This project is so large that I'm starting to forget certain things that I should be doing, like the Ore Refinery's exterior pieces. I finished the paint job in Mudbox a few minutes ago.

I've made a lot of progress with the rest of the level, but there's too many tiny glitches for me to feel comfortable showing it yet. I'd have to spend a while defending my work against nitpickers! It would make more sense to finish it up a bit more so the inevitable concerns will be addressed beforehand.

Speaking of concerns, I'm not sure if I want to put in the interior of the Ore Refinery. It's going to be a lot of work for something that will be so trivial, and will require a lot of extra textures to make it look "right", which may cause problems with framerates. I think I'll just seal off the entrances with doors and make the windows opaque. Either that or make the windows translucent but have a silhouette of the interior to see.