



Cosmic Prophet's

# SCIFI HANGER



**Build Guide**

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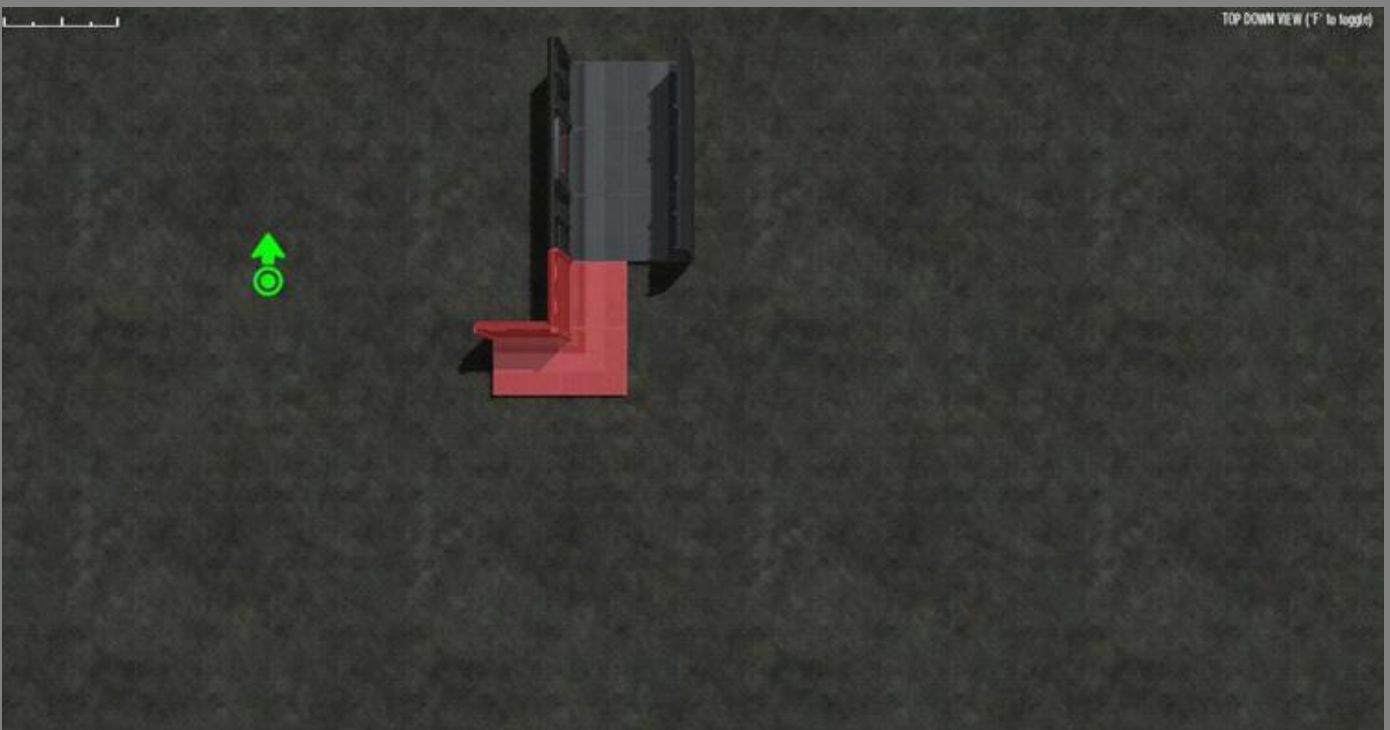


## Corridors

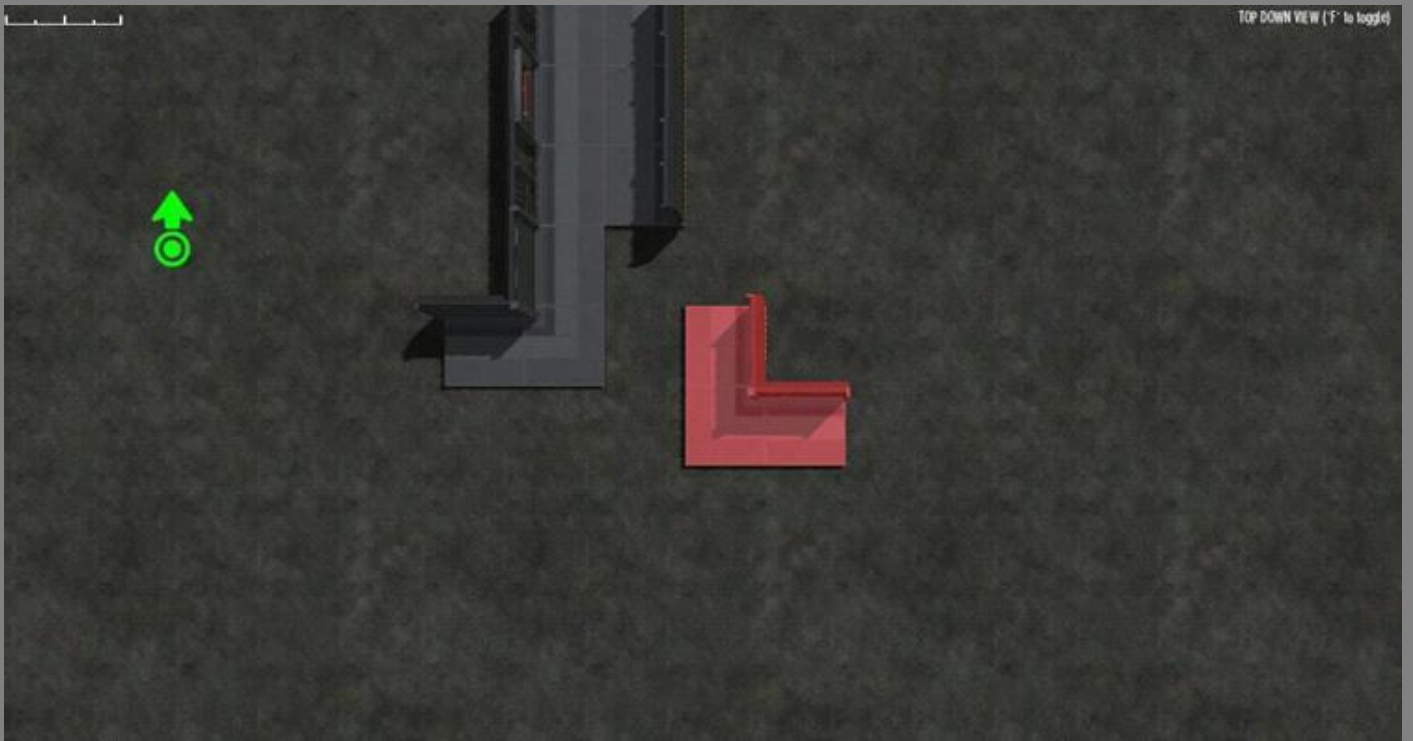
Hi everyone, let's start with the Corridors. Make sure you are in snap to grid mode. All entities are aligned, and justified to the upper right-hand corner. Place your corridor parts as shown. The kit is designed to be as easy as possible. Use various corridor walls to obtain new looks.



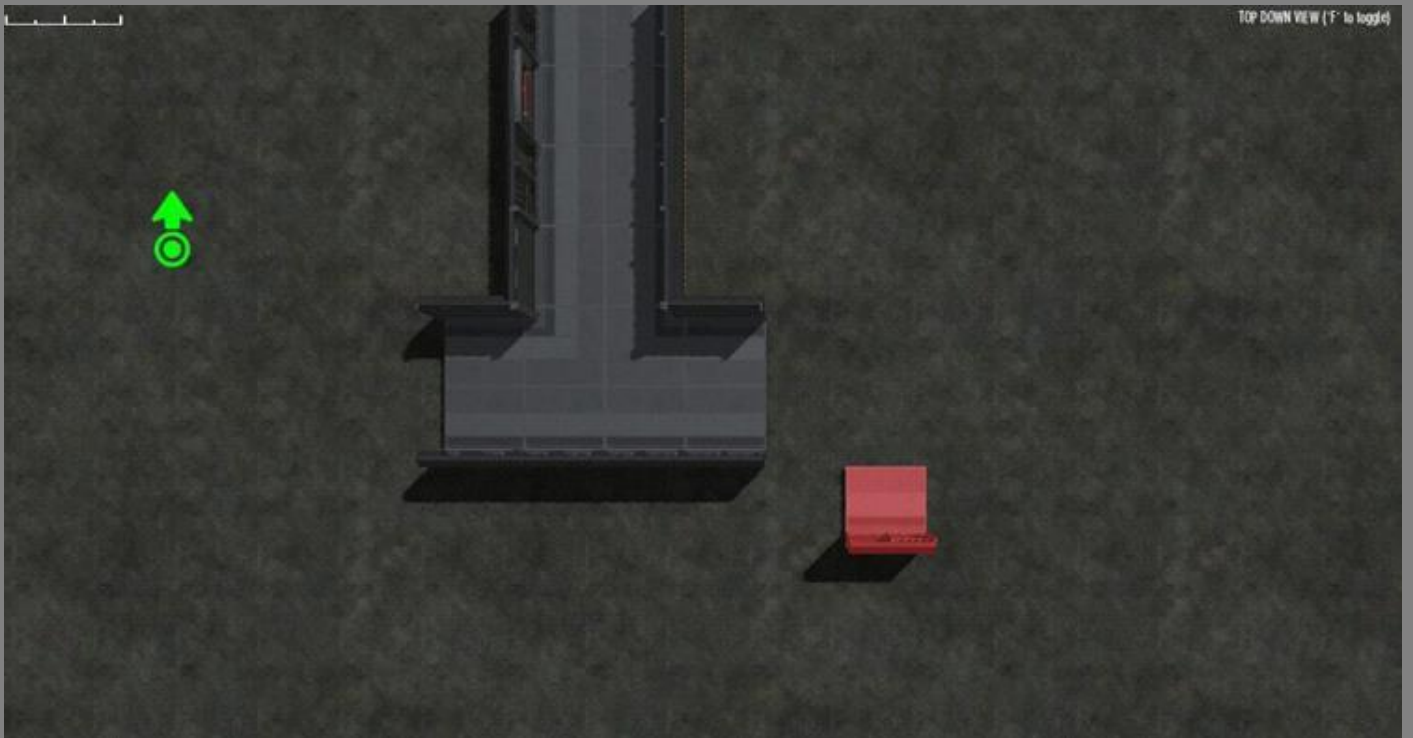
To build a "T junction", Use an "Inside Corner" on one side... (Use Shift to retain your entity)



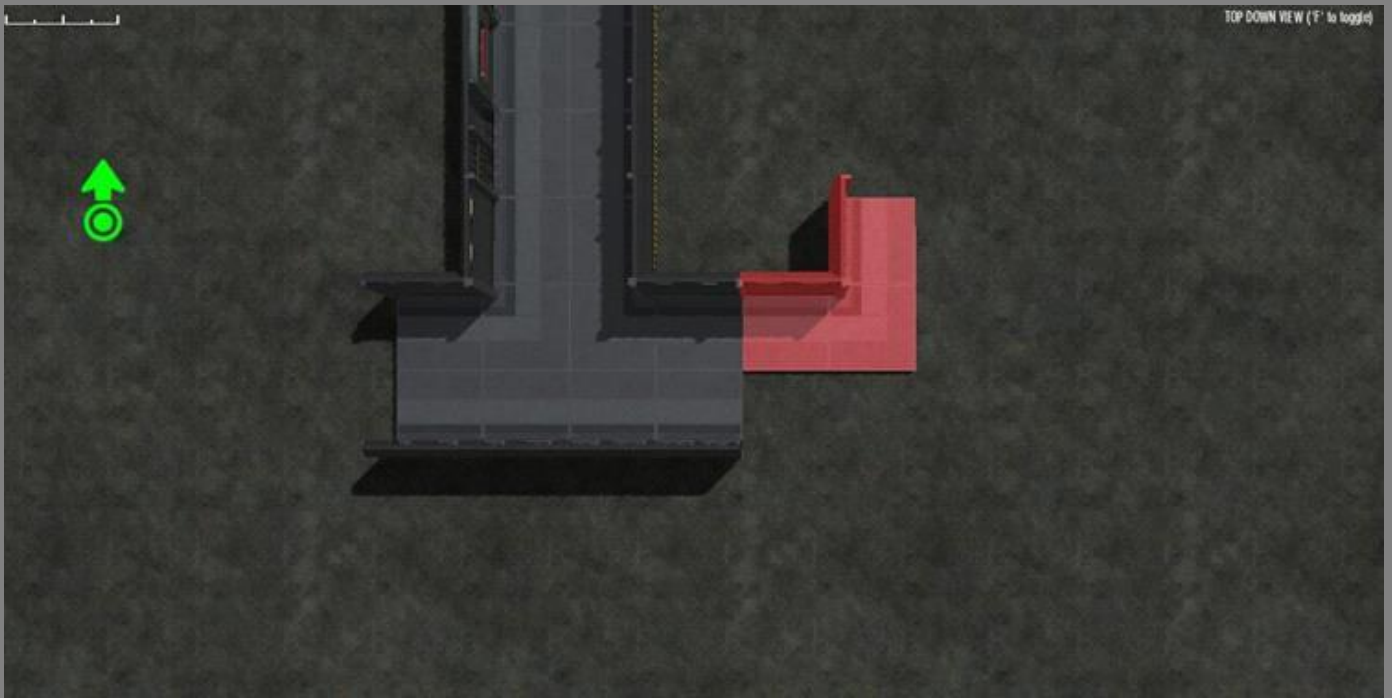
**Rotate, and place another on the other side...**



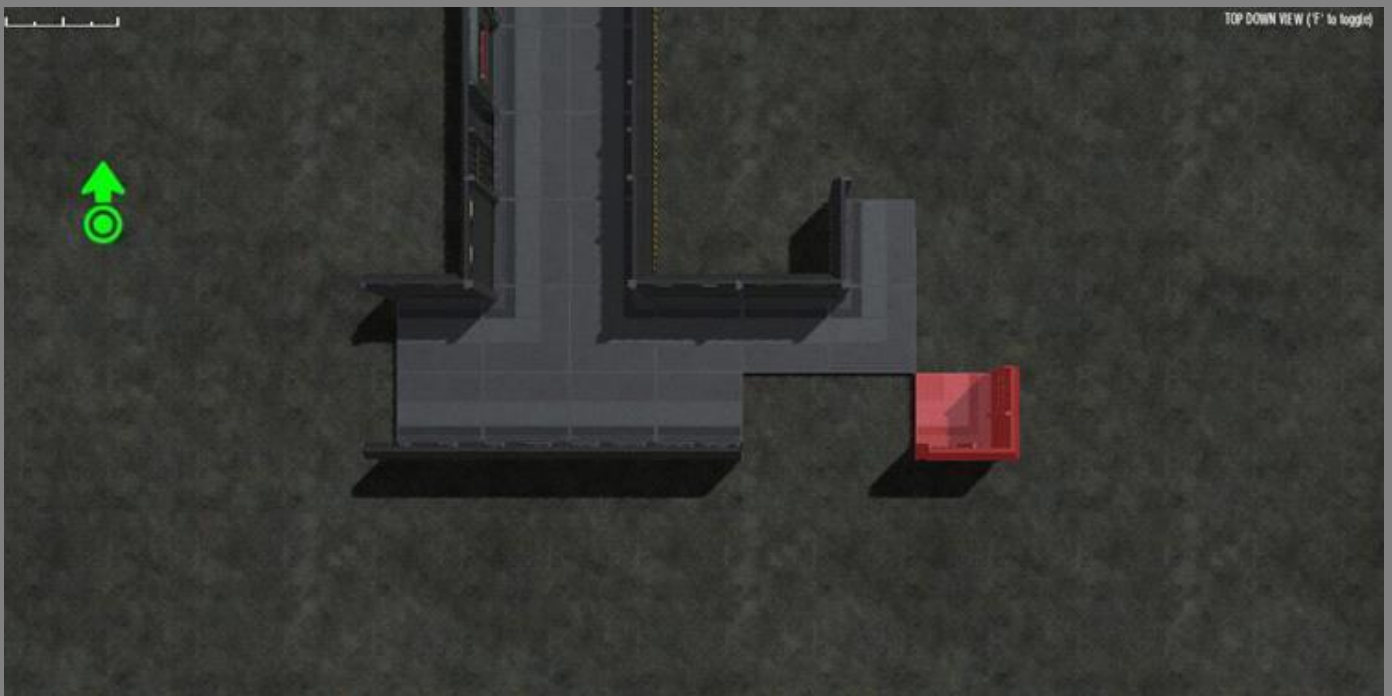
**Add Corridor walls on the open edge, and there you go.**



