
Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Thu, 16 Jun 2011 02:02:31 GMT

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It is almost finished. I have moved on to the Nod Comm Center and have been finishing up the interior. I deleted the lights that were present in the Max file and rebuilt them. I also used the GDI Barracks AG_3 aggregate that I had been given by WS and used it to build the destruction/PT/MCT aggregates for the Comm Center. As usual, it will be lightmapped.