

Lining up passages and rooms

Posted by Lawgiver - 2007/05/08 05:28

I've repeatedly found I have issues with using the large T and L corners from the R&P sets as "backs" for room walls. They are a good bit wider than the normal 2x2 squares and it often results in a gaps between the floors and walls or odd corners.

Am I alone in these issues?

Anyone have any tips for minimizing the issues beyond leaving them out and using "normal" walls?

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Posted by Ghenghis Ska - 2007/05/08 15:49

You sir are not alone in this issue.

There have been a number of kind of ad hoc solutions to the problem, but depending on the set you are using you might have a solution or not. For Sci-Fi Griffon Studios through a store on E-bay makes some conversion/fill in pits to address some of this problem. If you are using Fantasy or DoE, there is no such ready solution.

However if you have any Hirst Arts floor molds , you can make a few bits your self that fill in the gaps, it's something iv'e done... but if you don't have any HA you may be out of luck for a while. There was talk of the possibility of the "filler" Conversions for the other lines becuase the Sci-Fi people are all over them, see this thread, page 2 Post #48. But at this stage it is something being considered to be added to an upcomming set, so it's all up in the air now.

IF not HA or don't want to spend the money and gear up for that, maybe try getting some plumbers putty from the local store and making some rough sculpted filler bits... that's about all i got.

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Posted by jkratzer - 2007/05/09 11:48

Lawgiver;

Stefan has said he is going to address this problem for Fantasy and Cavern, hopefully some time this year. Apparently, the big problem with F & C is the more intricate sculpture needed to mate with these passage outside faces.

Or, as GS said above, you can always hit the Hirst Arts pages or try some free-lance sculpts using the plumbers putty, or clay and make a mold from that, or whatever. It all depends on your patience - waiting, customizing, or freehanding.

Gluek Auf! Or however it's spelled in German.

Jim

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