**To make a corner, place an inside corner...**

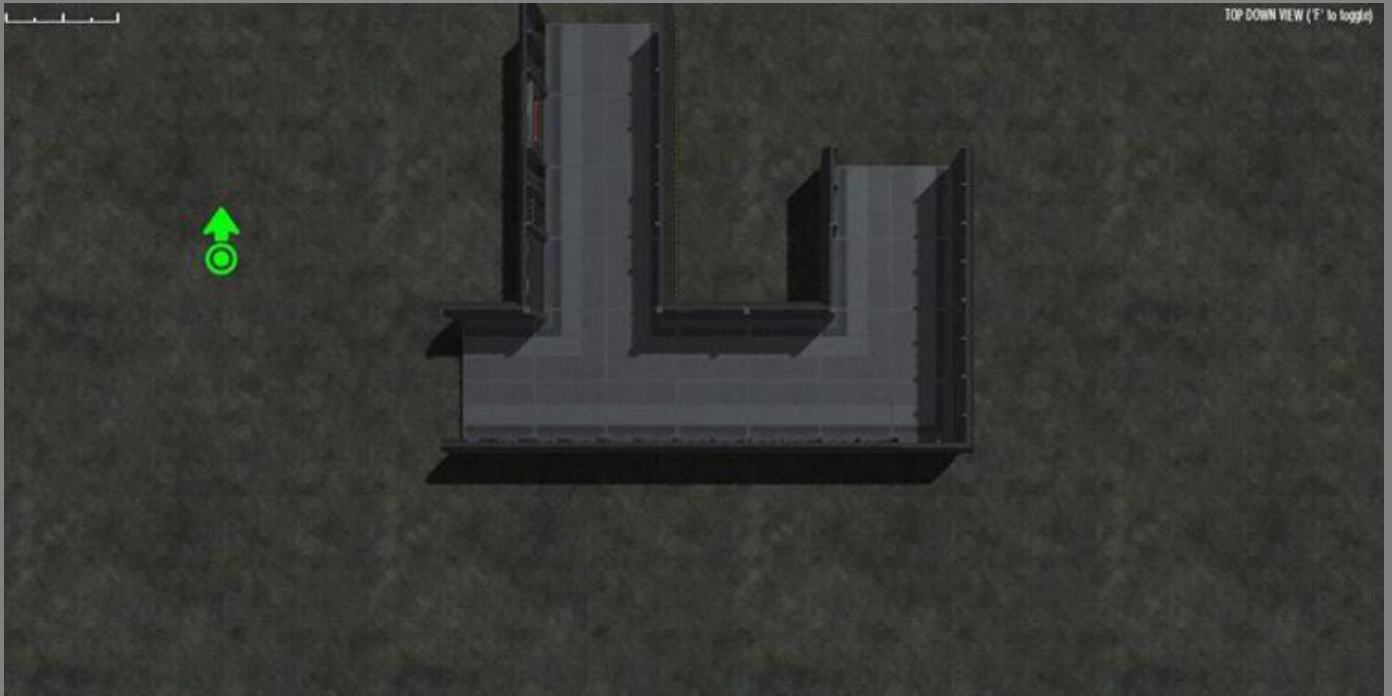


Then place a "Corridor Corner" as shown. (Easy to snap to grid mode).



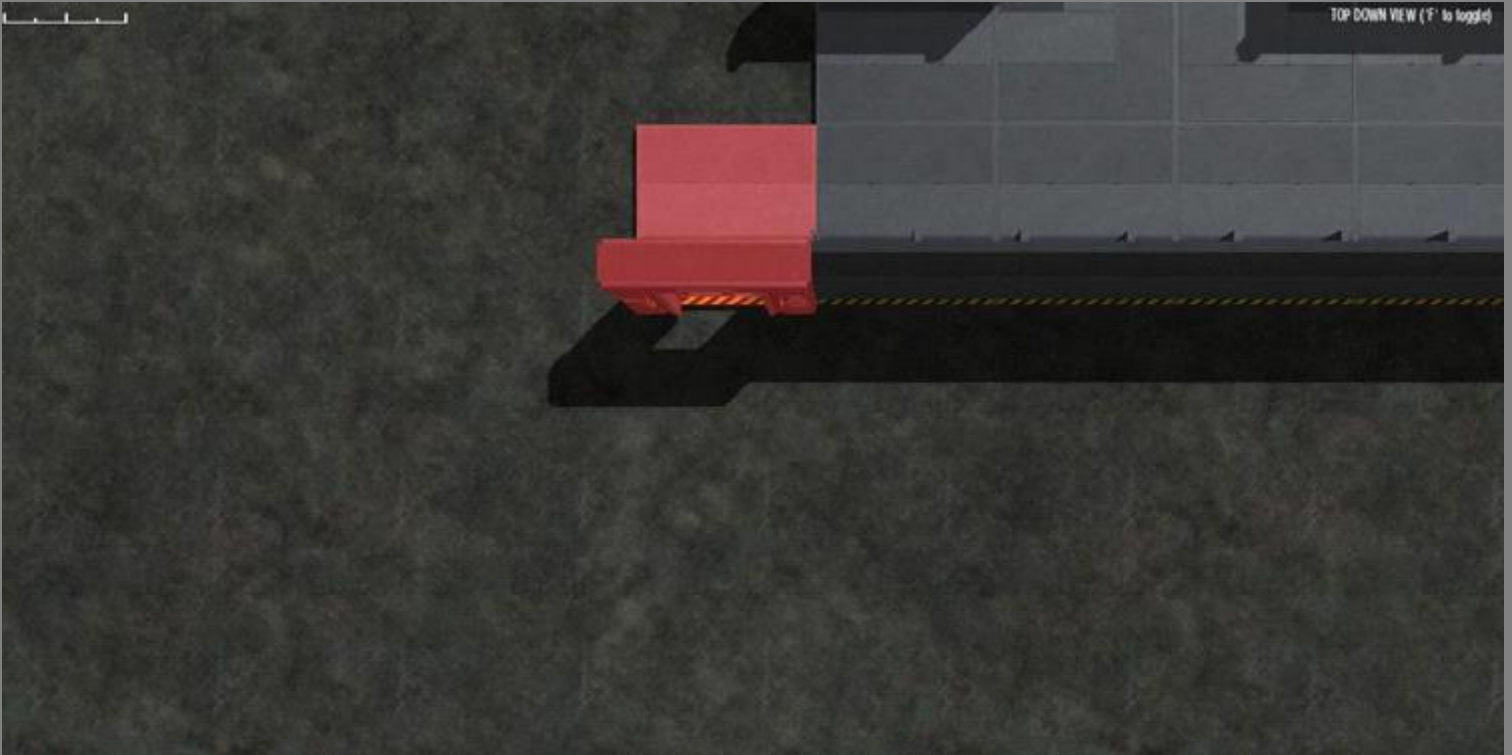
Add more walls,

and done.



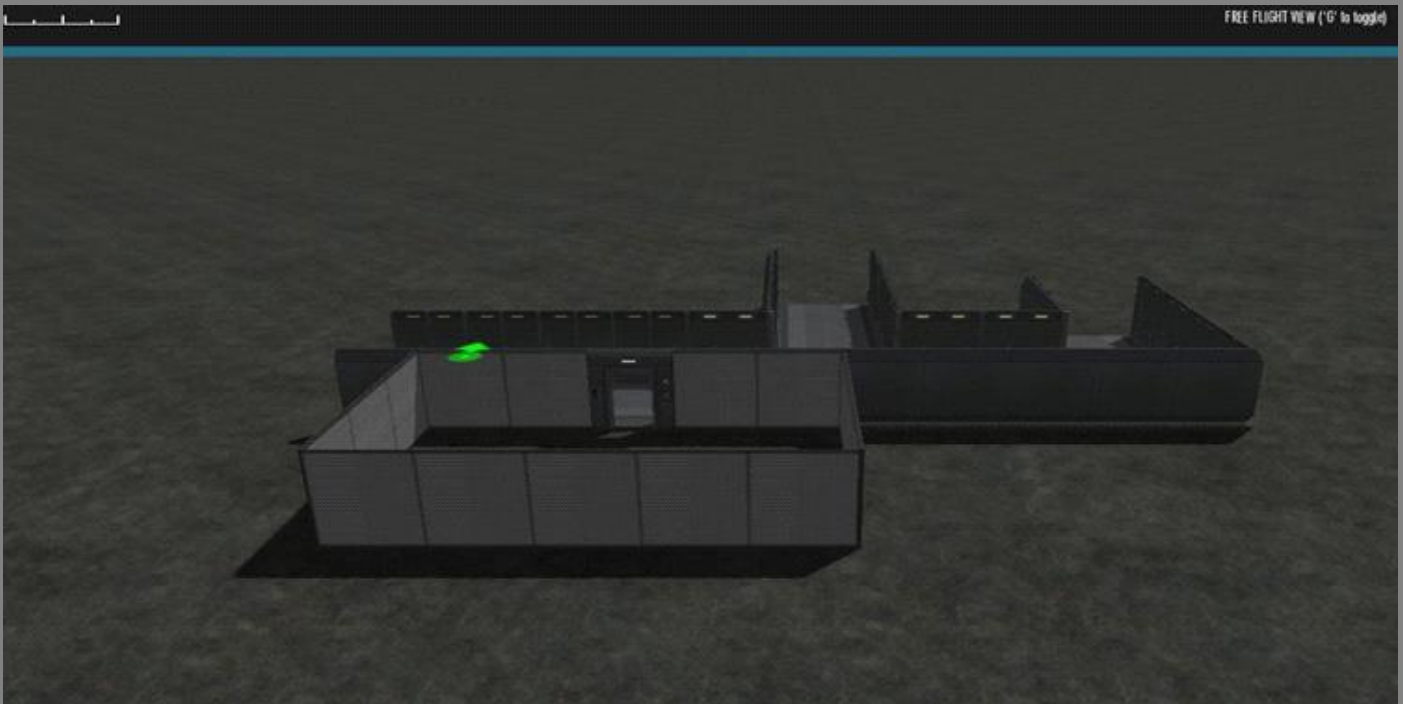
# Building Rooms

Place a Doorway as shown.



Extend your corridor a bit to at least the end of your proposed room. Grab a Flat wall of your choice, and rotate until it sets flush against the corridor as shown.

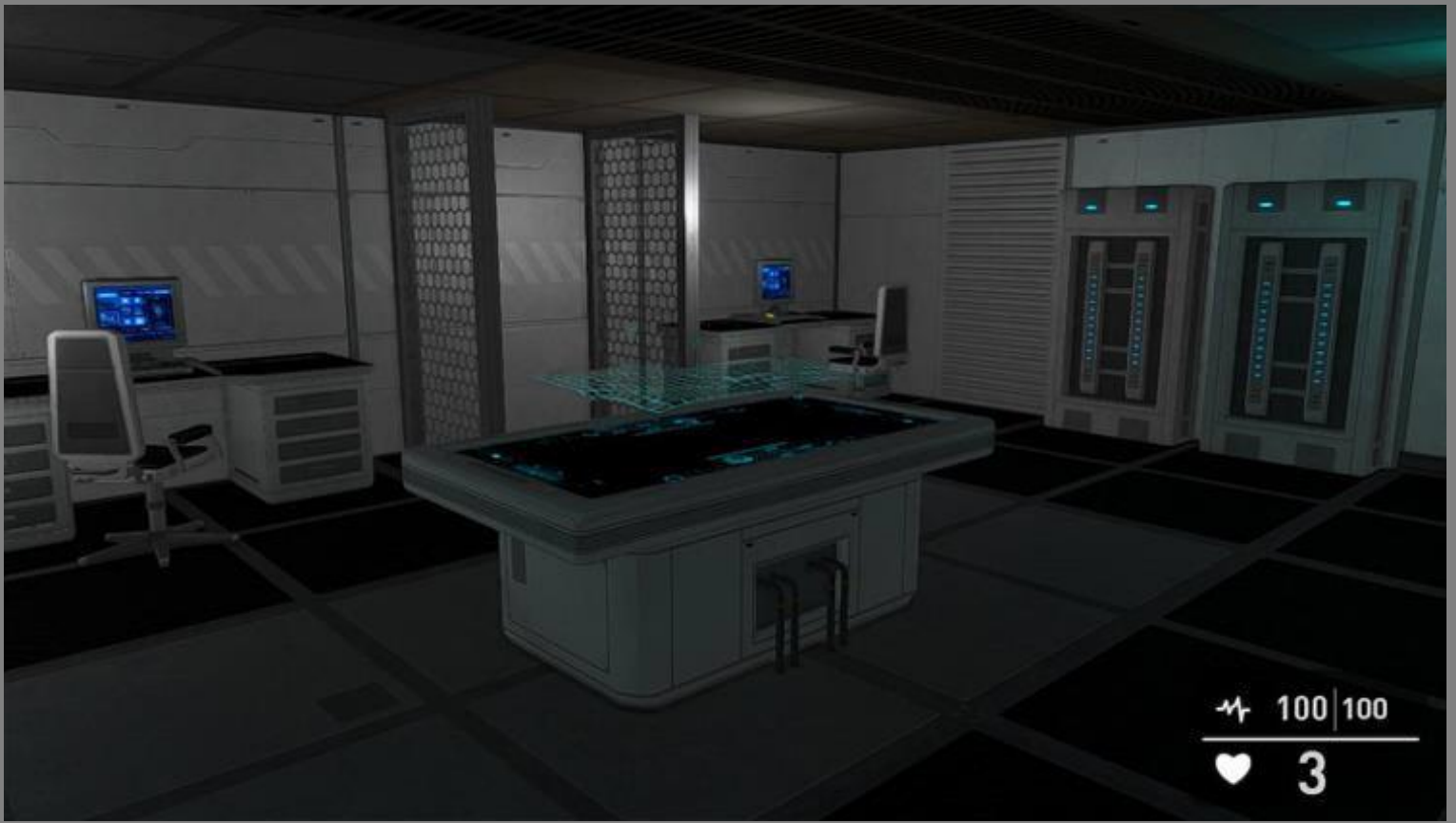




**Next, Place the remaining walls of your room.**



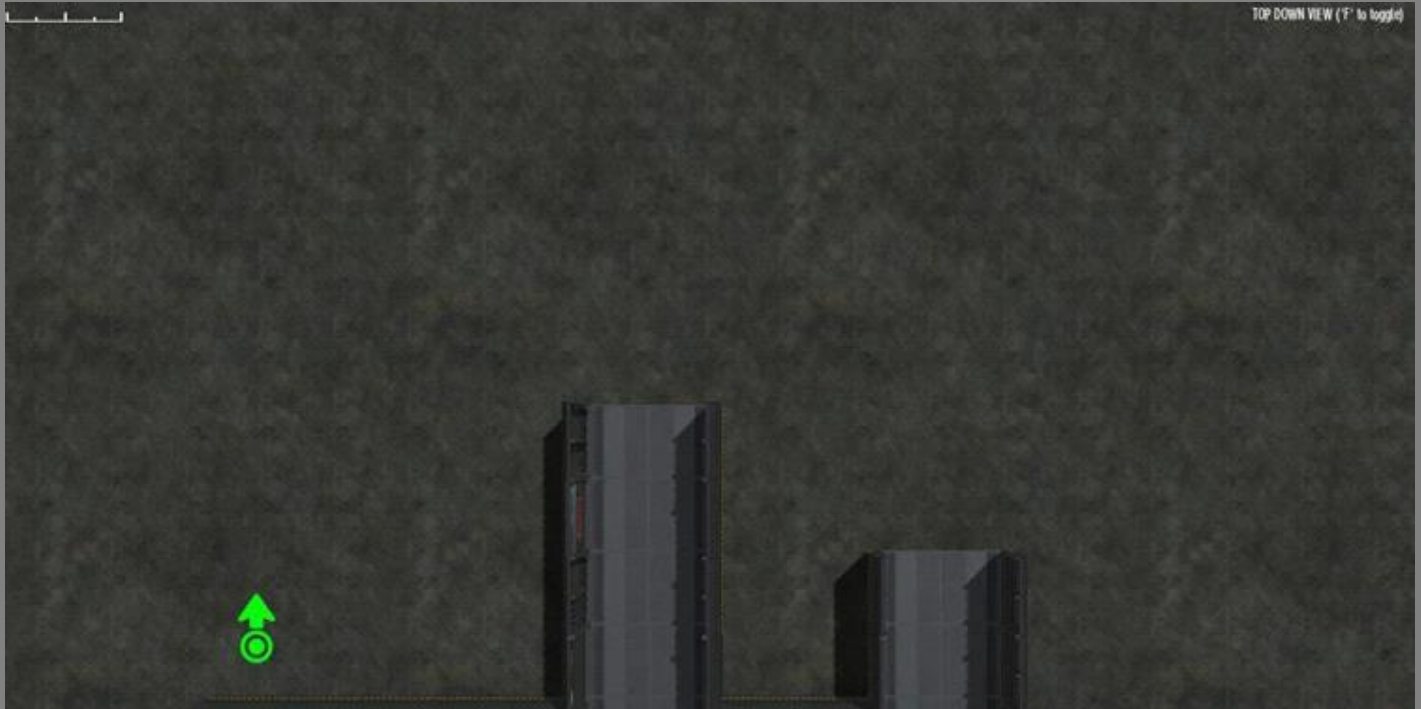
**Then place your floors. Remember, try to mix up your wall and floor parts to obtain variety. Decorate, add lights, and use the single flat floors to put in a roof. Again, try and be creative, and mix them up. Check my screens to see what I mean.**



