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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Thu, 28 Jul 2011 02:45:25 GMT

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I've been developing the underground mining area. Part of it is being overtaken by Tiberium, which is the reason why the mining village is recently abandoned. I've started adding lights to it, although I would prefer it if it stays mostly dark. I've also added a re-spawning machine gun turret on the top of a cliff face that both factions can easily access. In the last image, ignore the cliff... It's something I forgot to add matching smoothing groups to. Will be fixed by tomorrow.

Also, for the observant among us, the light shafts become darker and lighter over the course of 10 seconds or so. It's meant to replicate the clouds moving across the sky.