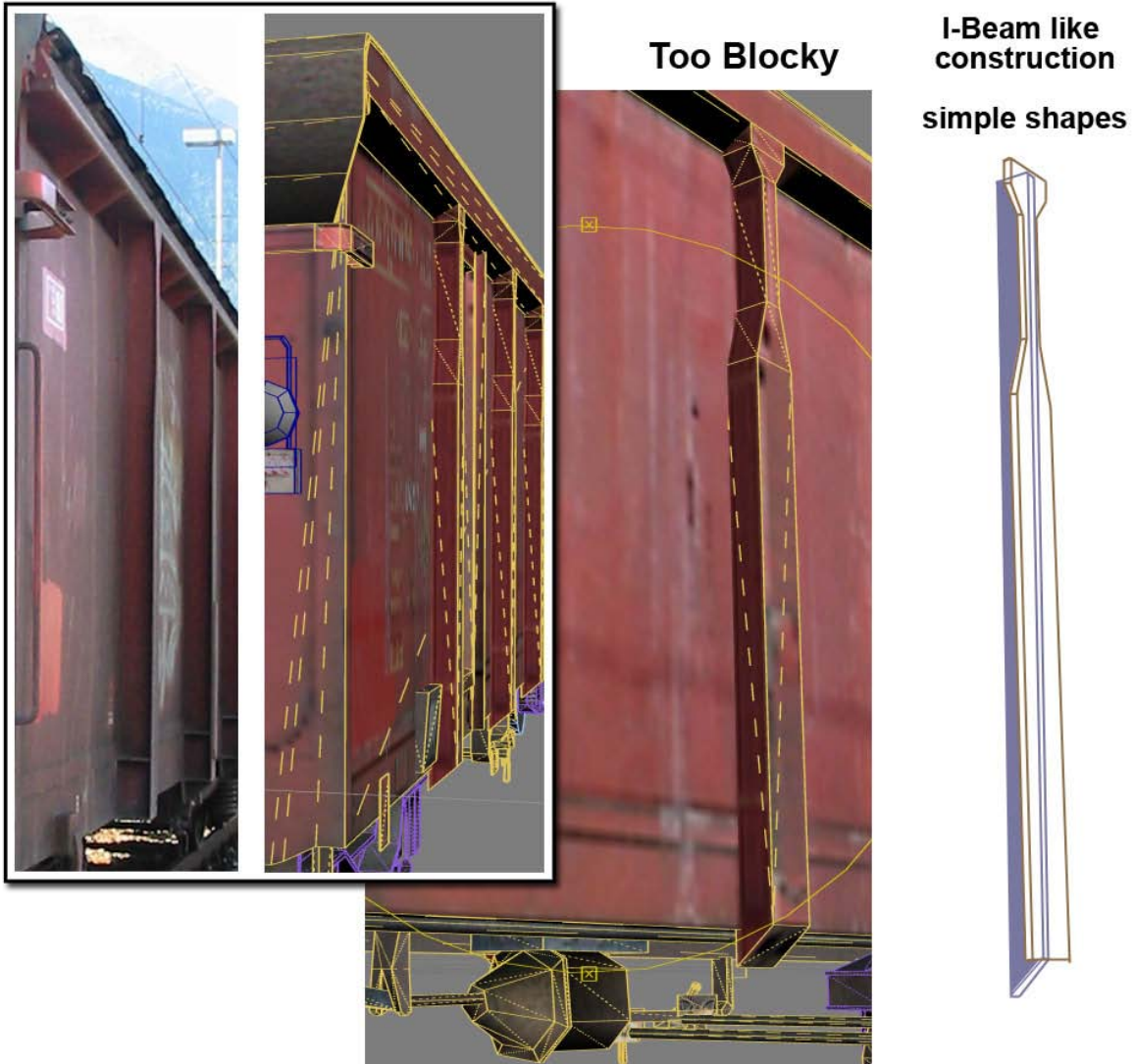




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- 6. Framing I-Beams need to be built to more closely resemble the actual construction.

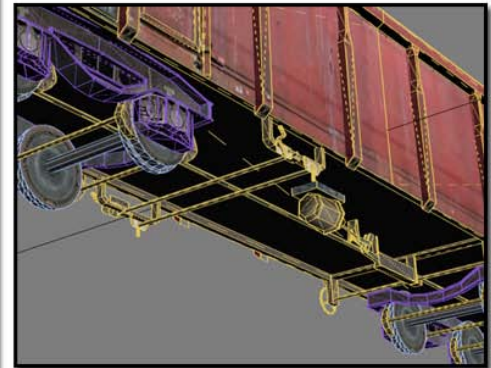
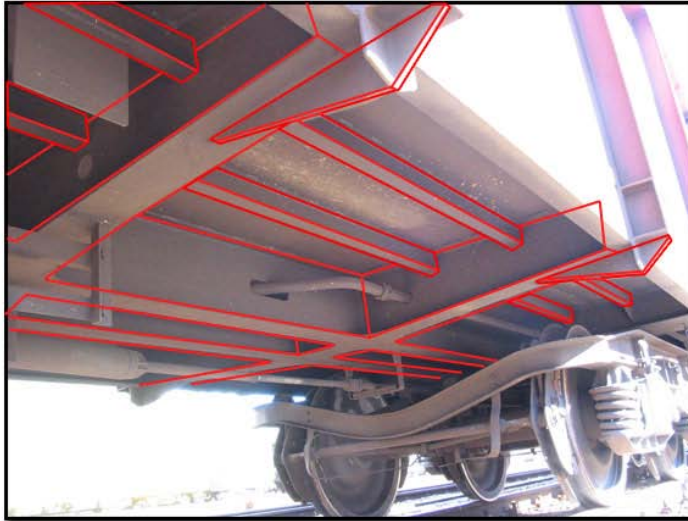
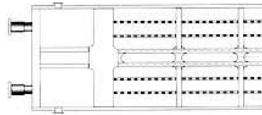


