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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Tue, 14 Jun 2011 23:07:05 GMT

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Update: I didn't feel comfortable with the Construction Yard layout, so I developed the interior some more. There's extra lighting in the material room (where the rolling door will be, and the spools/wood piles are) so that it's not pitch black in spots. In addition, I've added a hallway that connects to the yard's factory floor next to the non-functional elevator. The hallway I installed makes it so that the ramp in the back doesn't provide prime cover for beacons, and allows you to leave your building in multiple ways. It also decreases the ability to protect the structure from infantry.

I also changed the pointless "windows" that the old CY had above the material room by making it smaller. It now connects to the material room and allows you to see outside from it. However, you can't shoot out that window. I've removed both windows from the renders for the sake of visibility.