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Subject: Repair Facility

Posted by [Aircraftkiller](#) on Fri, 20 Jan 2012 22:01:51 GMT

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Here's another update on the progress of my building redesigns, the Repair Facility. I've given it a more sci-fi look than the other buildings, as it's a fully automated repair center for vehicles. You can see the circuitry beneath the surface of the pad, along with the rigid metallic glass that holds the vehicles above the repair circuitry. The design is identical to the TD model, but it uses a 2048x map (will likely reduce it to 512x or 1024x) instead of the random assortment of textures that the original model used.

Reference:

I broke with tradition and used a backlit lighting model in Mudbox to show the facets and modeling depth of a relatively flat structure, so it's not fully lit (unlit).

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Subject: Re: Repair Facility

Posted by [Tupolev TU-95 Bear](#) on Fri, 20 Jan 2012 22:49:09 GMT

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That I like, better than the one I see in Glacier\_flying.

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Subject: Re: Repair Facility

Posted by [iRANian](#) on Sat, 21 Jan 2012 01:33:10 GMT

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They're amazing. I'd make the Nod logo a bit cleaner like the GDI one, it's a bit too dirty.

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Subject: Re: Repair Facility

Posted by [Generalcamo](#) on Sat, 21 Jan 2012 01:34:16 GMT

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Will you also create a custom animation for the repair pad? It would look nice to have blue dots running around inside the curcuitry, and maybe a custom electric bolt from the repair pad itself.

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Subject: Re: Repair Facility

Posted by [Aircraftkiller](#) on Sun, 22 Jan 2012 05:02:54 GMT

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Bear: The Glacier Flying facility was the intended design for Renegade. This has a custom made texture that's got a much better UV map and a lot more detail, so it'll look better by default.

Iranian: Thanks - the idea behind the Nod facility is that it sees greater use than the GDI facility, as Nod tanks are more fragile and require more repairs more frequently than their GDI counterparts. The wear on the pad reflects that.

Camo: I might, not sure though.

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Subject: Re: Repair Facility

Posted by [E!](#) on Sun, 22 Jan 2012 05:13:53 GMT

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imo they look too "square-like" compared to the idea of the original one which is 8-edged. i also don't like those sides which are not "drive-over friendly" (whose give it the square look) beside this i love them like any other model u made. is it possible that the gdi color is brighter than for the other models u made?

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Subject: Re: Repair Facility

Posted by [Aircraftkiller](#) on Sun, 22 Jan 2012 05:26:35 GMT

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They're the same exact shape. Here they are side by side:

You're thinking of the stripes, which are an octagon.

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