4 Modular Hirst Dungeon Pieces
Posted by blairgb - 2006/05/28 21:57

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With 3" walls, 3 x 6"x6" footprint, 1 6"x8" footprint.
http://dwarvenforge.com/images/fbfiles/images/14751/a2.jpg
http://dwarvenforge.com/images/fbfiles/images/14751/a1.jpg

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4 Modular Hirst Dungeon Pieces
Posted by blairgb - 2006/05/29 08:26

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more
http://dwarvenforge.com/images/fbfiles/images/14774/a3.jpg
http://dwarvenforge.com/images/fbfiles/images/14774/a2.jpg

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4 Modular Hirst Dungeon Pieces
Posted by weaverjk - 2006/05/29 08:30

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Definately like the way that viewpoint looks.

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4 Modular Hirst Dungeon Pieces
Posted by blairgb - 2006/05/29 08:39

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and more
http://dwarvenforge.com/images/fbfiles/images/14777/c2.jpg
http://dwarvenforge.com/images/fbfiles/images/14777/c3.jpg
http://dwarvenforge.com/images/fbfiles/images/14777/c1.jpg

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4 Modular Hirst Dungeon Pieces
Posted by jkratzer - 2006/05/29 09:16

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blair;

Personally, I think they would look better if a little lighter, not so dark, but otherwise, GREAT!!!
And the dark/light thing is just personal taste; YMMV.

Good Job!

See ya!

Jim

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4 Modular Hirst Dungeon Pieces
Posted by blairgb - 2006/05/30 15:23

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Now in color, these may be more to your liking JK
http://www.voidgamers.com/images/data/photo/HirstArts/imagegallery/BLAIR_GOATSBLOOD-b1.jpg
http://www.voidgamers.com/images/data/photo/HirstArts/imagegallery/BLAIR_GOATSBLOOD-b2.jpg
http://www.voidgamers.com/images/data/photo/HirstArts/imagegallery/BLAIR_GOATSBLOOD-d1.jpg
http://www.voidgamers.com/images/data/photo/HirstArts/imagegallery/BLAIR_GOATSBLOOD-d2.jpg

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4 Modular Hirst Dungeon Pieces
Posted by Kradlo - 2006/05/30 19:10

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Very nice! The point of view shots in particular are quite evocative. Dark and scary they are, even without monsters.

Hirst Arts molds make for some great terrain, but the time factor works against me. That's why I love Master Maze so much, because it's already painted, ready to use. But, if you do have the time and the talent (and you've got it, my friend), then you can come up with some really amazing stuff using the molds.

Keep up the great work!

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4 Modular Hirst Dungeon Pieces
Posted by jkratzer - 2006/05/31 05:26

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blair -

AHHHHHH; NOW I can see excatly how good that work is.
Man, you done real good, as my friends say. I like how you set up the rooms so you can link them together in multiple rows and lines; almost like a room-level-modularity DF design!

AND, as Kradlo says above, the "miniature's eye view" photography is excellent; it really conveys the scary aspects of darting and dashing around in the chambers, tryng to NOT be the evil, hungry (fill in the blank)'s next victim!

There goes that spine-tingle again! Time to start running . . .

See ya!

Jim

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