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Subject: Buildings

Posted by [anant](#) on Wed, 30 Dec 2015 17:53:32 GMT

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Still working on these, but looking for some feedback or advice.

I don't know what I want for my lower HAND/AIR interior walls.

The skin for the hand cement changes the air floor and ceiling, still working on those as well.

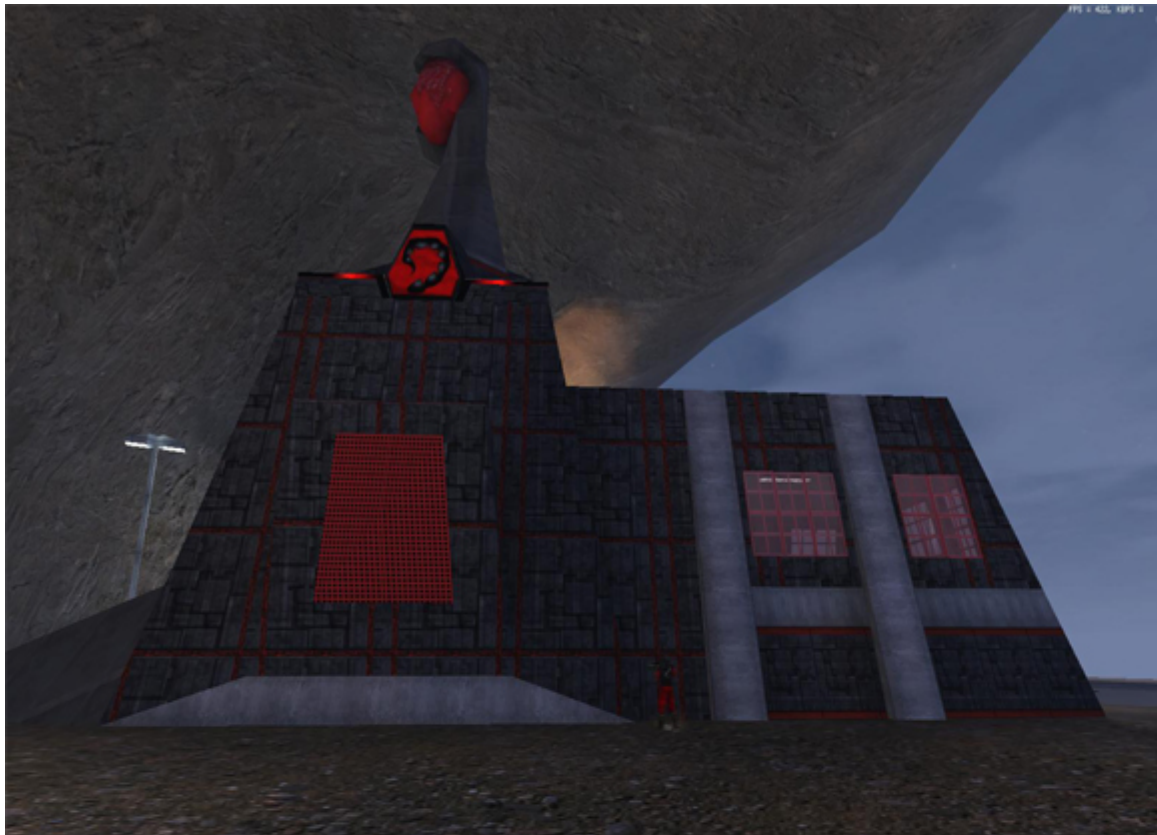
More details to come, just a basic design

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### File Attachments

1) [HAND.jpg](#), downloaded 370 times

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Work In Progress

A

2) [handbase2.jpg](#), downloaded 369 times



Subject: Re: Buildings  
Posted by [\[-HOH\]-szymek777](#) on Wed, 30 Dec 2015 19:24:23 GMT  
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Subject: Re: Buildings  
Posted by [Starbuzz](#) on Fri, 01 Jan 2016 15:13:25 GMT  
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remove the Nod logos from the floors; it's too much on the eyes.

Or use transparency and fade them out so it's not sticking out like they are.

edit: really like the Ref bay door! Stands out.

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Subject: Re: Buildings  
Posted by [anant](#) on Sat, 02 Jan 2016 07:40:35 GMT  
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I have changed the NOD floor, pics will come later.

GDI

Power Plant being finalized.

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Subject: Re: Buildings  
Posted by [\[-HOH\]-szymek777](#) on Sat, 02 Jan 2016 11:59:14 GMT  
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on mediafire?

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