

WING COMMANDER III CD ROM

PROGRAMMING & DESIGN

This section contains various technical documents such as spreadsheets, flowcharts, and diagrams related to the game's programming and design. Some documents appear to be code listings or system architecture diagrams.

ART

This section displays a variety of art assets. On the left, there are several cockpit views with the text "FOR EACH COCKPIT" written vertically. In the center, there are numerous character models and weapon designs, some with detailed annotations. On the right, there are more character models, including one that looks like a tiger's head, and various pieces of equipment and weapons.

MOVIE PRODUCTION

This section features movie production assets. It includes a large storyboard with multiple panels showing character interactions and action sequences. There are also character models, scene layouts, and other visual elements used in the game's cinematic sequences.

AUDIO

This section contains audio-related assets, primarily a large spreadsheet or data table with many rows and columns, likely listing audio files, their durations, and other metadata.