

Kodiak, Alaska Scenery for FS9

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This is fictional scenery for Kodiak, Alaska (PADQ), designed for FS9. I created this scenery to fix some scenery issues and "dress up" the area.

Here is what to look for in this scenery package:

- Added missing section of taxiway F.
- > Fixed the shoreline immediately around PADQ to eliminate the water that climbed the steep rocky shore.
- > Modified the lake shoreline adjacent to the Municipal Airport.
- > Added a landclass town to represent the town of Kodiak at its approximate real-world location.
- > Added buildings to the airport ramp area after deleting the unrealistic default buildings.
- > Added night lighting to the ramp area.
- > Added missing taxiway signs.
- > Added cruise ship and dock in Harbor.