
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 08 Jun 2011 21:05:57 GMT

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Well, at this point, I want to push this level farther than any other I've done. I would like to add all of the missing buildings to this one. I've been redeveloping the Advanced Communications Center so that it can be light mapped.

Here's the GDI Construction Yard in W3D Viewer with light maps enabled.

Here is the Advanced Communications Center after I've cleaned up the original WS mesh, repainted it, and added some extra detailing (skylight, rear door, cleaned and properly scaled UVs with shattering windows) to the model. The windows also break independently, each pane breaks instead of the entire window.

I plan on releasing these structures to the public so they can be used outside of Fjord. I figure everyone would like access to improved interiors that have actual light maps. I need to light map the Shrine of Nod in addition to the Advanced Communication Center. I also need to do the Nod Communication Center and Nod Construction Yard.

I think this level might benefit from enabling flying units. I'd like to add Helipads to it and rework the way Orcas/Apaches work by making them need to reload at the Helipad instead of being able to constantly fly around and attack units. However, they would also get much more improved armor so that n00b cannons wouldn't be able to hurt them anymore.
