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Thread: [RBMK nuclear reactor 3D blender model update](#)

GoodDealThanks - July 19, 2017, 12:54 pm

I've been working on a 3D model of Chernobyl's RBMK-1000 nuclear reactor in the 3D computer modeling program "blender".

Here are screenshots from it's latest version.

I've got most of it textured, although I think I might need to change the color/brightness/lightning of some of the objects.

The only things I have left to model are the refueling crane, and a bunch of wiring/piping on the walls and some miscellaneous equipment and machinery.

?now - July 19, 2017, 12:57 pm

bro that looks fucking sick you have talents on talents

SysAdmin - July 19, 2017, 12:57 pm

I saw it in an earlier thread of yours, nice job!

GoodDealThanks - July 19, 2017, 5:39 pm

(Jul 19, 2017 12:57 PM)SysAdmin Wrote: [\[CITE\]](#) I saw it in an earlier thread of yours, nice job! Thanks!

I have to make the refueling crane (the machine that extracts/inserts fuel rods into the core), but it's going to be incredibly hard to model because of it's complexity and I don't have any really good reference photos of it.

idkausername1234 - July 22, 2017, 8:41 pm

That's some mad talent. This looks amazing!

GoodDealThanks - July 23, 2017, 11:08 am

(Jul 22, 2017 08:41 PM)idkausername1234 Wrote: [\[CITE\]](#) That's some mad talent. This looks amazing!

Thanks! There are still many things that I have to change/do with it.

Here is a video of the actual place itself, fastforward to 5:40

[Video: https://www.youtube.com/watch?v=Oe_zzTQFV3o]