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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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