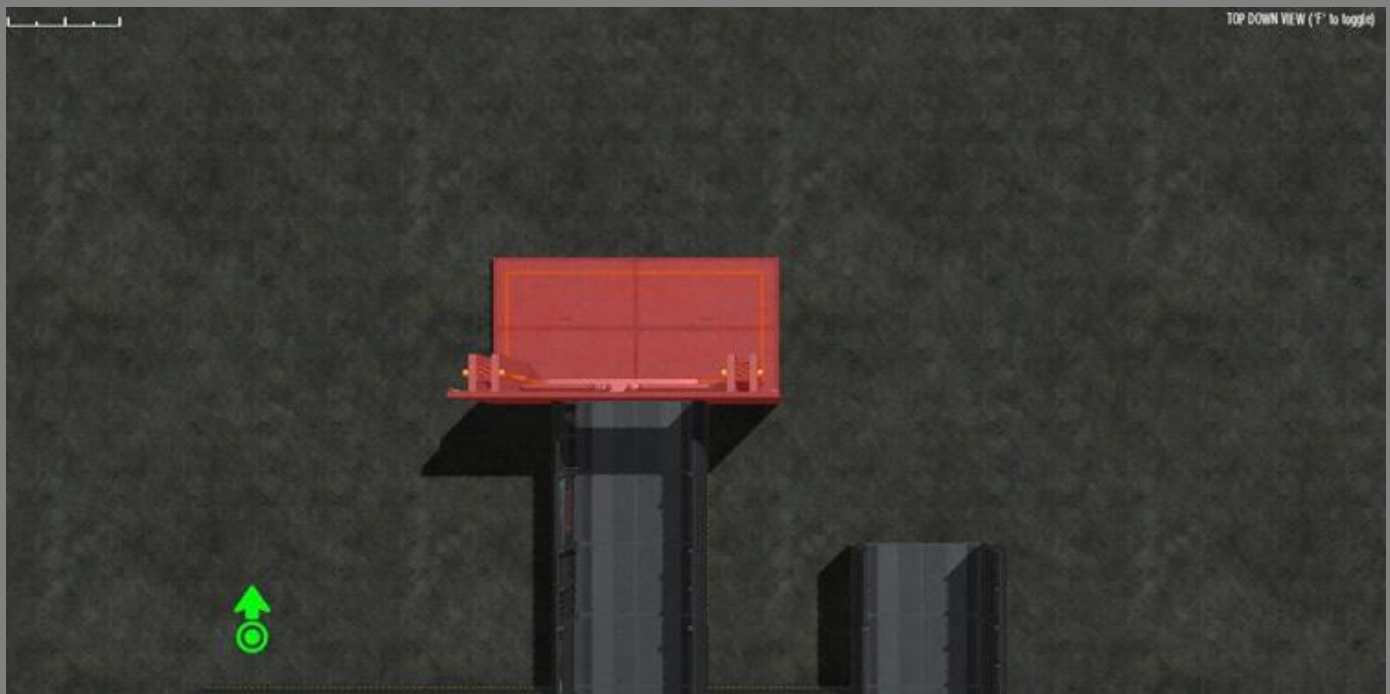
Let's move on...

# The Hanger Bay

Start at the open end of a corridor...



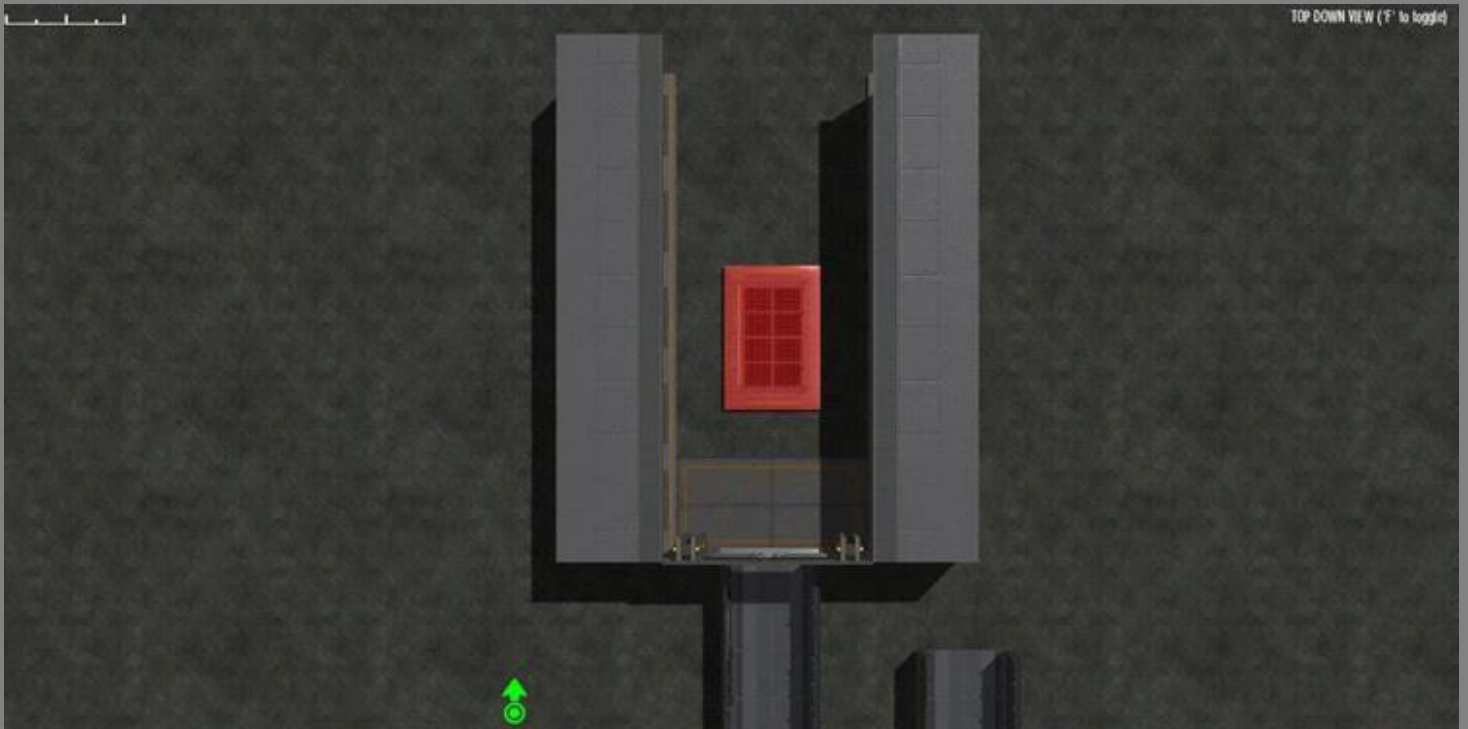
Grab the "Bay Doorway" entity (snap to grid still on). Snap at end of corridor



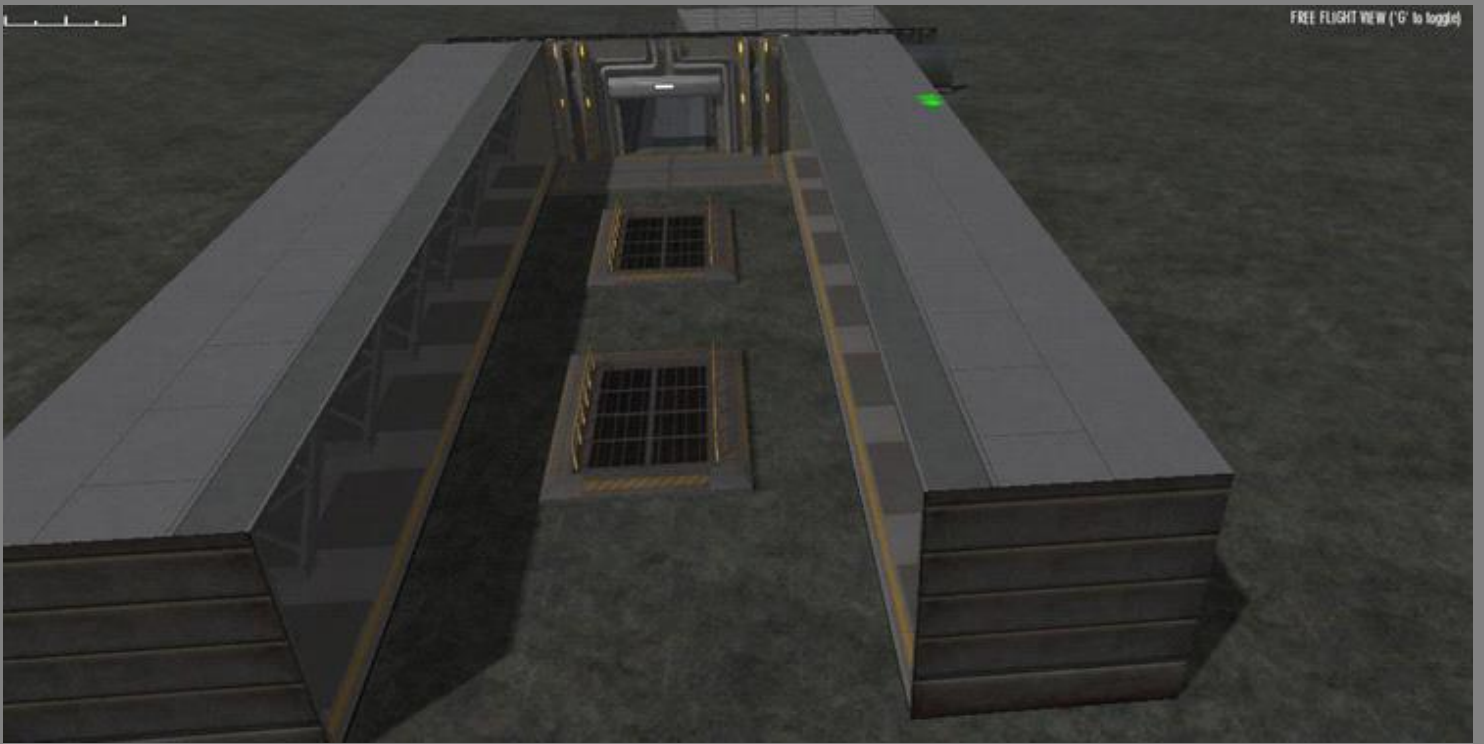
Next, add the "Bay Corners" as shown. Depending on your build orientation, the "Left-Right" labels may seem weird, but provide the designation that one is opposite of the other.



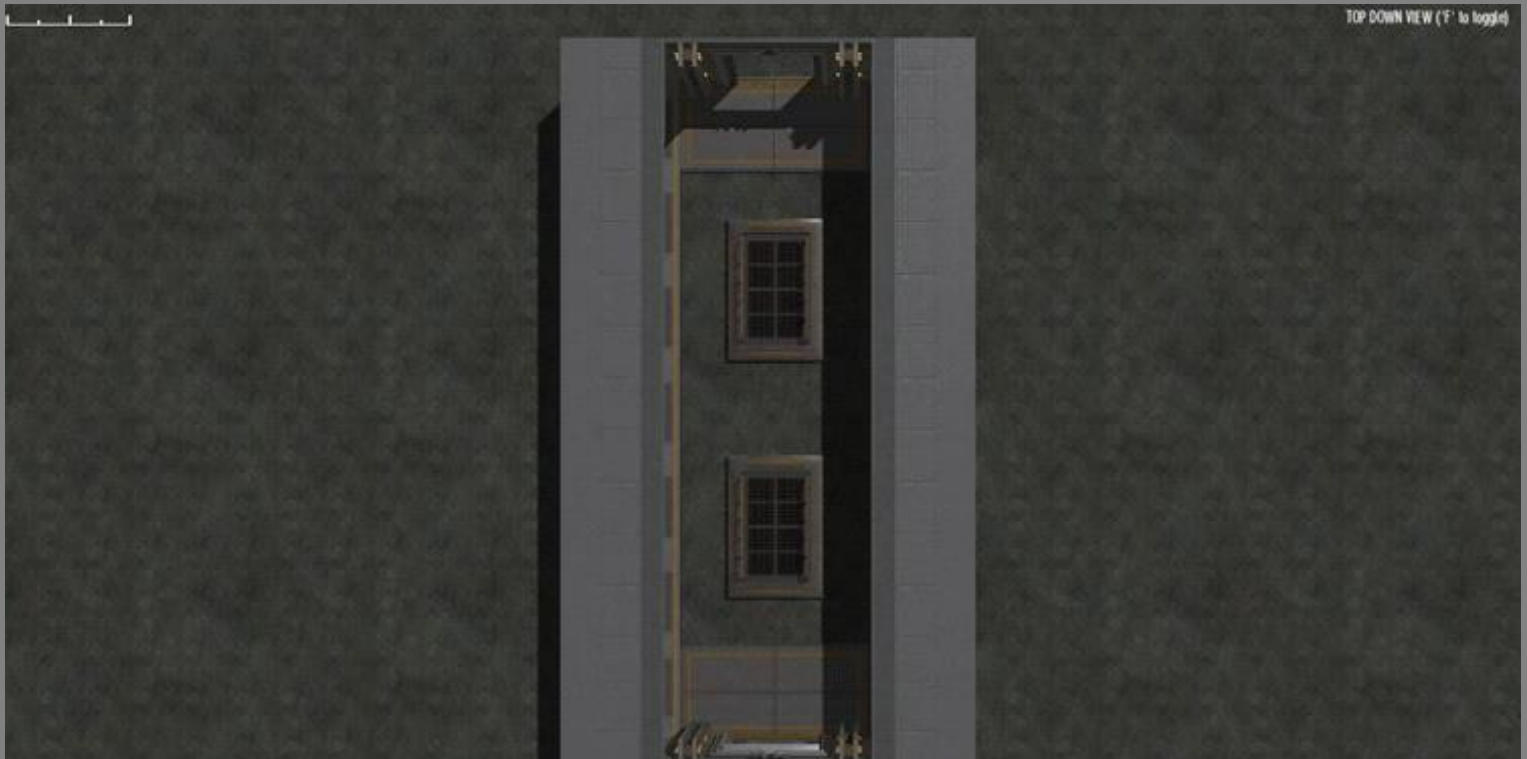
Now add your "Bay walls". You can make it as long as you want. For this demonstration, I'll add 2 lifts. The lifts are 3 grid units long, so be sure to add enough walls to fit them in. Snap them in the center...



