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Subject: Re: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Fri, 03 Feb 2012 05:05:27 GMT

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Update: The exterior is now in Max 8, and I've got it running in W3D Viewer.

The runway lights are fully functional and act like Approach Landing System lights for VFR landings. They strobe in sequence, in other words. I've been working on the interior and have it mostly completed. Will get images of it up eventually. Probably going to do the Tiberium Refinery next, and then the Hand of Nod and the Infantry Barracks. Once that's done I can start finishing Noddingham up for a public release.

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