
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Mon, 19 May 2003 01:17:21 GMT
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I've mostly finished the second of two hidden entrances into the facility. They've come out great so far, and I'm going to be adding the third soon. I figured out for the most part what the fountain will be replaced with -- an indoor greenhouse (which is completed).

I need to add at least one more tunnel to the facility somewhere, although I haven't decided where to put it yet. I know at least though the general area in the facility where I want the tunnel to end up - somewhere around the large data processing room in the facility.

With the tunnels I'm finishing up most of the modeling for the facility. There will be a few little things (more decors for the art room, etc) but once I get the last tunnel in place and modeled, there won't be much else to do besides the vis optimization.

I'm going to be trying a few different methods of breaking up the meshes on the map for creating the vis sectors. I'll probably need a week to set up the vis optimization (unless things actually go smoothly, but I doubt it). After that I need a while to test, probably another week.
