You cannot setup buildings by calling the controller in Create_Object() afaik
I believe it only works on 'Physical GameObjects'.
EDIT: Comment given in Scripts.dll: Create_Object; //tested. Dont use on objects that arent
PhysicalGameObjs

If you want the model to show you'll have to create the object itself not the building controller
The object itself though, is placed on the map with regular structures. I havent looked to silo's
before but they should work the same way. With other words, if it isnt present on the map, you
cant create it directly.
You would have to either make a map with it or do stuff indirectly. (still requires map change)