

Turkey Point Nuclear Generating Station

When flying in the South Florida DLC in the Miami area you may have noticed the rather large bright green area that looks a lot like some crop being cultivated. These green fields are, in fact, a series of interconnected water cooling canals for the nearby nuclear power plant at the edge of Biscayne Bay.

Rather than use the standard short, large diameter cooling towers that you often see associated with a nuclear power generating station, Florida Power and Light chose to use these 10 square miles of connected canals to cool the hot water from the steam generating units.

The canal area is five miles long and 2 miles wide and is also the protected home for a large and growing family of American Crocodiles. This is 6,000 acres of circulating cooling water that is returned for reuse at the proper temperature.

The power generating station site sits on 3,300 acres of what is typically called wasteland. Built in the late 1960s and early 1970s, Turkey Point houses 3 active units - two 802 MW Westinghouse pressurized- water nuclear reactors and one 1,150 MW combined-cycle gas-fired unit.



Turkey Point serves the entire southern portion of Florida. With a combined operational capacity of 2,754 MW, the site is the third largest generating station in Florida and the sixth largest power plant in the United States. Turkey Point is the only Nuclear Generating Station in the state of Florida.

This area was mostly passed over when providing detailed graphics for the DLC. If you didn't know better you would not have any idea this complex was a one of a kind nuclear power generating station.

This is what you currently see when flying between Ocean Reef airport and Homestead, Florida, with the South Florida DLC payware scenery pack installed. A series of large rectangular buildings and some cultivation houses. It is obvious that something of value must exist in the swamp here.





Most of those rectangular buildings are actually very large storage tanks and two of the smaller ones are containment domes for nuclear reactors.

The long rectangular building at the far left is the correct shape but needs a roof full of huge fans.

This is what is actually there and what you would see if you were flying over this area in the real world, or viewing the area using Google Maps.

The only operating Nuclear Power Plant in the state of Florida and the 6th largest power generating station in the United States.

This totally free user provided scenery upgrade was assembled and built by the same A-Team that gave you the Swiss Refinery Scenery last month.

<https://flight-sim.org/filebase/index.php?file/297-swiss-refineries-two-sceneries-for-afs2/>



Using techniques not previously available, not even used by IPACS, accurate facilities have been built, including the large circular domes that house the nuclear reactors and all the specialized mechanical equipment. The two inactive and retired gas-fired generating units are the large metal structures near the two stacks. At the North end of the site, is the newest addition – the 1.150 MW combined-cycle gas-fired unit 5 generating station.



The 24 super large fans are the cooling units for Unit 5. The large storage tanks contain supplies and standby fuel for running the plants. The huge custom 262 foot yellow crane is unique in that a useable heliport has been added on the platform for those advanced R-22 sim pilots.

The electrical switchgear station feeds the extensive high voltage distribution pylons going North towards Miami. The parking lots now have realistic looking hand placed automobiles – all 800 of them. Multiple heliports have been added for your use.

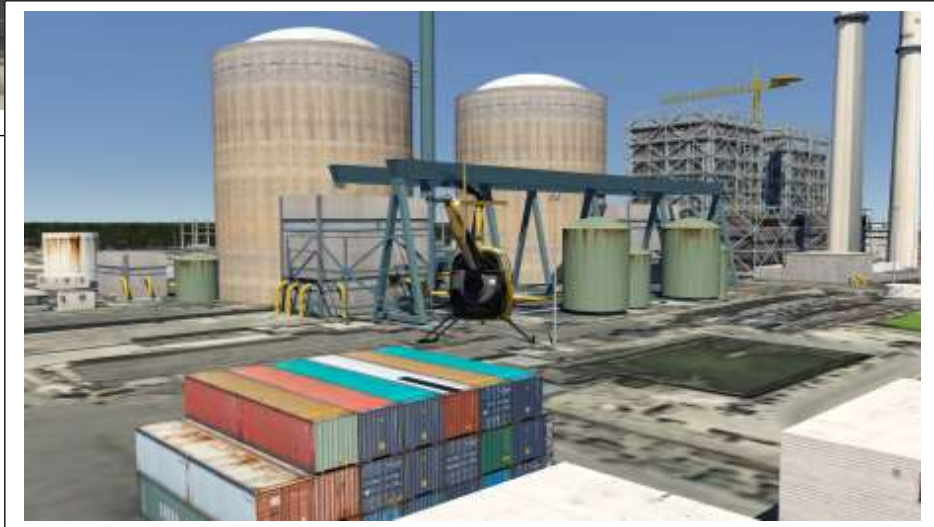


Be sure to browse the screenshots and be amazed at all the new items the A-Team in introducing.



Check out all the new automobiles, firetrucks, boats, yachts, trailers, barges, sailboats, huge storage tanks, silos, power pylons, heavy electrical gear, cross country high voltage power distribution, and so much more.

Practically the entire plant was created for AFS2 scenery by our very own ZoSoChile (-Jake) in the evenings while working a full time day job. TomSimMuc (Tom) added each and every automobile in the parking lots by hand. Of course, our very own Rodeo provided the genius for building the cars. Tom and Jake built the Switchgear then Tom added the cross country High Voltage Pylons that matches perfectly with the ones that Florida Power and Light are using. Placing those huge storage tanks was no easy feat either. Jep, Tom and Jake took care of that.



