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Subject: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Thu, 26 Jan 2012 07:36:57 GMT

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I'm still working on this, but the meat of it is finished. There's some small details left like adding some antennae to the top of the control tower, which still needs an interior. Otherwise it's nearly done. The interior shouldn't take long to finish. I plan for it to have two levels, with an elevator or ladder to reach the top floor where the MCT will be located. I also need to make the runway lights "work" so that they stay lit when the Airstrip is functioning and turn dark when it's destroyed. They're not painted yet. Will be adding a glow map to them.

Still need to add the warning stripes to the front of the drop-off pad.

I was planning to paint the radar antenna in Mudbox, but I've decided to simply use some tiling textures for it. The radar antenna isn't finished yet and will require some UV mapping to make it look better than it does now, along with some extra materials.

Reference: