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Subject: Tiberium Refinery WIP

Posted by [Aircraftkiller](#) on Sat, 04 Feb 2012 02:51:16 GMT

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Now that the Airstrip is nearly done, I'm moving on to the Refinery. I've used as many different references as I can. There's no way I can get this model as accurate as I have with my other ones, so I'm going for a more "realistic" style with the structure's design. A lot of the renders show it as a very compact building, which doesn't make sense with how I ended up building it in Max.

References:

Here's my version that's untextured and missing some extra detail on the connection port for the Harvester's holding tank:

I'm planning an animation to replace the "arms" that come with the current Refinery in Renegade. It will do exactly what it did in CC1 - the connection picks up the tank and pulls it off the Harvester after the cab of the Harvester splits in half to let go of the tank. It then flips up the tank and plugs it into the roof of the Refinery, allowing it to drain via gravity into the processing center underground.

I'll also be using this interior as a reference to work from:

<http://www.youtube.com/watch?v=hIOcKQgd7dA>

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