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Subject: Re: Hand of Nod WIP

Posted by [Aircraftkiller](#) on Fri, 25 May 2012 16:57:57 GMT

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I'll look into expanding the base. I am happy with how it looks right now, so don't expect too much unless you have a particularly compelling argument. At this point I want to finish the interior and move on to the GDI Barracks so I can put these two buildings into Noddingham and continue to work on that map.

Here's why I'm not changing the hand:

I'm fairly confident that I have it correct in relation to the hand shown in that old render. The globe is also the correct size. It was about 20% too large in the early renders. I would have to increase the size of the hand in order to make it grip the globe the way it does now, if I were to make the globe larger again.

/Also, the original hand is somewhat deformed. The index finger is especially awkward looking. I imagine they didn't have anyone with a fine arts background developing models at that time.

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