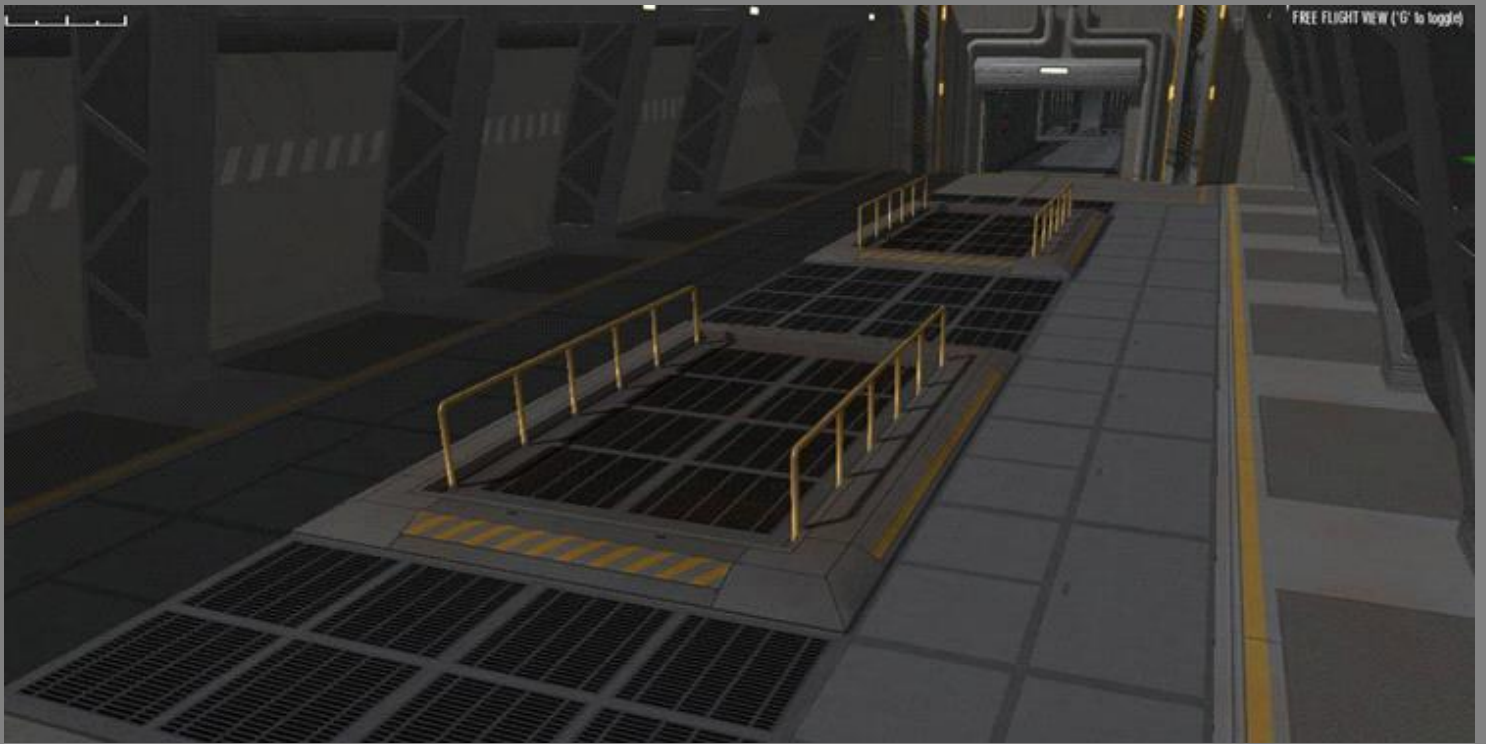
Then another...



To cap the end, use either the Bay Window, or the "Bay Big Doorway". If using the Big doorway, Snap it in at the end.



Snap in your floors...



FREE FLIGHT VIEW ('G' to toggle)

Finished build with or without a lift.



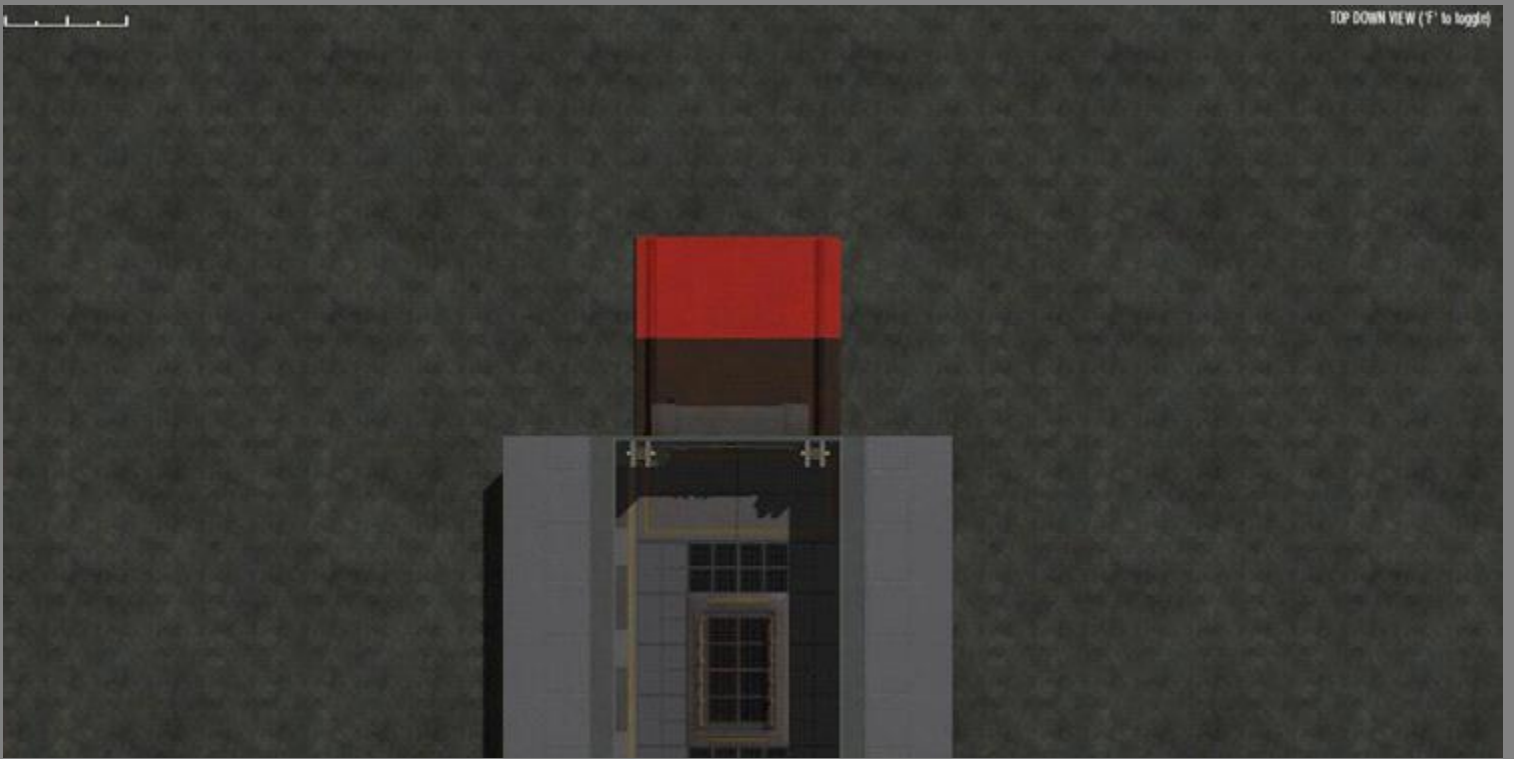
100 | 100  
3



Then, Use the "Bay facade", and snap it to the outside of the doorway as shown.



You can use the "Path" to extend the rusted throughway.



Now you can decorate, add lights, etc. When done let's close it up. Grab the "Hanger roof". When you first see it, it will only show the outline. This is due to its overhead alignment. "Sill in Snap to Grid mode", Press "Page Up" Twice, as the Hanger is 2 full units high.



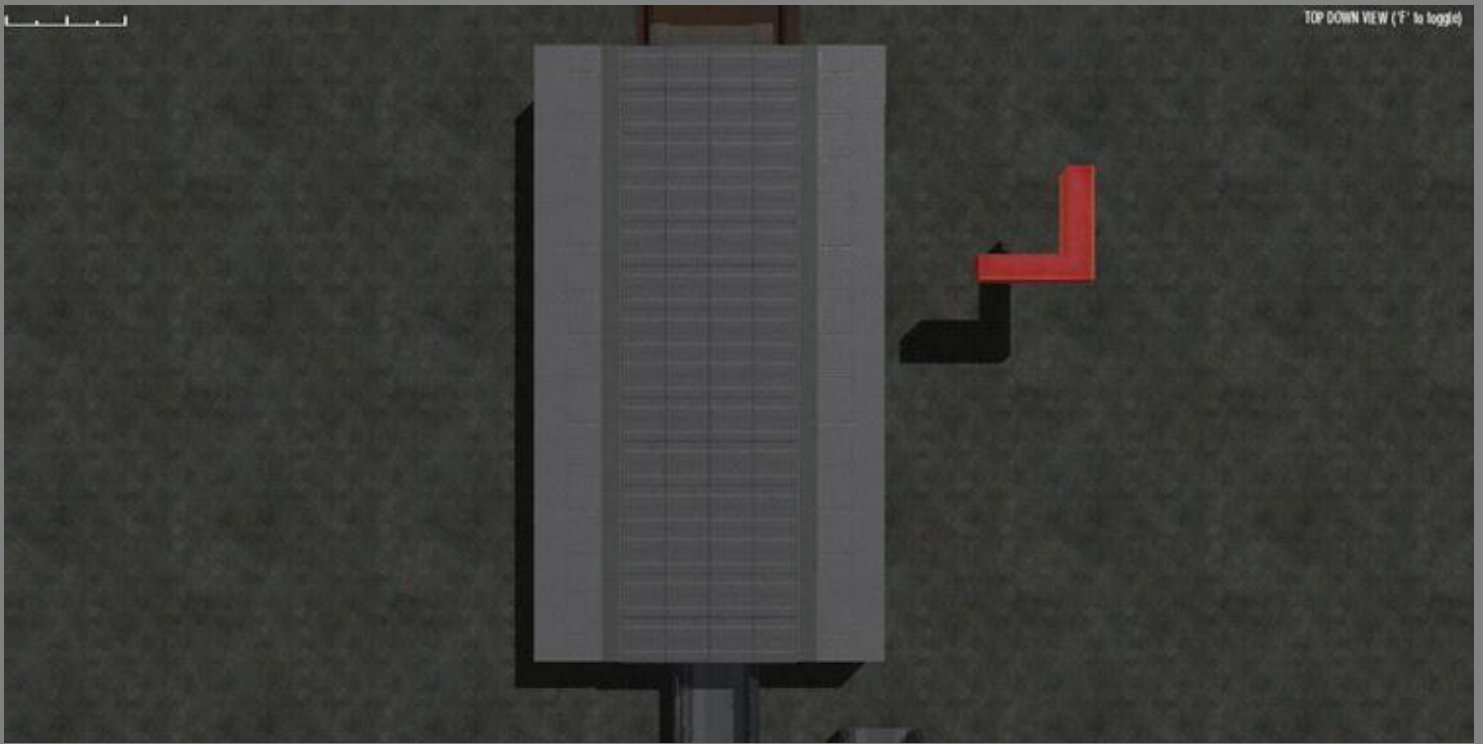
As So...



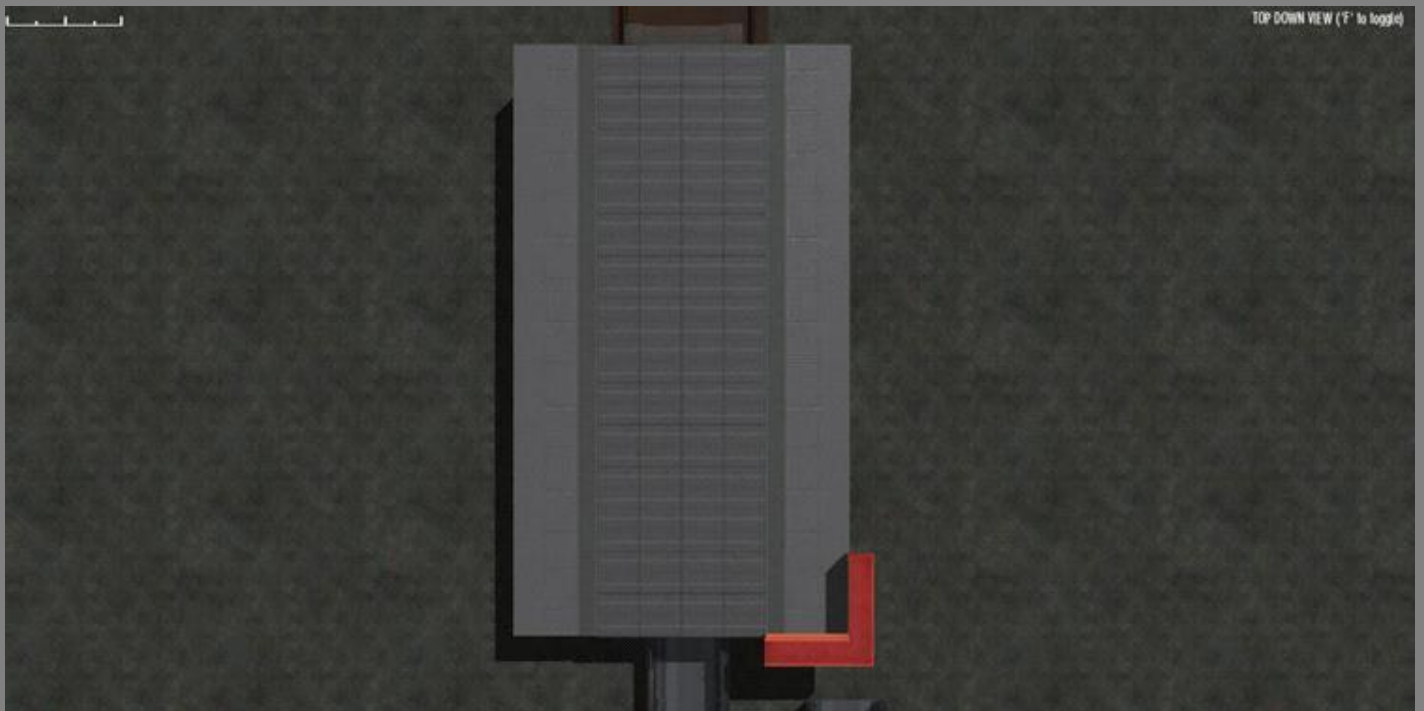
**Finish up by snapping the roof in.**



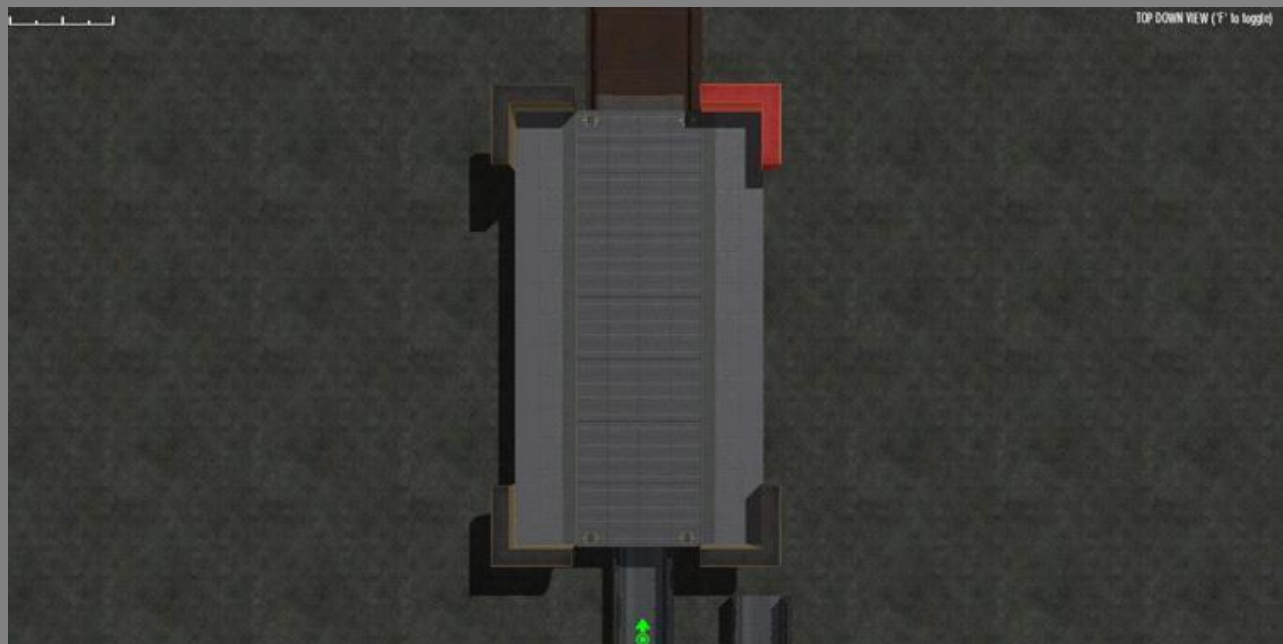
**You could stop here, or add more levels to the complex... Let's look at what the "Tops do. The tops just add some simple variety to the exterior of the structure, as you add more levels.**