Spend some time driving around the area, or use the R-22 at low level, or any method of getting a close up view. I still haven't figured out how to get a starting position with the developer's camera, but, that is another viewing option.



One of the most difficult hurdles was to find presentable scenery that was copyright free for distribution. We could not use Google, Bing, nor any really nice high res satellite images that we found. We finally settled on Ortho Files by USGS, Credit: U.S. Geological Survey, Department of the Interior/USGS.

A few miles up the coast you will find another basically ignored park and marina area. This is what you would see flying over this area in the South Florida DLC scenery area. Some basic research revealed this is the Dade County Bayfront Park and Marina that has been in continuous operation for the last 80 years.



As viewed in the South Florida DLC payware scenery pack.



As viewed in AFS2 with the A-Team free scenery upgrade for the South Florida DLC. You can see the Turkey Creek Power Plant in the distance.

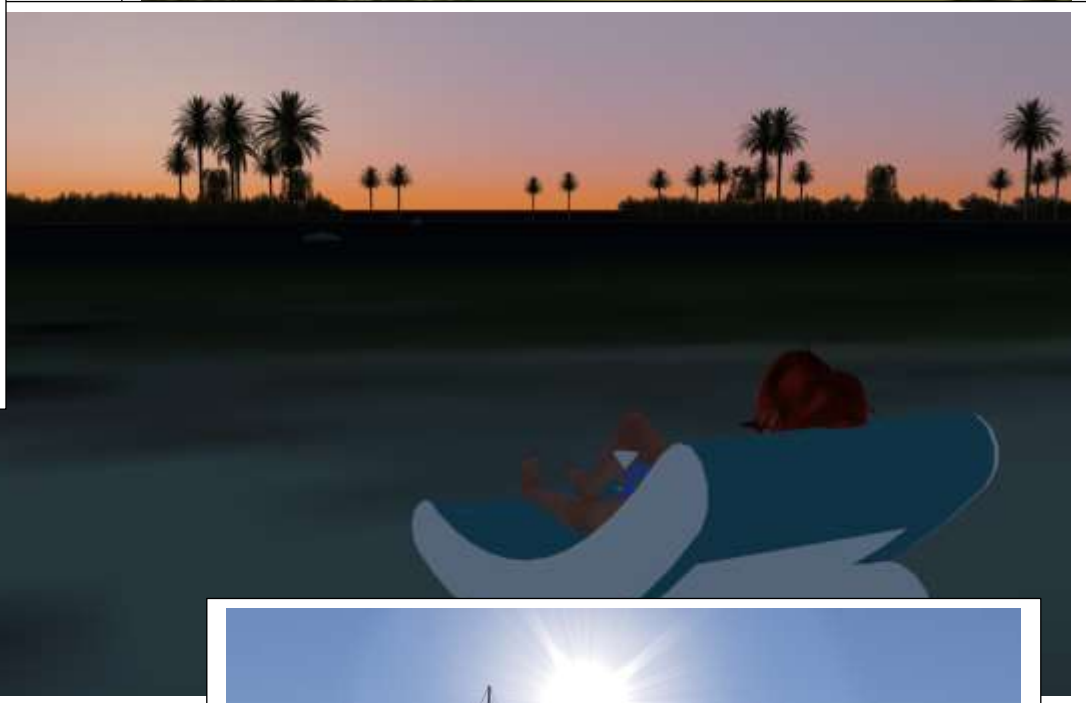
One of our newest artistic members worked with the team to create the necessary boats for the marina and canals and some really creative work by Tom, Jake, and Rodeo to add the pickup trucks and SUVs with boat trailers for the ramps and a dozen other things. We now have a very creative and talented team that can solve most any problem with scenery. There just does not seem to be any obstacle that Jake, Tom, Michael, Ken or Rodeo can't solve, almost overnight.

The Marina now has custom boat slips, with 6 different types and 140 new 3D boats, along with realistic autos in the parking lots, SUVs and pickup trucks with boat trailers, etc.

Dade County's Bayfront Marina



At the park look for the girls sunning in the sand under the beach umbrellas or playing in the water with Mom or the animated Manatees.



Some follow on work will have the boats in the canals moving along the no wake area. We should also see some bus traffic bringing the folks to the swimming hole and beach house restaurant and just to watch the manatees swimming.

Taking a tour of the area.

Another member of the team, Ken, that was on a well-earned vacation for most of April is going to be working a totally new concept of showcasing our work. This will center around a helicopter tour flying a suggested “tour route” displayed on a high level “Bird’s eye” view of the project or area. Points of Interest, POI, will be numbered or lettered for you to follow.

Once you have flown the outlined tour route, you can explore those areas that you chose or wish to know more. This will make it much easier to see and understand these massive new scenery projects without a lot of reading text (old school, as they say).

I would guess someone would make a short video of the tour for those that are not confident enough to fly the R-22 on the tour.

Jump over to <https://flight-sim.org/index.php?welcome-en/> and look in the Filebase list of new files. We hope you enjoy flying in this scenery as we did making it for you.

RayM