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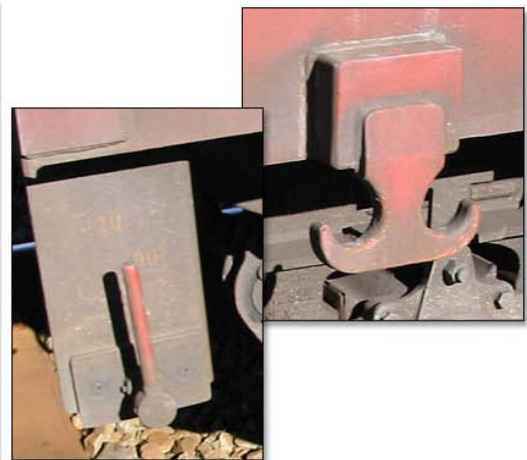
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- Undercarriage need to have the supporting structure blocked in. This does not need to be as detailed as the side structure, but it does need to be built with geometry.

**Undercarriage needs basic structure.  
Box primitives are fine for this area.**



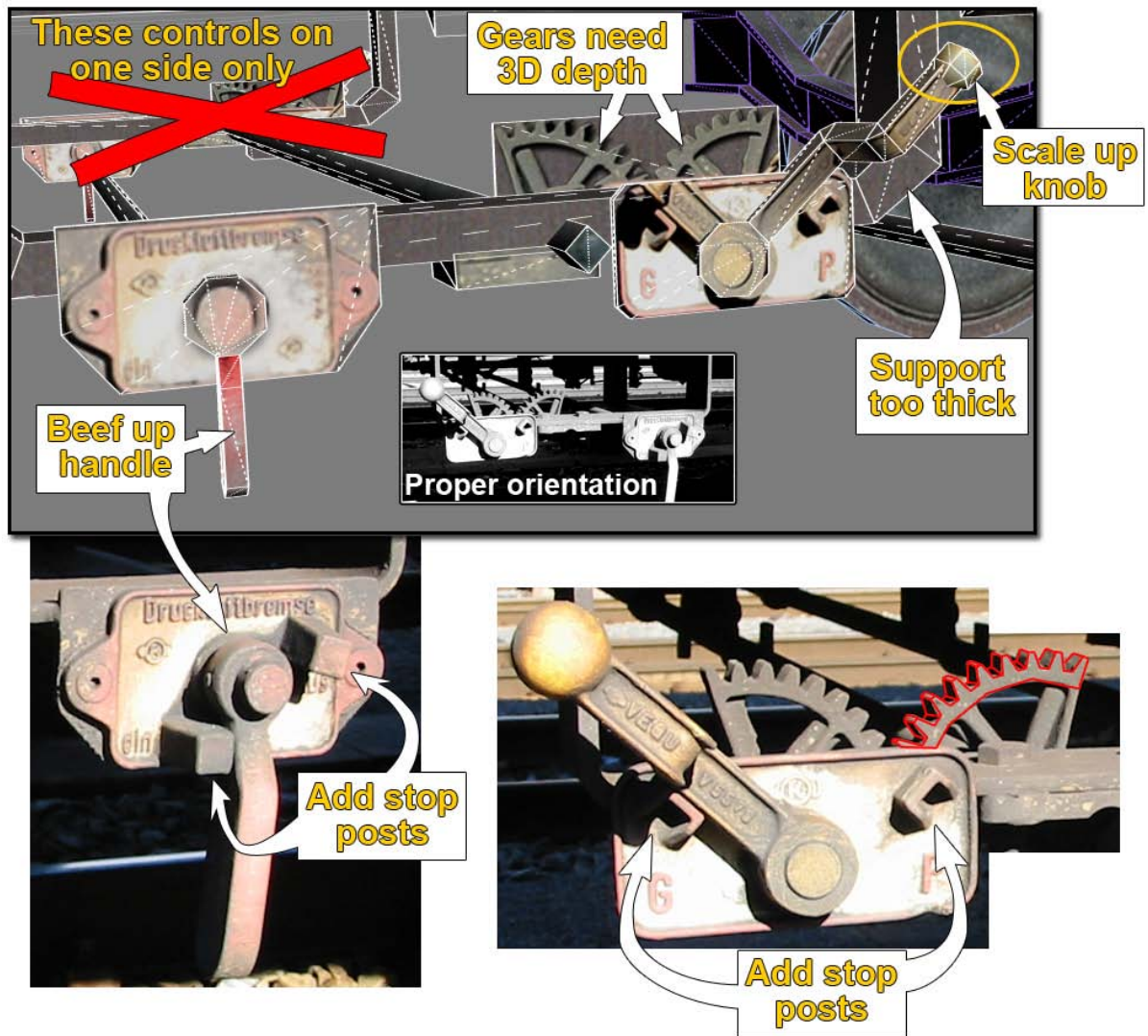
- Details and proportions of car controls should be modeled to look appropriately dimensional when being viewed from any angle to the side of the car. Also, maintain a close relationship to the proportions seen in the reference materials.



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9. In addition to modeling issues pointed out below, look for asymmetric placement of controls and details between the left and right sides. Many controls are meant to be accessed from only one side of the cars.





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10. Roof is missing details that should be modeled in.