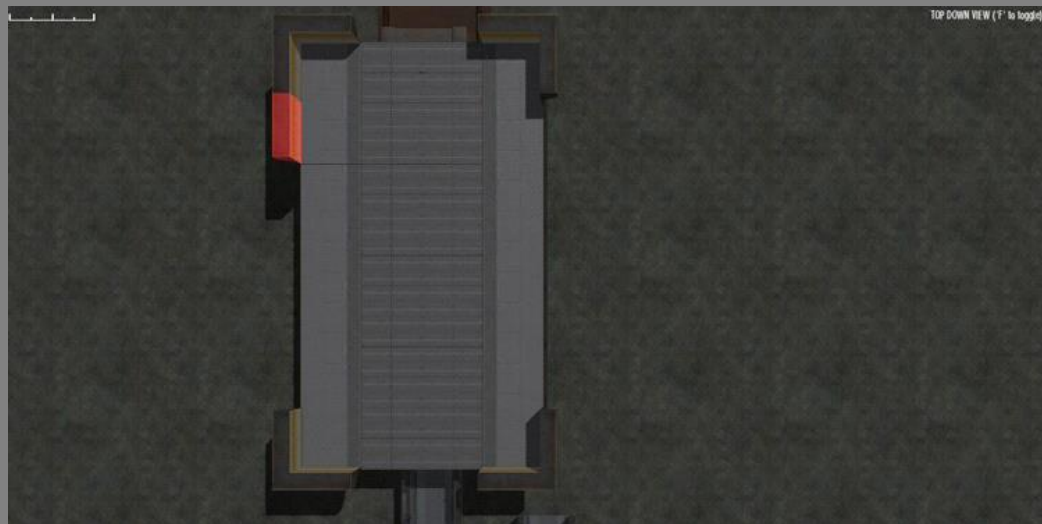
**Start with the corner...**



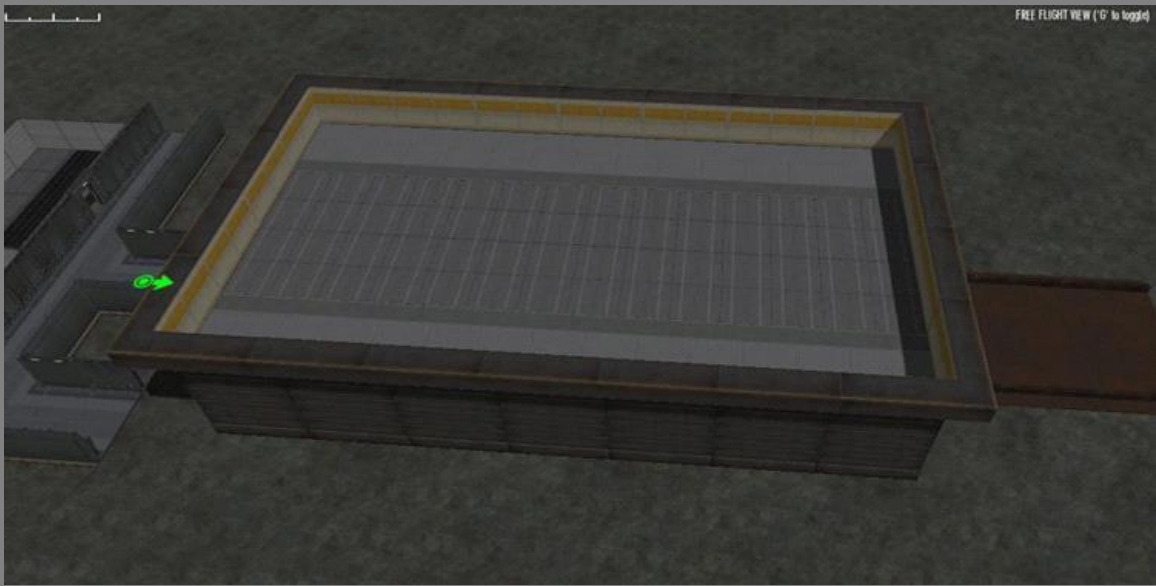
**Snap to the edges as shown...**



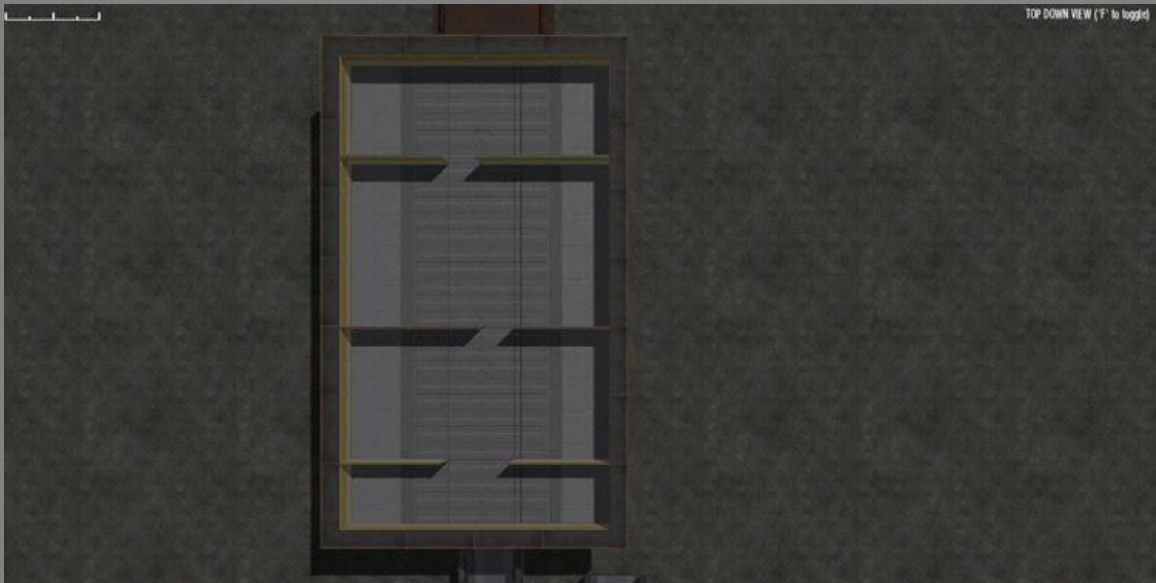
Then grab the "Straight" top, and fill in the edges.



And there you go...

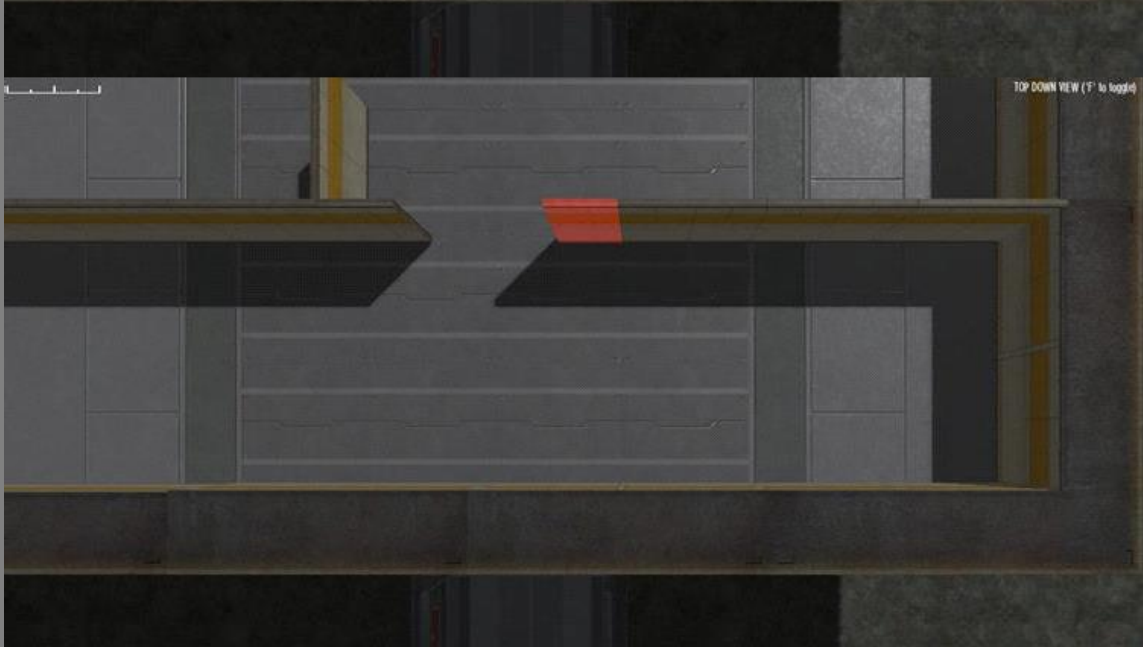
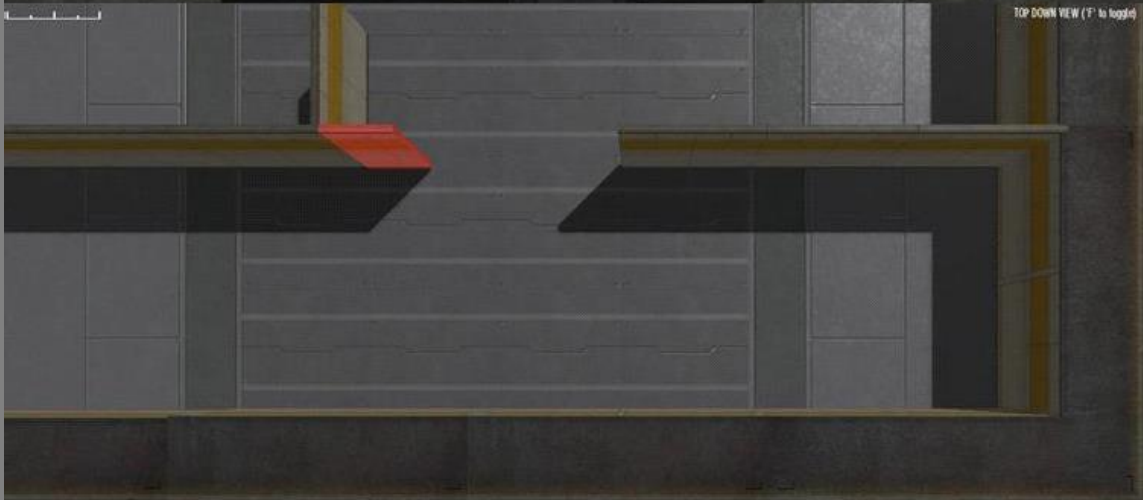
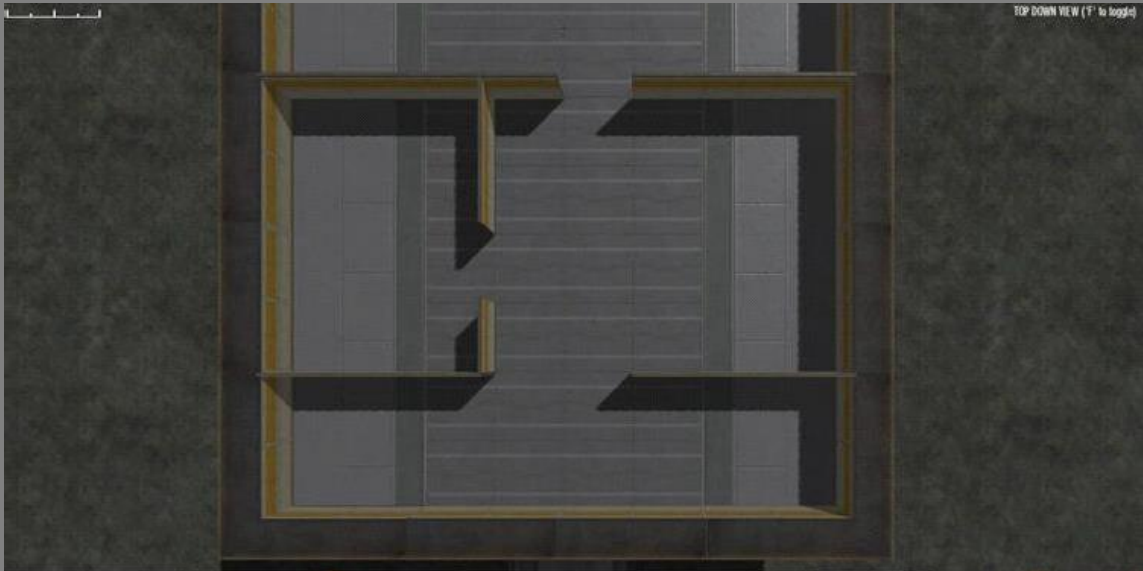


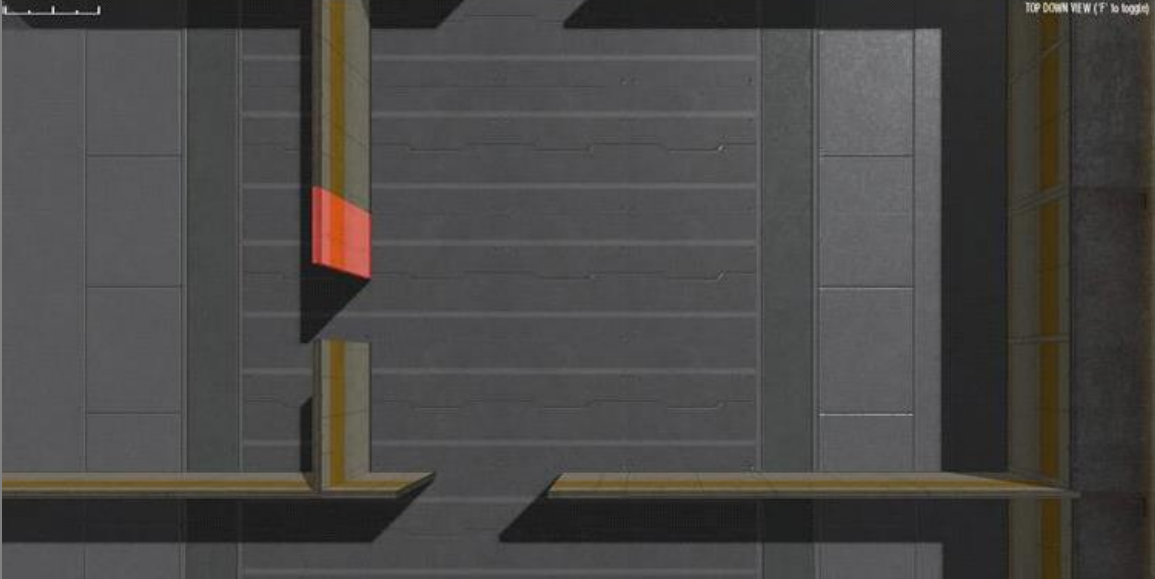
Now you add walls doorways, etc. as you like...



The "Half walls" are handy when you need a short wall, or want to center, an entryway...

