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Subject: \*spam and flame free area\* Nod Warfactory

Posted by [Dante](#) on Mon, 19 Jan 2004 16:38:58 GMT

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get rid of the outhouse & the tank on the sides.

put some type of ramps similar to how the HoN has (not touching, but connect in some places).

Build something on the top to make it look like the smoke stacks belong, or shorten them quite a bit, its not a power plant.

depending on the actual models hieght/width... decrease the front opening to be smaller then the hieght of the building, it sticks out too much for this era of buildings, try to make it almost internal so you can kill alot of those wierd poly's in the front of the WF (the cement skirt).

create an exit way for the buildings construction area, make it more TD/Ren by plopping in some sort of [ ] in front of the door, kill that dead space of an opening with some excitement of some sort.

window on the top looks ok

2 story interior with every other building being 1 will make this building feel out of place, try to keep the building to 1 story.

"Box it up", the overall shape is what is making people feel like it is more TS then TD/Ren, its angled inward from the bottom to the top, where as most (except the HoN) are more steeper angled or flat based.

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