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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Sun, 12 Jun 2011 20:00:05 GMT

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I have a lot of things in 3DSM format, including the Helipads and some other structures. I also have the Barracks ag\_3 aggregate file which I will use to rebuild some aggregates for buildings like the Adv. Comm Center.

Right now I'm getting all of the buildings into 3DSM with my own personal edits to textures/models. I made the changes so that the old buildings utilize the textures they're given in a logical manner, along with using texture space in a better fashion than the WS artists did. Some buildings were changed a lot, such as the Hand of Nod, which I've redeveloped into the E3-style Hand of Nod from 1999. In addition, I just ripped apart the hand holding the globe and added a lot more detail to it; it was previously nothing more than a sad collection of polygons resembling a hand clutching a globe.

There are more changes, such as textures fixes to the Repair Facility, the redone Adv. Comm Center exterior, improved GDI signage on the buildings, etc... I'll be releasing this as a Max file for everyone to use so that buildings don't require RenX to be added into terrain.

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