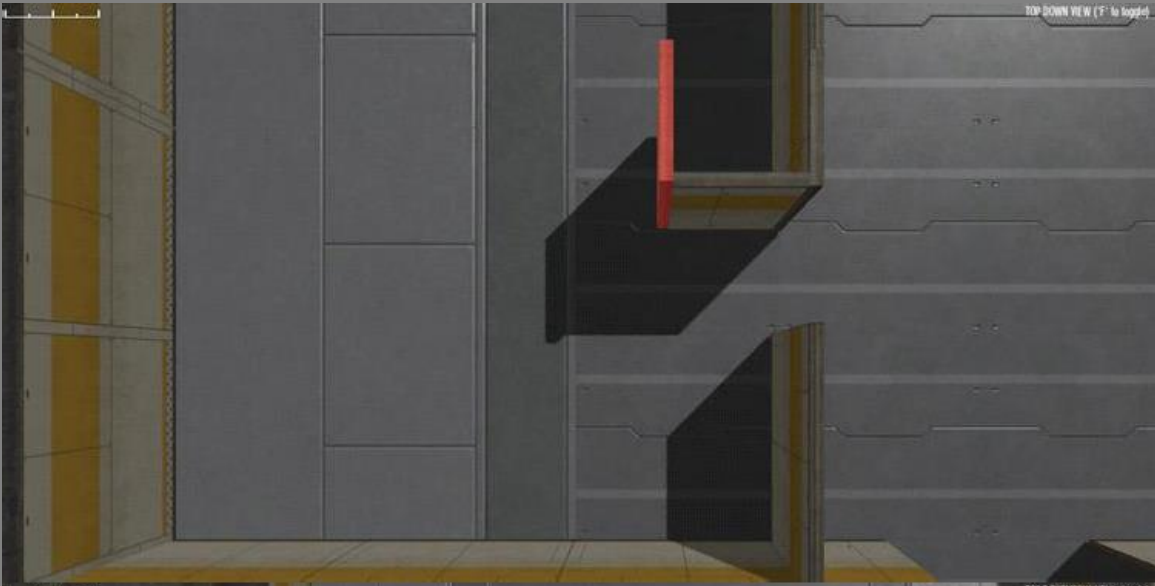




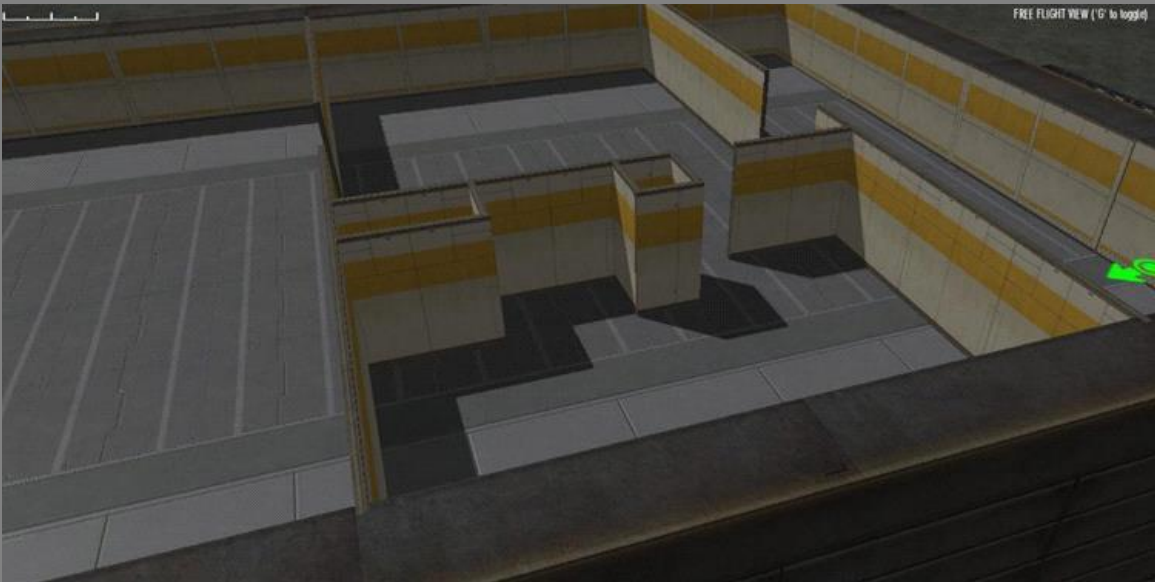


Also handy for building insets...





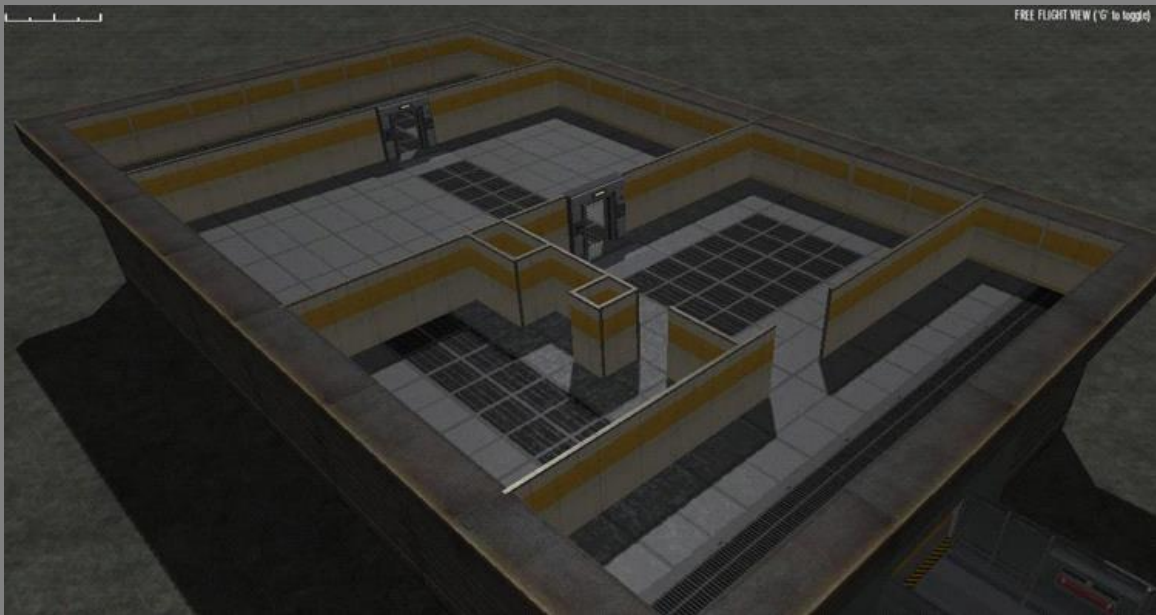
And there it is.



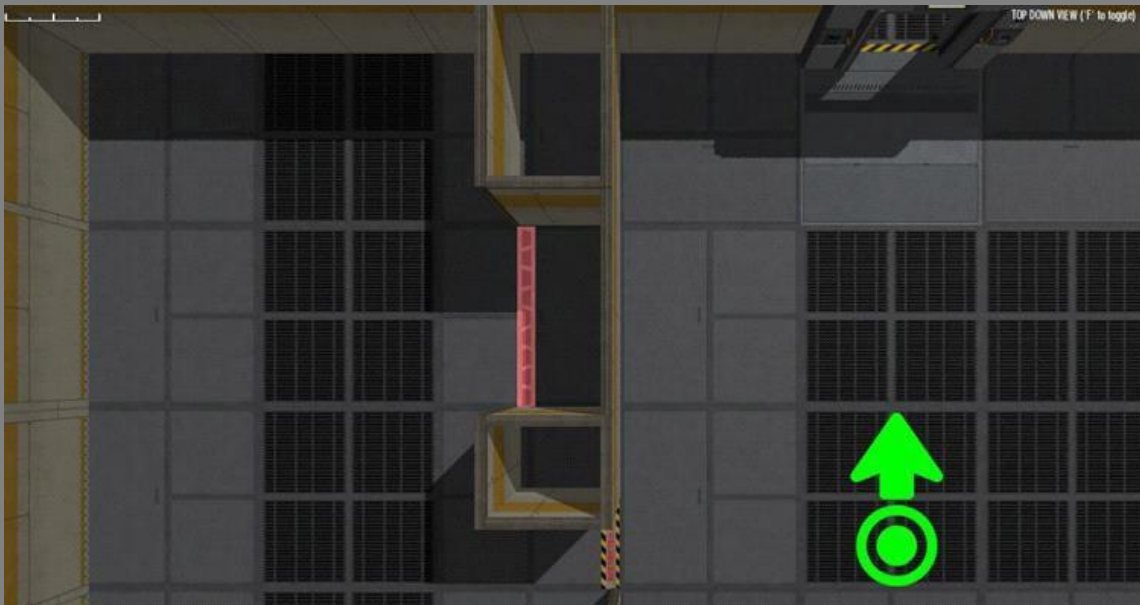
Finish up with doorways, add floors, decorate.



Looks OK...

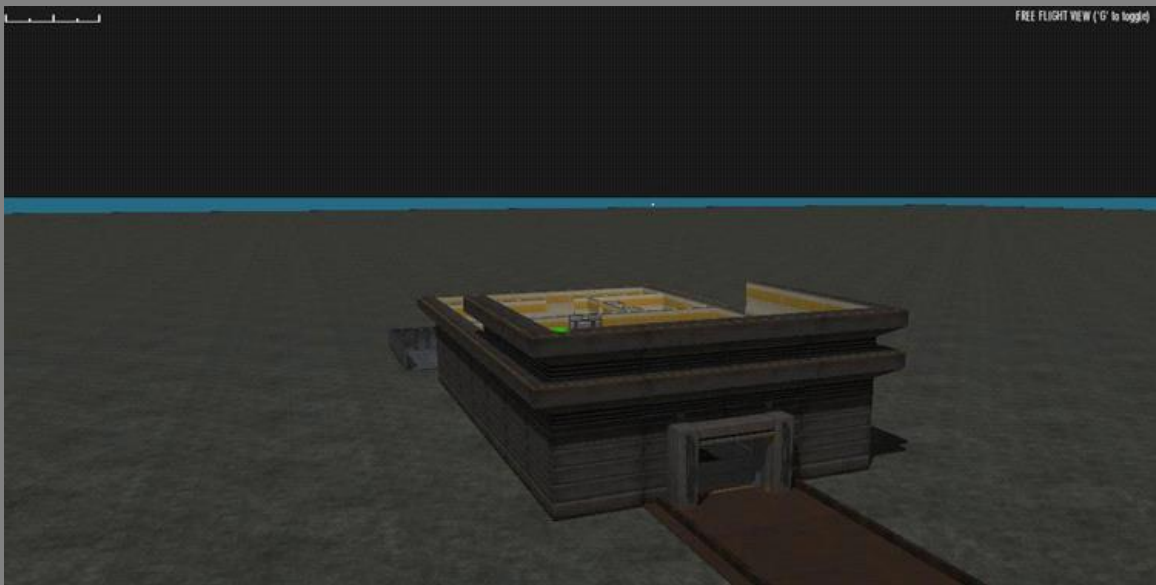


You can use the "Doorway Trim Plates" to add detail to open throughways...

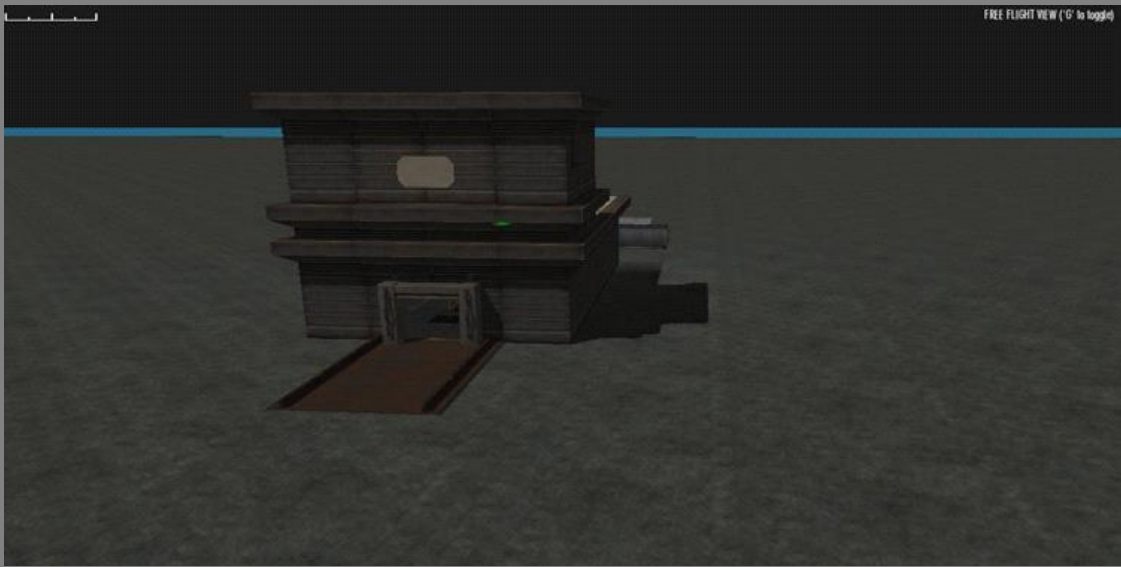




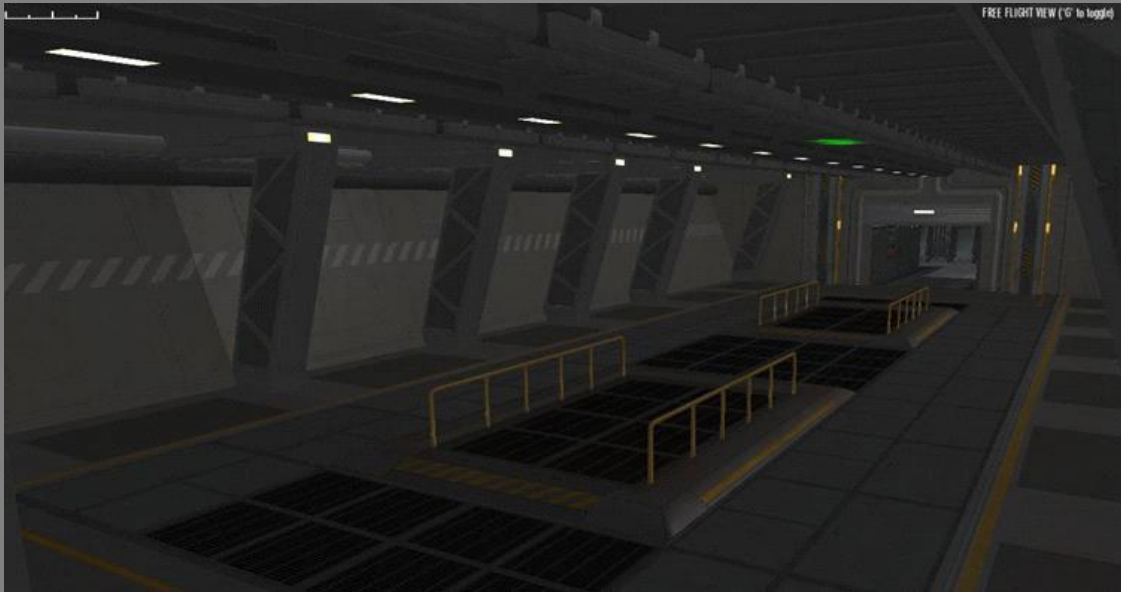
You can stack the Tops, add more levels...



Mix it up! :)



Inside...



Building it up...

