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Subject: Hand of Nod WIP

Posted by [Aircraftkiller](#) on Sun, 20 May 2012 18:15:05 GMT

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Now that the Tiberium Refinery is almost done, I decided to tackle the next structure which is moderately challenging. The original Hand has no defined "structure" beyond the front doors and the hand itself. The rest is a nebulous clump of rock that I've tried to form into a more characteristically defining shape for the structure, to make it look carved instead of like a massive boulder. The Hand was painted in Mudbox and there's a set of tiling textures developed for the exterior.

References:

Model/textures: