

Nome, Alaska Scenery for FSX  
PAOM & Nome City Airport (94Z)  
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This is fictional scenery for Nome, Alaska (PAOM), and Nome City Airport (94Z) designed for FSX.

I created this scenery to update the airport and surrounding area and replace several of the unrealistic looking buildings with something more appealing.

Here is what to look for in this scenery package:

- > Installed "Barren Tundra" landclass, in order to remove all the trees.
- > Changed runway designations and headings to match real world runways.
- > Reworked shoreline of harbor to open it to the ocean.
- > Added more parking.
- > Removed default buildings and replaced with buildings better suited for local.
- Added ramp lighting for night operations.
- > Built up small Nome village with scenery objects.
- > Replaced default buildings at Nome City Airport(94Z).