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Subject: Re: Nod Airstrip WIP

Posted by [Aircraftkiller](#) on Sat, 28 Jan 2012 17:54:05 GMT

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Well, I can't really add those details on something this big. It would require a 4096x4096 texture just to look right, and Renegade probably wouldn't handle that too well. 2048x is as far as I'd push it in this engine, and that's only something I would use in a blue moon. If I were painting this for my own personal enjoyment and not also for game quality, I would paint it with Mudbox and use PTEX to toss a ton of textures on it, sculpt damage into it, etc.

The Hand of Nod should be pretty quick to build. I'll be taking my Sapphyr character and using her hand to form the base of the hand clutching the Earth. Since she's already rigged for animation, all I need to do is move some control IKs around to get the classic Hand of Nod appearance. Putting the hand into a building will take almost no effort at all.

I won't be doing the Obelisk for Noddingham, or the AGT, unless it's necessary after gameplay testing.

Here's the re-saturated red metal texture as applied to the scene:

/No Construction Yard right now. I will eventually get around to building it for the next project.

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