
Subject: Blue Nod Buildings

Posted by [zeratul](#) on Fri, 04 Dec 2009 01:13:17 GMT

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I decided to do my own nod blue buildings and i know this was done already just felt like doing my own one.

I changed the building running lights also the only ones that did not come out right were the pp and hon.

I also did interiors which i knew probably wouldn't be used.

I'm planning on maybe doing GDI buildings. I'll finish the character PT icons for GDI first.

If for whatever reason you like the Refinery Rising Door i believe i added that file to.

I will also change the ob laser colors when i figure out the file

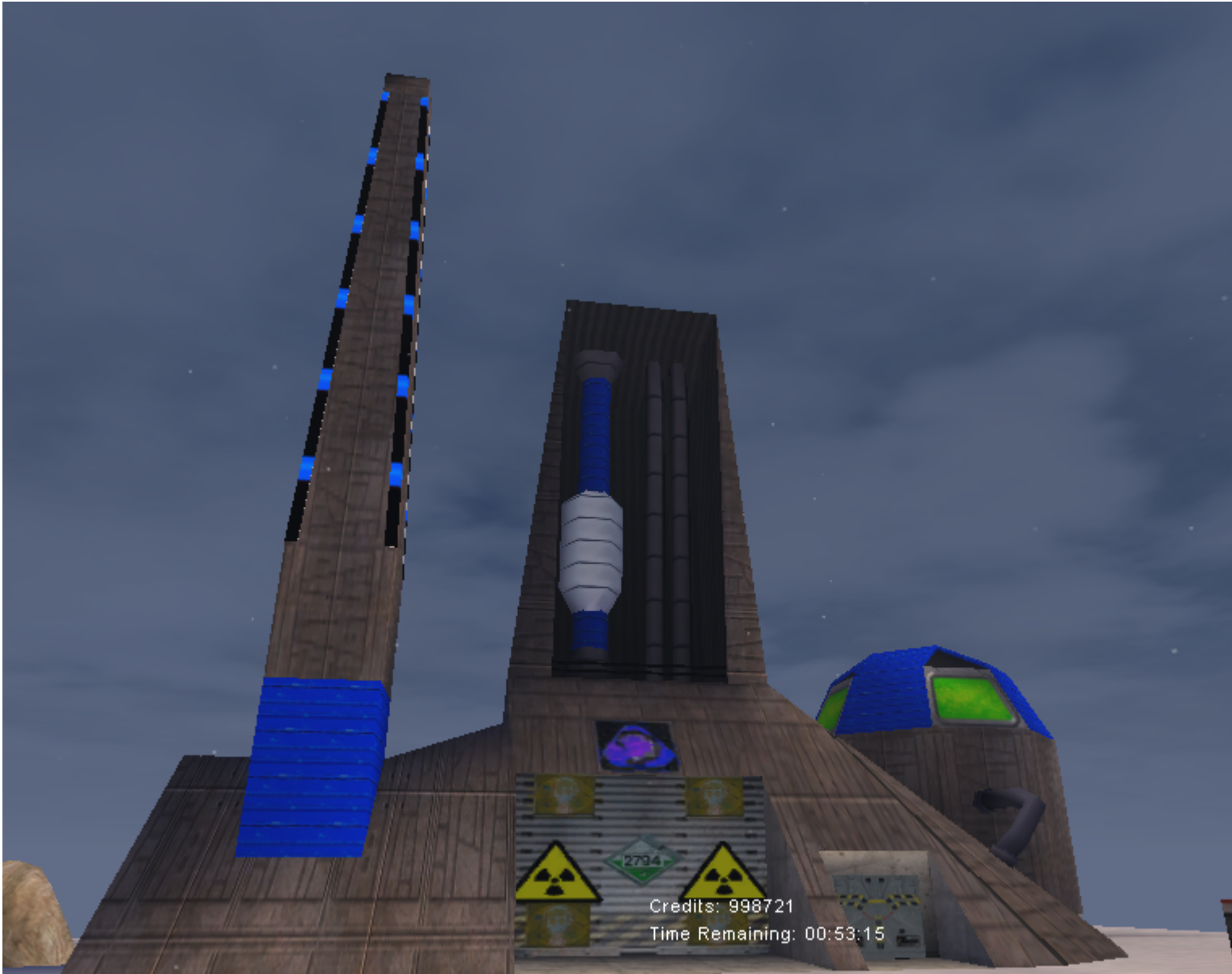
File Attachments

1) [Blue Nod Buildings.rar](#), downloaded 290 times

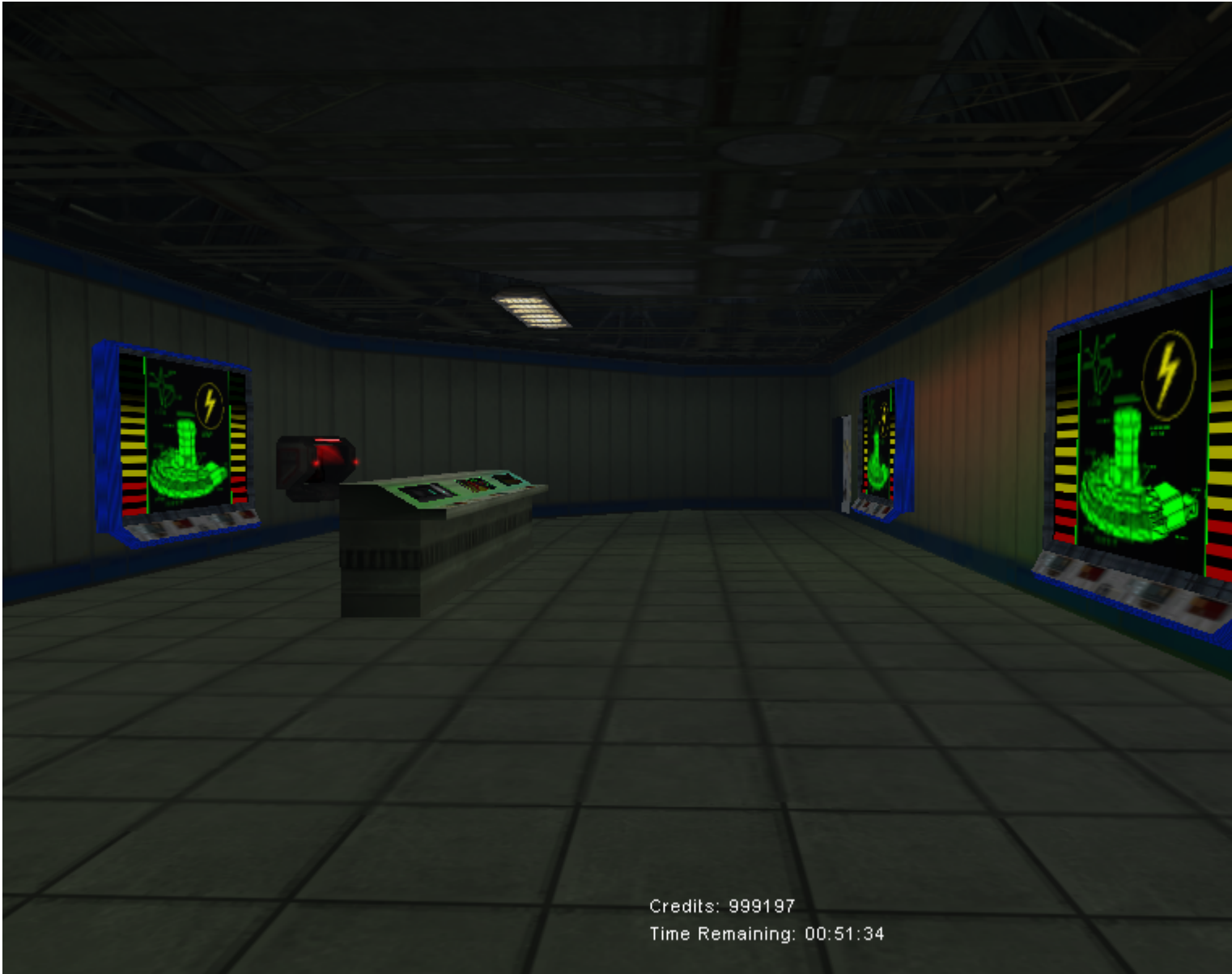
2) [Obelisk.png](#), downloaded 1006 times



3) [REF.png](#), downloaded 974 times



4) [PPINT.png](#), downloaded 1032 times



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