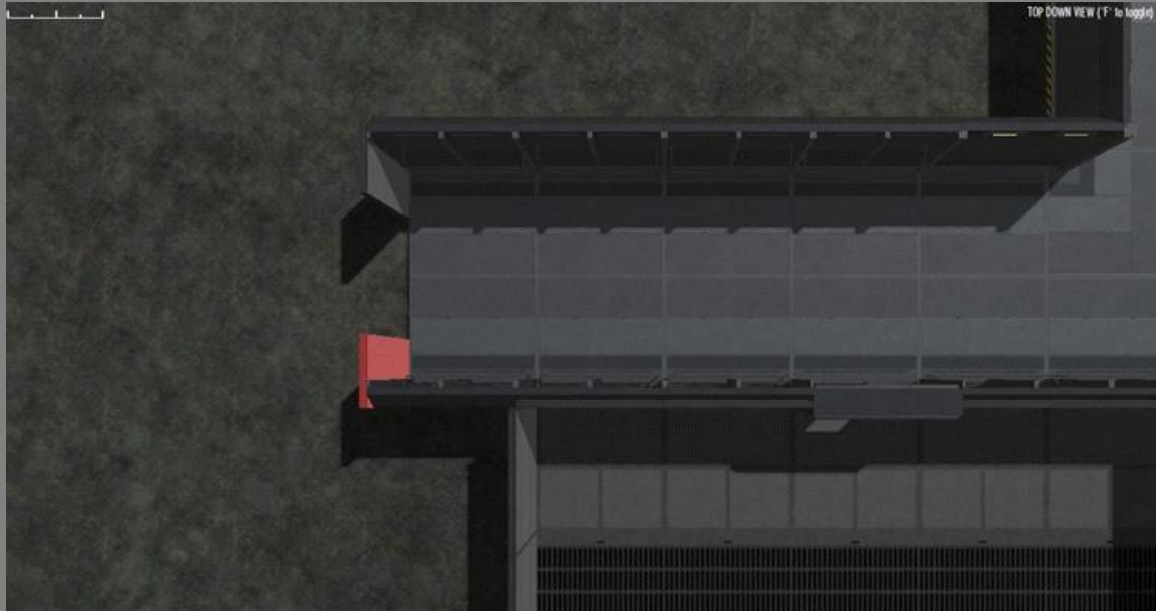


## Power Transfer Room

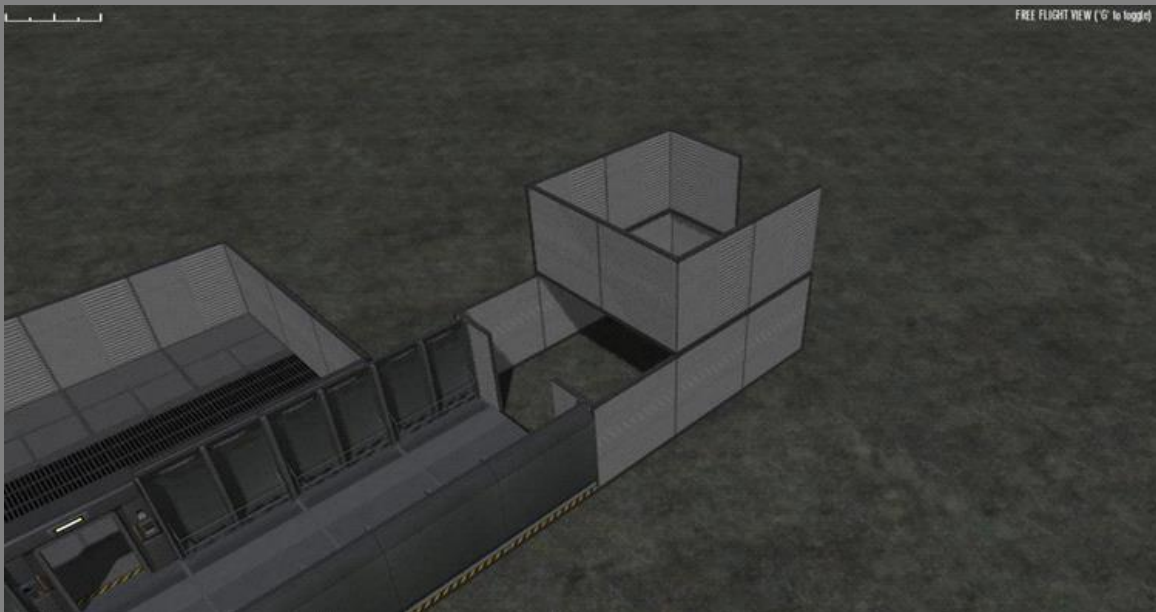
To build the Power Transfer room, we need to be at least 1 full unit above the ground.

So, let's put in some stairs.

From an open end of corridor, use those handy half walls like so...



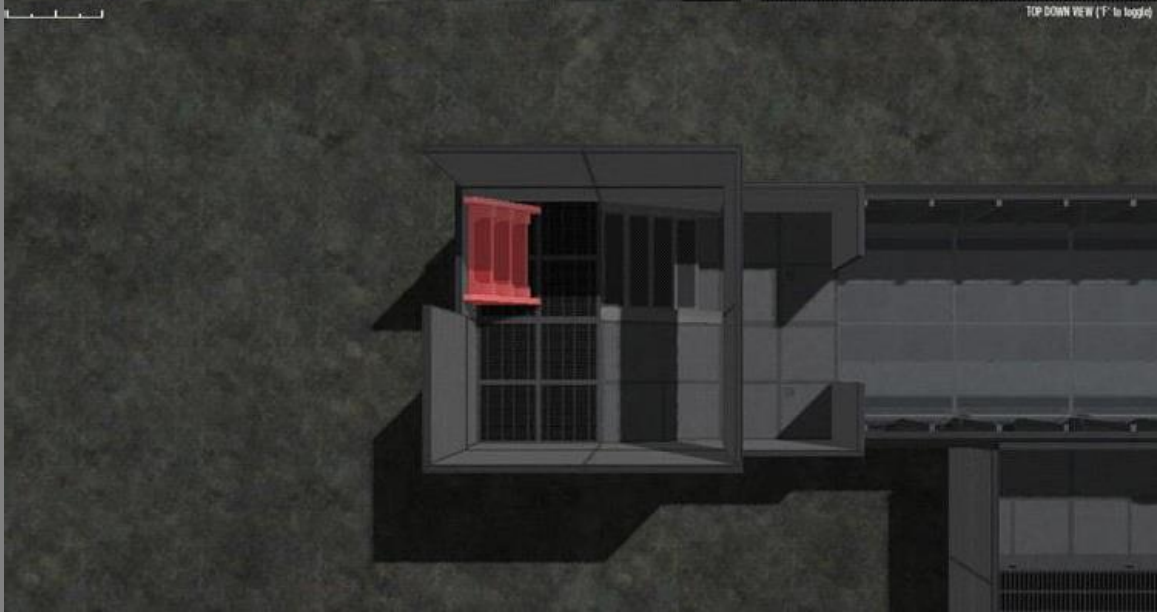
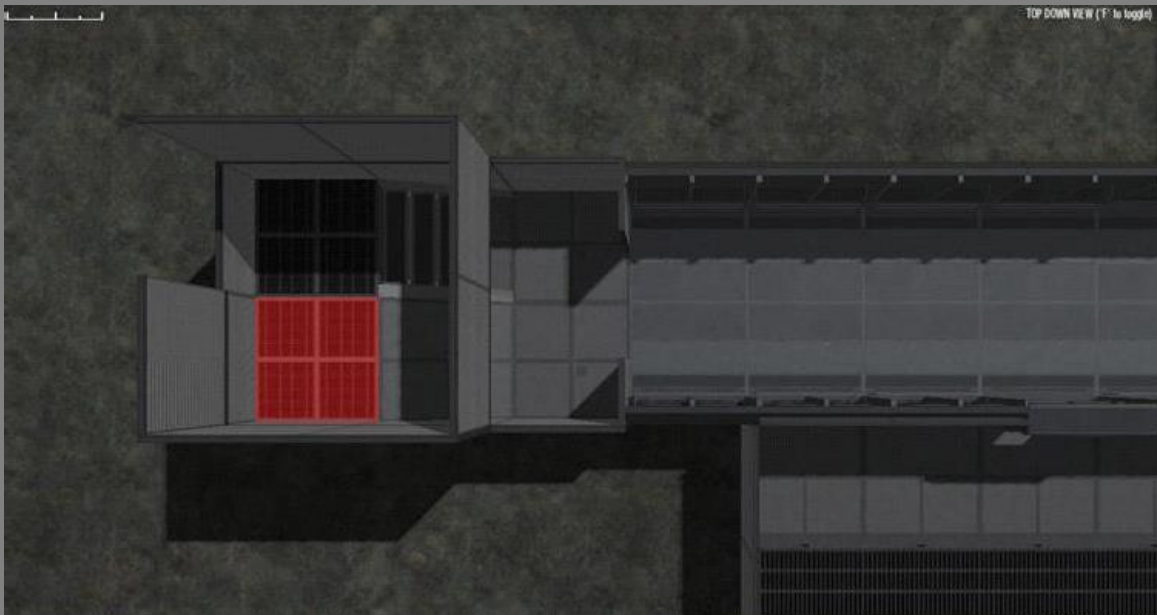
Then build your stairwell. You can of course build this however you like...



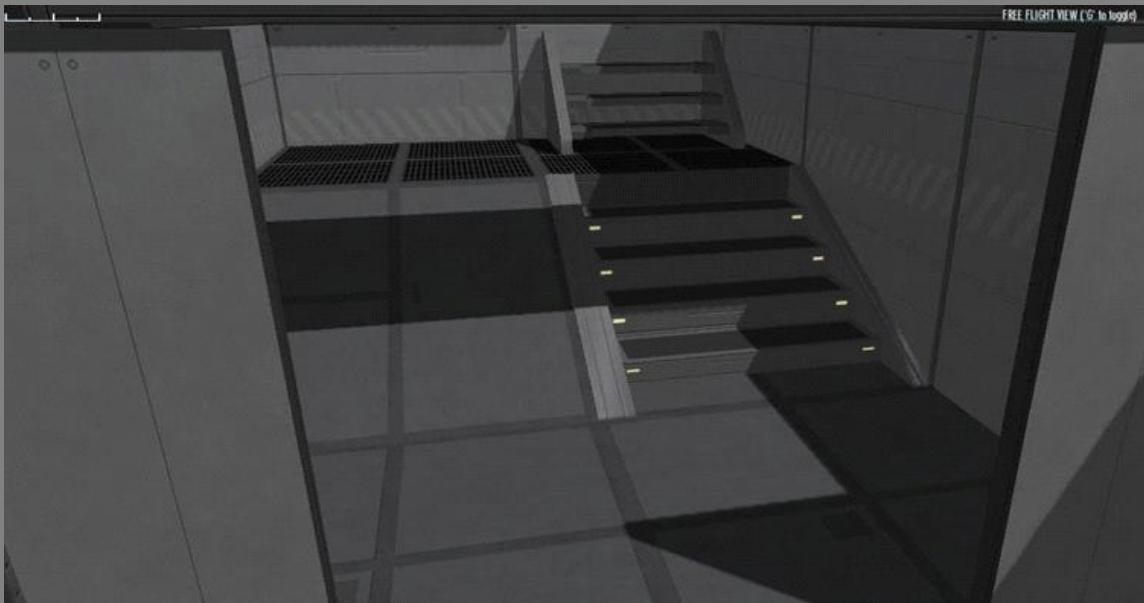
After placing your walls, put in your floors.

You can play around with all sorts of options here by using the various platforms, and ramps.

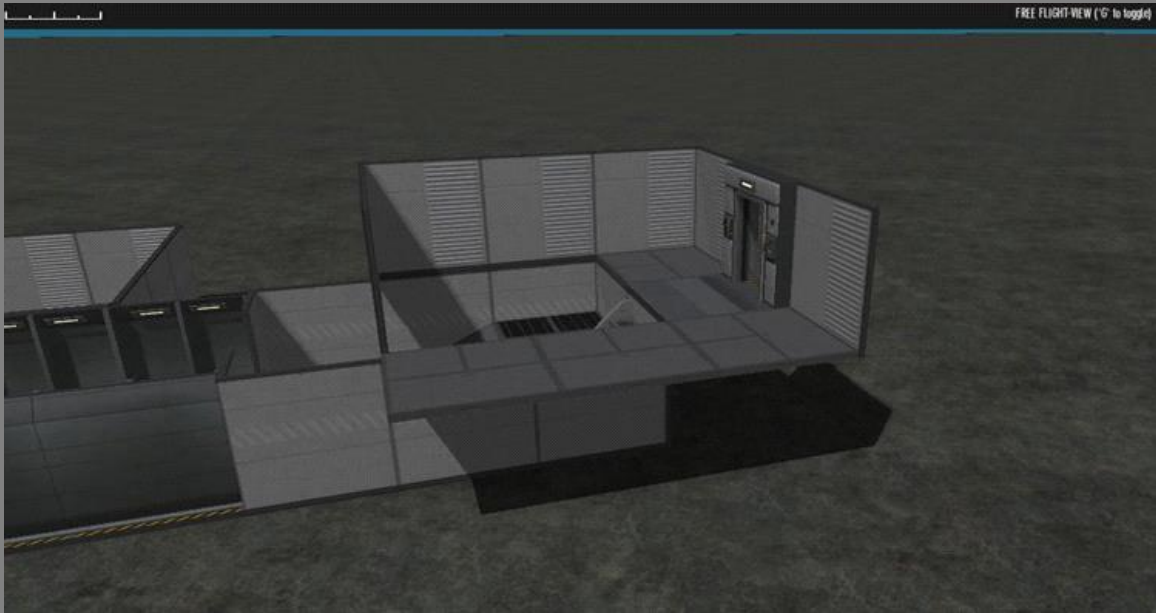




Like so...



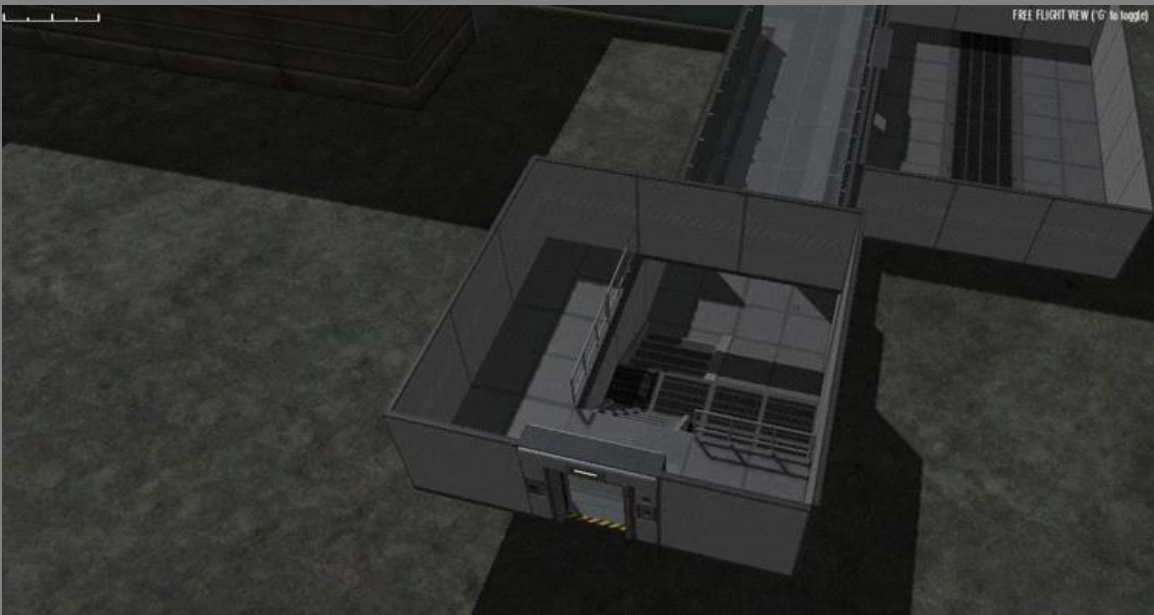
I wanted an open area at the top of the stairs, so I added it, which centered the doorway between two walls.



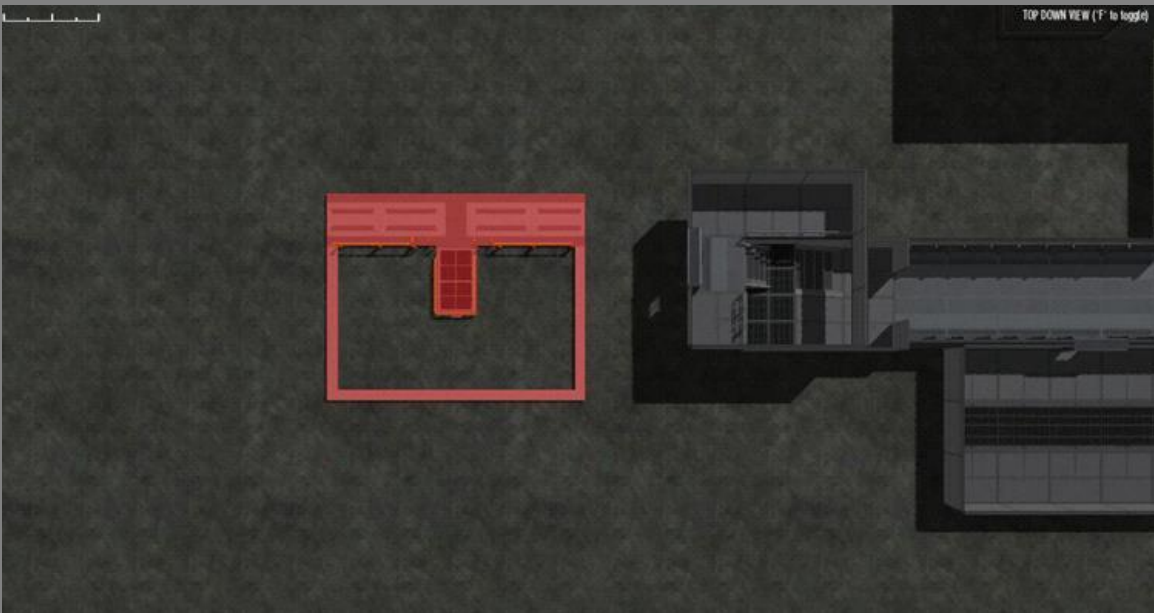
Added some railings...



