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Subject: Re: Hand of Nod WIP

Posted by [Blazea58](#) on Thu, 24 May 2012 21:47:06 GMT

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That looks incredible now. At first I was thinking to myself that the hand had really bad definition, and didn't look like it was gripping the globe very well, but now it is perfect in terms of shape. Yes add a blend where the seam is while your at it also

As another person asked, how tall are the doors in relation to the character? Hopefully this won't be the smallest structure of both teams, because we all know the height makes it easy to hit. Depends on the maps of course, given this is being released as a pack when you have completed them, and the map.

Can't wait to see the interior, I think for this type of structure it would only seem natural to have an elevator that is based in the very center, and a set of stairs that goes around the outside edge.

Considering this is where you train the soldiers, I take it you would be adding things like a locker room, room full of beds, and of course some sort of training room for the soldiers with targets set up. My impressions are that it would be quite roomy on the inside and contain at least two lower levels below the first one.

Anyway's, great job thus far.

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