Generated: 29 January, 2015, 04:26

Yet another DoE custom job

Posted by L - 2007/03/04 15:55

OK, so one of the things that really grabbed me about the new DoE room set is the starfield visible through some of the pieces. It really sets the right tone, and looks amazing.

But just as before, I can't wait. While awaiting the release of the Cavernous River set, I took some cavernous passage pieces and filled them with green tinted resin to give myself a makeshift "preview" of the water elements. And now I'm taking a paintbrush to some DoE pieces in a similar fashion.

I didn't want to mess with the basic building elements, since I only have 1 R&P set, and this is a limited release, after all. But the passage elements -- well, frankly, I don't use those nearly as often. Plus, the DoE R&P set comes with an abundance of them -- I have 4 of these corner passage pieces, and considering how often I use them, it just seemed like I might as well experiment on one. If it worked, I figured, it'll make this piece one of my favorites - a real standout.

So I painted the floor -- which is the only building element in the Room Set that appears NOT to have a starfield -- and gave it that starfield look. And I gave some shading to the walls, to make the tentacles look like they are coming out of a blackness, and give it more depth. I'm including some pics of the original, as well, so you can see the difference. The tentacles really look better, I think, with the illusion of depth.

Enjoy!

L

http://dwarvenforge.com/images/fbfiles/images/23229/doe9.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe8.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe6.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe3.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe1.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe4.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe2.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe5.jpg http://dwarvenforge.com/images/fbfiles/images/23229/doe7.jpg

Yet another DoE custom job Posted by Shadox - 2007/03/04 16:10

I can not wait to paint my floors to look like starfields when teh new sets come in.

Yet another DoE custom job Posted by L - 2007/03/04 16:22

Dwarven Forge - Dwarven Forge

Generated: 29 January, 2015, 04:26

Yeah, one thing I meant to mention about painting the floors is that it makes them REALLY useful for Sci-fi. After seeing IO's use of DoE in a starship, it makes even more sense. Plus, the floors could really just be basic metal floors over a view of the universe in that context -- there's nothing necessarily sinister about them, though of course they have a gothic flavor.

I don't know, I can't explain it, but this whole approach really invigorates the DoE for me. I'm very happy with my corridor, I may even do a SECOND. And I may touch up the holes in the walls of the passage elements where the tentacles emerge, that added depth looks really good to me.

L
Yet another DoE custom job Posted by Stefan - 2007/03/04 17:44
that's awesome! kind of makes you hesitant to walk across the flooris the whole room just becoming etherealare you being transported somewhere already? great Job L!
Yet another DoE custom job Posted by Harneloot - 2007/03/04 18:20
WOW!
Very impressive.
Any chance you could post a simple step-by-step technique on how you did this for those of us for are DIY challenged?
Yet another DoE custom job Posted by jackattack - 2007/03/04 22:28
What's the roll to avoid slipping through the open sections and falling forever?
Yet another DoE custom job Posted by L - 2007/03/04 22:35

See, I wouldn't worry about losing a character through the crack -- but I'd worry about losing stuff!

Generated: 29 January, 2015, 04:26

The rules that spring to mind --

Nice work here, L

- 1. On a critical miss (a natural 1), roll d100 -- 50% chance you drop your weapon through the abyss!
- 2. Swarms of imps (or pick whatever tiny creature you like) try to pick your pockets and toss your stuff into the abyss...
- 3. Make a saving throw (I'm not sure against what) for your nerves -- if you fail, you are so nervous that each time you try any kind of complex action (using a magic item, drawing or sheathing a weapon, reading a text, etc.) you risk fumbling it and dropping it through to the abyss (for each action, make a dexterity check, or something along those lines)

Anyhoo, making this was pretty basic, only part of it requires any real painting skill/experience. For the floor, just brush a matte black paint into the recesses, and then when it's dried, use a tiny brush to randomly dot it with stars. For the walls, you need some experience with blending and drybrushing -- start very dark, up against the crack, and then fade gradually out over the tentacles, so they appear to emerge from shadows and darkness...

I'm definitely going to do more walls, though I doubt I'll mess with any more floors. Until I get my Room Set, that is... But the tentacles in the walls are so much fun, I think I'll do all of them. The "outside" wall is exactly the same, so if I ever want to see the original paint apps, I always can...

L
Yet another DoE custom job Posted by jkratzer - 2007/03/05 12:48
L-
You've tempted me to try to make some 3-D tentacles and glue 'em in place on the wall - or one reaching UP through the floor!
Hmm
Jim
Yet another DoE custom job Posted by Ghostmage - 2007/03/05 16:31
Gosh, L
when you get on a roll, YOU GET ON A ROLL!
Blood-n-Bones in the Pit Star-field in the floors!

Yet another DoE custom job Posted by DaggerdaleDM - 2007/03/05 16:54 Very nice affect. The stars on the floor really make you feel suspended. Great job L! Yet another DoE custom job Posted by whitewind - 2007/03/09 17:32 Sweet! Have to try that.

Dwarven Forge - Dwarven Forge Generated: 29 January, 2015, 04:26