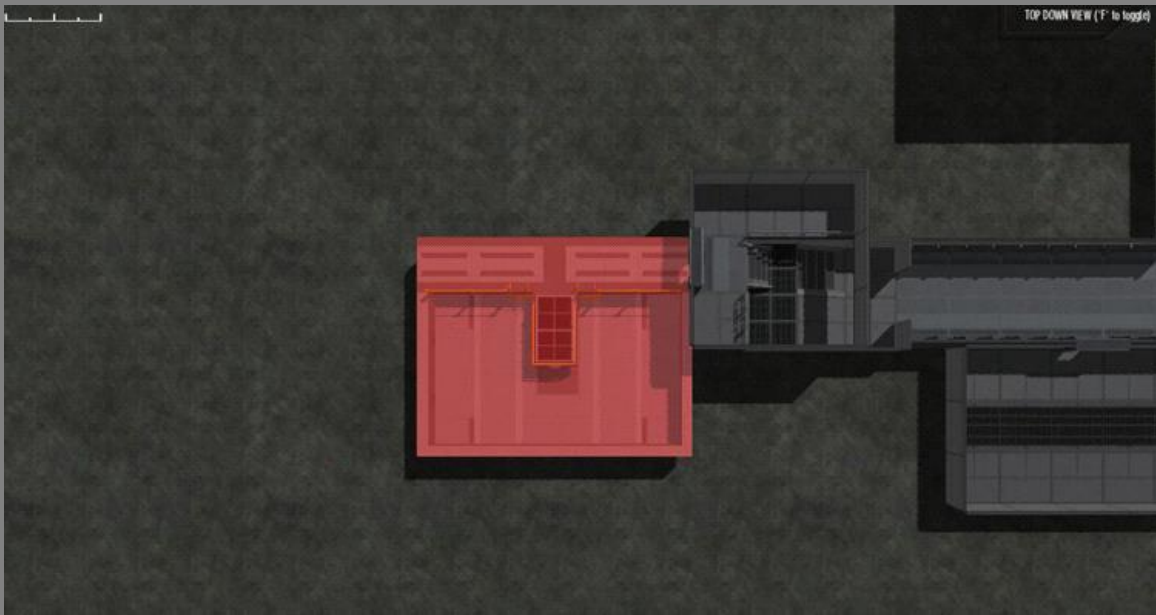
And closed it up.



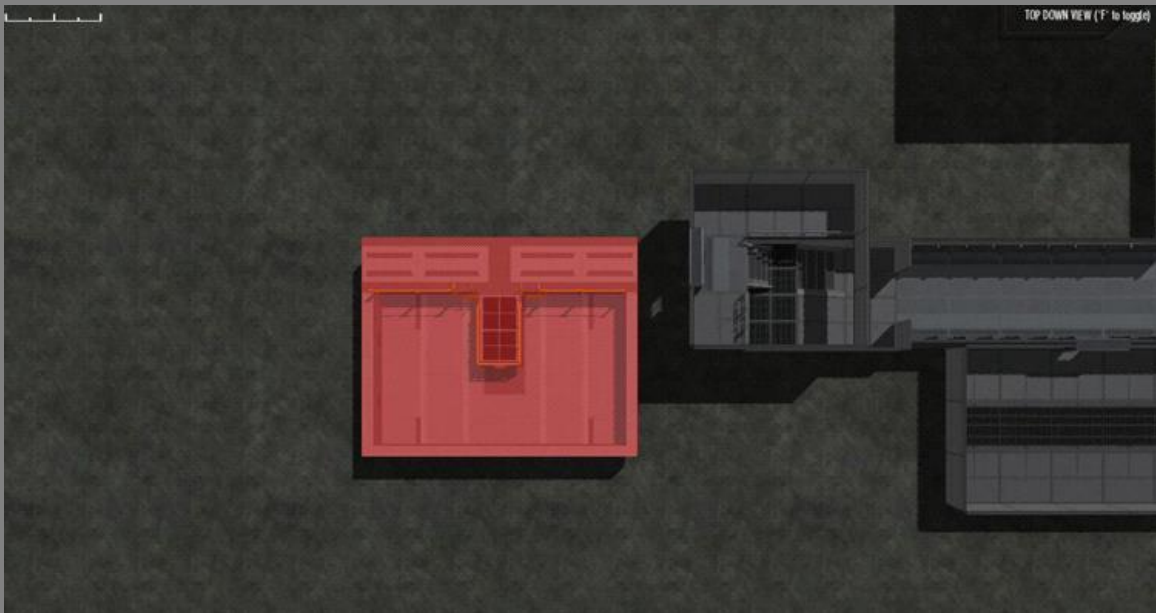
**Now grab the Power Transfer floor (snap to grid on)...**



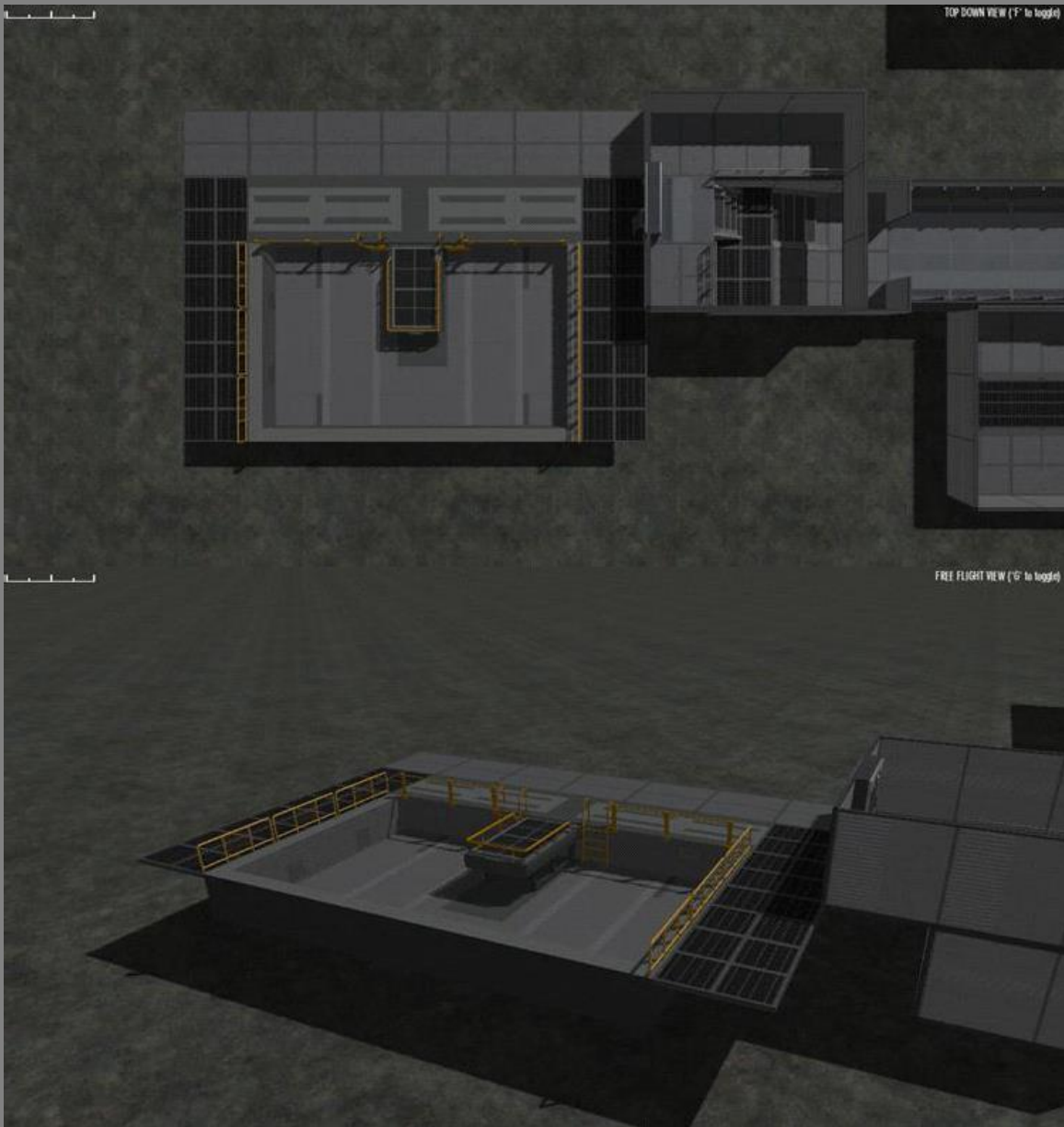
**Hit "Page Up" to bring the floor even with the grid floor height...  
You can place this at the doorway,...**



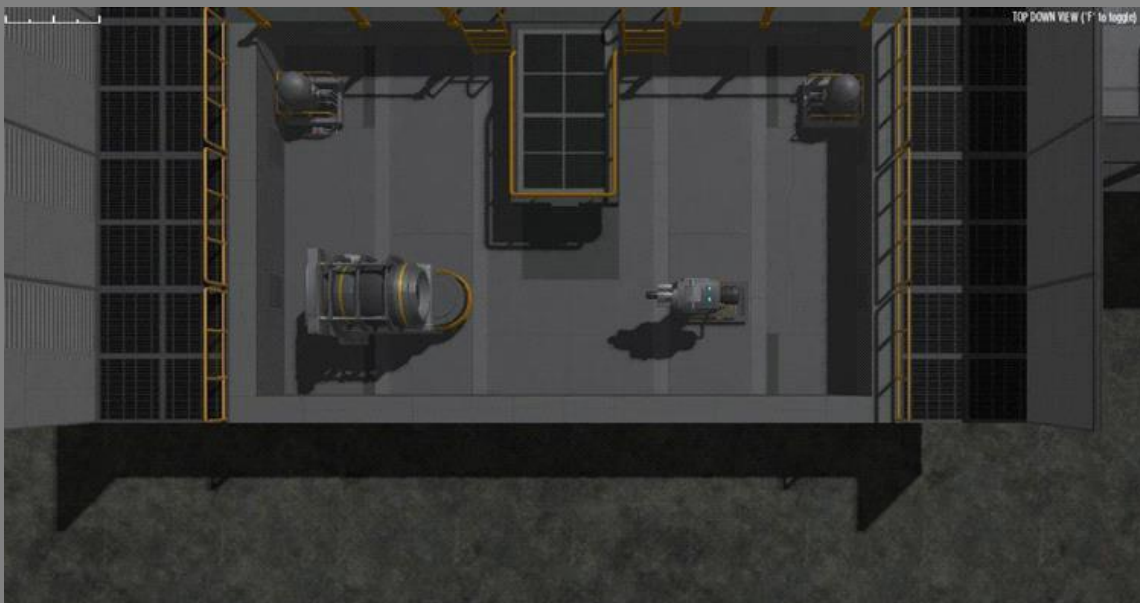
But I wanted a path to walk around the object, so I offset it 1 unit. Like so...

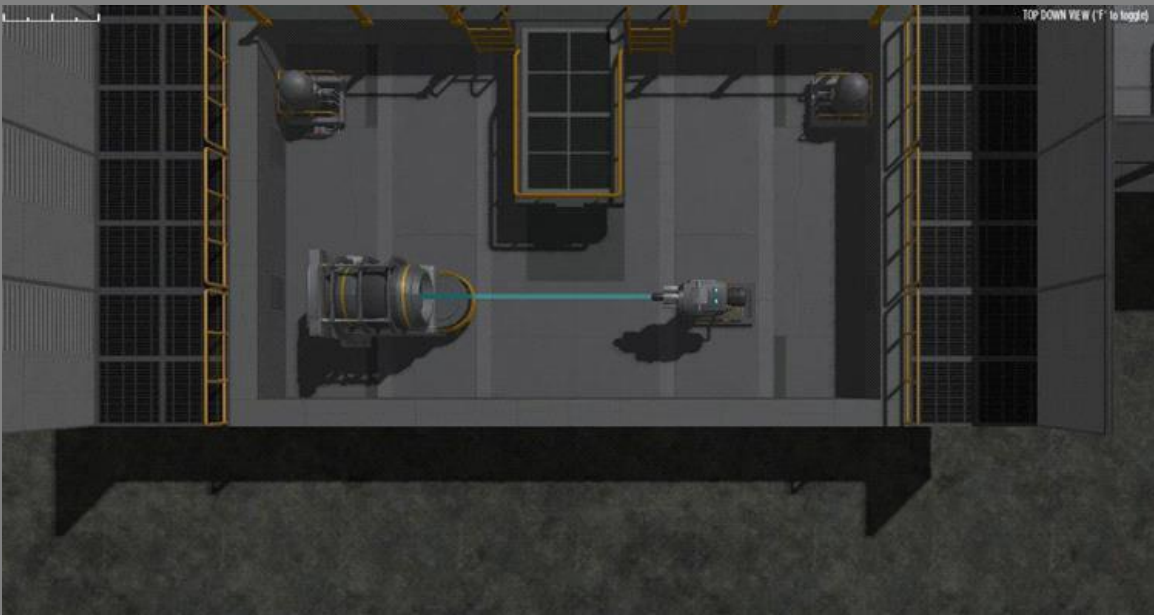


Snapped in my floors...

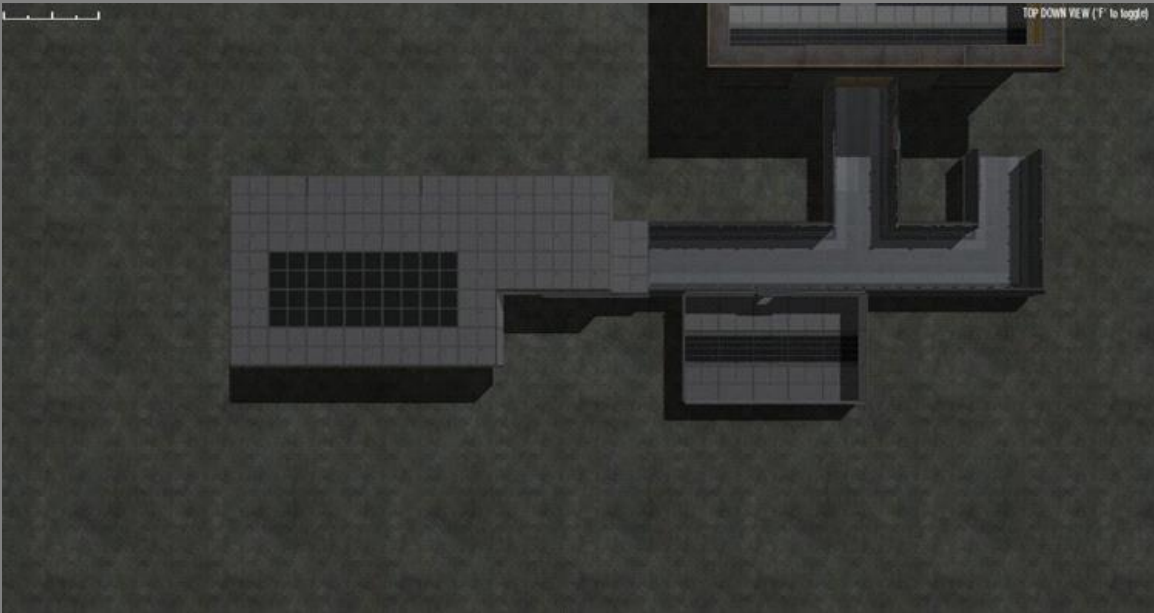


**Added some walls, and placed the props...**





**Decorate, and light as you wish, then close it up.**



**For my final build I use the Large Stairs, your options are limited only to your imagination.**



And That's it. With a little practice using the kit you will find it very fast, and easy, to get your structures built.



Hope you enjoy the pack.  
Be sure to Check out the extras folder for handy meshes, and UV maps to make customizing easy.  
Be well, Your pal Cosmic.