THE BIG INDUSTRIES THAT AREN'T THERE UNDERBRIDGE PROCESSING CORP. Empties in/loads out connection (Open-face factory) to coal consumer on other end of main line INLAND FREAK COAL CO (Tipple supplied by conveyor coming from an Outer track over-the-hill mining operation) paved so that Interesting view of passing trains middle track Backdrop through "office" windows can be used as team track SECTION AA Short main line tangent for portable uncoupling ramp. car loading located to serve switch crews working in either direction Team GROSS FABRICATIONS INC track Open-faced erection and assembly shop for large structural items shipped on flatcars Dummy Shelf for prefab flatcar (outgoing) and track mill gondola (incoming) loads "fiddled" on and off cars in plant to rest of plant EAU D'OR REFINERY Tank farm (theoretically Gross connected to refinery by **Fabrications** pipelines under tracks switcher Tanks extend above eve level parks here Protective dikes around tanks REFINERY Tank-car loading facilities Trees hide phony side of tank Refinery's anchor fence can keep 'em from going on the floor

Beyond selective compression — suggestive omission

SELECTIVE COMPRESSION, the reduction in number or size of the components of a prototype structure, yard, or whatever to reduce its appetite for layout space while retaining its function and appearance, is a long-established principle. Sometimes though, it doesn't go far enough. Whether or not we have room for them, we need big industries to generate traffic, but priority must go to track and other strictly railroad items to make the layout work.

So, look into "suggestive omission." We can model the big industries by suggesting that they are behind the observer or beyond the horizon or in any other convenient (i.e., not on the layout) location. In fact, you can create the illusion that the observer is standing within the industry. The only portions of these "productive" lineside facilities that need be modeled are those that can be occupied by freight cars! As with other scenic trickery, the illusion is more easily achieved if the railroad is almost at eye level at the point in question.