
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 02 Jul 2011 04:43:52 GMT

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I'll consider it if I have enough time to implement it. So, for today's agenda:

Added the chain link fence with razor wire around the substation. Will probably add a larger entrance to it in the rear so that there are three ways to get inside it for cover.

Got new walls painted and set up.

One of the things I wanted to do with this level is add base walls with gates. I took the walls from Renegade's level 10 3DS Max file which WS sent me in 2002 and kept the same geometry (after cleaning it), then repainted it in Mudbox. I decided to have "faction specific" walls with logos on them and some light to moderate scarring. There's a few pieces that go with this, but they're going to use the same texture. It has no end caps to the geometry since it's meant to be used modularly. They aren't finished yet, but what you see here is a good representation of the design I'm after.