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Subject: Re: Hand of Nod WIP

Posted by [Aircraftkiller](#) on Tue, 22 May 2012 02:23:49 GMT

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The hand itself is based off my hand. It's not meant to be a 100% accurate representation of a human hand. The whole point of the sculpture was to illustrate that the soldiers of Nod are the hands of Nod.

I might edit the hand a bit just to give it some more definition. I had a full rig set up for the hand so I could move its joints into the positions I wanted, and I could always go back to it and give it more detail if I wish. The issue is that I don't want to push the engine too much. I'm trying to avoid the endless whining I got with Fjords because people are still running this game with systems made prior to 2005.

The interior will have a second floor. There is no way to get the amount of detail I want into the interior without some sort of basement. I'm trying to avoid elevators where possible but if design requires it (as in the Refinery's interior), then I'll end up using them. I do appreciate the good criticism, but don't expect any work until this weekend at the earliest. I should already be asleep since it's 10:30p and I need to be up at 6a.

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