
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 24 Jul 2011 10:44:09 GMT

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I already reneged on my idea of not finishing the interior and completed it today. I did, however, rip out the basement; I felt that it was just too much space for the level to have. I would also need to add custom doors to it so that the smelting furnace didn't look weird.

Here's a relatively large update for you. I've mapped out most of the ore mines and developed a nice little material for the ore veins so that they look natural against the rock. They darken and lighten where the rock does, making it look like part of the mine, instead of superimposed upon it.

I've installed the radio tower, the civilian structures, and the Ore Refinery.

I fixed up the road so that it looks more like a dirt road rather than some random tracks with grass perfectly lining it. The blending has hand-painted variable blends so that it looks different at every point in the center.

The electrical substation was installed.

Here's a frontal view of the Refinery with the two civilian buildings in the foreground. It's a bit dark so I may lighten it up a bit.

The inside of the civilian structures, with a pot belly stove (Mudbox painted, of course), bunk beds, sinks, etc...

And some views of the interior of the Refinery. It uses entirely stock Renegade textures, trying to avoid bloating the level's mix file any more than I already have.