
Subject: Buildings

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

[View Forum Message](#) <> [Reply to Message](#)

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

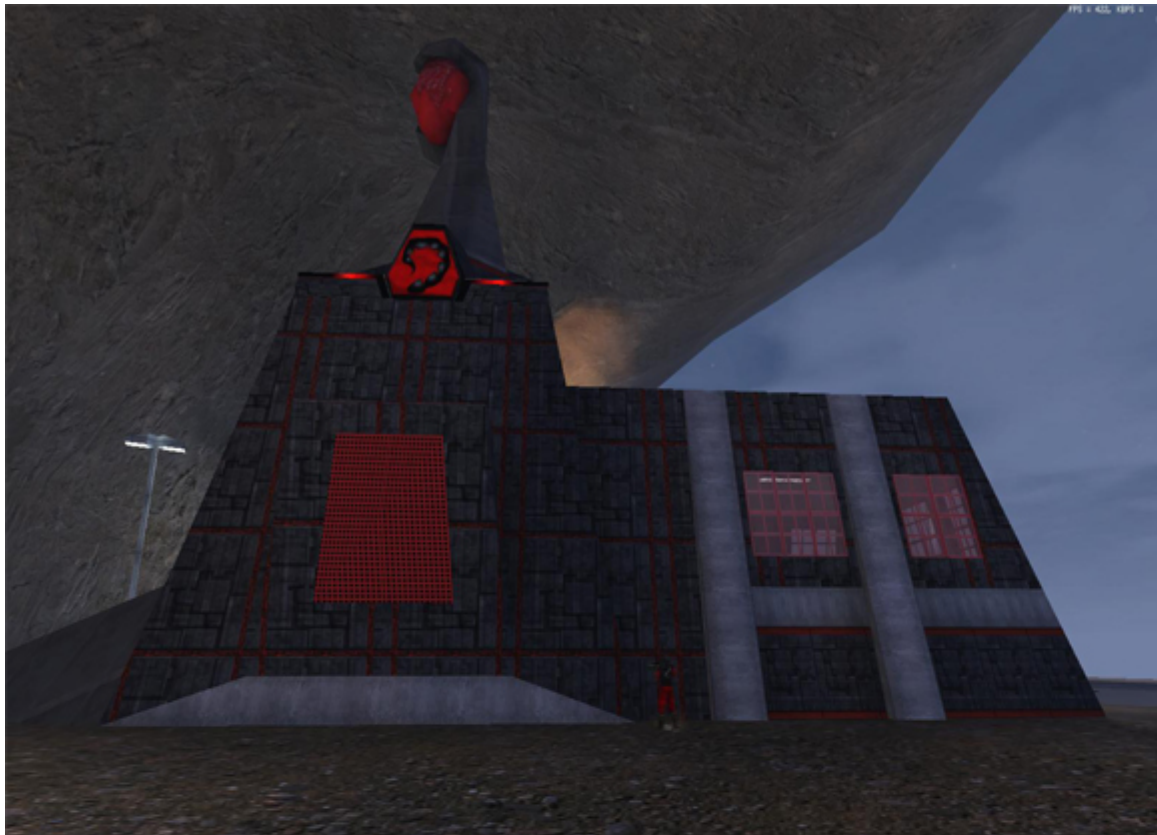
I don't know what I want for my lower HAND/AIR interior walls.

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

File Attachments

1) [HAND.jpg](#), downloaded 1238 times



Work In Progress

A

2) [handbase2.jpg](#), downloaded 1221 times



Subject: Re: Buildings
Posted by [\[-HOH\]-szymek777](#) on Wed, 30 Dec 2015 19:24:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Buildings
Posted by [Starbuzz](#) on Fri, 01 Jan 2016 15:13:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Buildings
Posted by [anant](#) on Sat, 02 Jan 2016 07:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have changed the NOD floor, pics will come later.

GDI

Power Plant being finalized.

Subject: Re: Buildings
Posted by [\[-HOH\]-szymek777](#) on Sat, 02 Jan 2016 11:59:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

on mediafire?
