Got some more screenshots for you guys:

Here's a hall leading off of the elevator shaft at the bottom. I'll lead to a large research room that has a few rooms branching off of it.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/elevator_hall1.jpg

Here's a somewhat early shot of the elevator shaft. I'll most likely be retexturing it a little bit. You can see though, the glass and the ramps, and at the bottom of it is the actual elevator. I'm going to give it a door of some sort that you'll need a key to open it (inside is a small weapons cache)
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/elevator_shaft.jpg

Here's a shot of one of the research rooms. It's most likely going to get some revision as soon as I get a better idea of how it should look.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_room_1.jpg

Here's a small staging area for the research room mentioned above -- where researchers can get changed into protective suits for working with the tiberium.
http://pjrp.unleashed.ws/gamemods/hauntedhouse/v2work/research_staging_area.jpg