Re-creatable?
Posted by Madcap422 - 2008/06/01 15:02

_____

I was wondering, before i make the leap into making Dwarven Forge, how recreatable is it with Hirst arts?

For example if I had a set of molds from HA and i wanted to make a modular dungeon, could i base my pieces on the Dwarven forge pieces and have them work correctly? I really cant seem to convince myself on the price of DF. So would making an all HA version of DF be possible? Would it fit together if everything was just scaled up?

-Madcap422

==========

Re-creatable?
Posted by L - 2008/06/01 15:45

_____

Well, it depends. Things won't match up PERFECTLY, on their own, but they do come close. I say "on their own" because the tiny discrepancies are easily remedied -- you'll want a thin sheet of cardboard under a wall here or there, or a floor here or there, etc. It's do-able. If you scan through the Cool Photos thread, you'll see lots of people who've blended the two.

L

==========

Re-creatable?
Posted by GavynnAlexander - 2008/06/01 16:14

_____

They won't be perfect. How tall is a Dwarven Forge floor? I think it is about 1/3 inch tall. If you stack up two Hirst Arts floor tiles it will be half an inch tall. The Dwarven Forge walls are 1/4 of an inch thick, whereas the standard Hirst Arts wall is half an inch thick. But of course you can absolutely make a fantastic custom dungeon with Hirst Arts. The trade-off is always time vs. money. If you naturally like making things, making the the dungeon will be lots of the fun. If not, then you just have to think what your time is worth. The Dwarven Forge things aren't a terrible price when you think of the labor involved in casting, building and painting. So its is just with you. And of course you can you Hirst Arts to make some pretty incredible conversions for Dwarven Forge.

==========

Re-creatable?
Posted by Madcap422 - 2008/06/01 16:42

_____

wait, the walls are 1/4 inch thick? They seem that they would be about 1/3 of an inch thick. Can

someone verify which it is? Because if it is a 1/3 it would be to hard to replicate and I would probably rethink getting HA.

==========

Re-creatable?
Posted by GavynnAlexander - 2008/06/01 17:38

_____

Well, some one can measure for sure. Mine are packed up. They might be 1/3. My point is the standard Hirst Arts walls are thicker than the standard DF walls, and some people don't realize that until after they have started making them. That is not a problem, if you don't let it be, it just happens to be the way it is.

==========

Re-creatable?
Posted by willypold - 2008/06/02 01:09

_____

Yes, DF walls are about 9.5-10 mm thick, while HA walls are alwasys 12.5 mm thick. The basic measurement for HA is half an inch in multiples, which is why everything actually fits. The DF pieces are finished sculpts, which means that the sculptor can make the walls thinner as they don't need to follow a set block size. But if you do it correctly it's quite possible to combine HA with DF. If you are really picky about the wall thickness you should go for either DF or HA, or you could get the DF caverns and make your own HA dungeon. Anything is really possible.

DF is a LOT sturdier and more beautifully detailed than HA can ever get, but you can create just about any shape imaginable with HA. I use both systems trying to get the best out of each.

The basic question is - do you like modelling and painting scenery stuff or not? I do, which is why I enjoy building stuff using the HA molds for the environments that DF has not already covered.

==========

Re-creatable?
Posted by thenorthman - 2008/06/02 03:18

_____

HA is great to add those pieces that DF doesn't quite make yet but you will find that the time you put into making modular sets is more than buying DF.

What I mean about that lets say you make enough pieces to make a Room and Passage set of the Classic Dungeon that DF makes. Lets say it takes you; I really have no clue as to the actual time it would take and a person might get faster as they make more pieces and get into a rhythm, 20 hours to cast the pieces, put them together, and then paint them. This isn't even considering the materials you use on them.

It comes out to $5.4995 per hour. To me my time is worth more than getting paid $5.4995 an hour which is basically what your doing by making your own stuff like that.

There is the "quality / hobby" time that some people like to have when they build there own stuff not saying its bad because I do make my own stuff as well. It just when there is such a quality piece already out there and to equal that quality in terms of my time it just doesn't become worth it. So I would seriously consider that as well.

I of course have purchased some HA molds and am in the process of making some cavern floors to match up to my DF stuff already on hand so I can have a HUGE cavern set up. :) Just I would never consider doing it all by my self because I can make more money per hour than what it takes to build it. Plus my time off I would prefer to play a game or what not instead of building stuff. (Although as of recently I guess I am going against this belief as it seems I am building stuff up for gaming. :))

Just my two cents. Plus I do not know if you have seen the DF stuff in person or not but the quality and durability is amazing!!!

Durability!! I just was arranging my DF stuff into draws and (hind sight is 20/20) pulled out the three draws at once and everything came tumbling down onto my garage floor from table top level. This is what was in the draws all classic dungeon: 48 short passage pieces, 7 of the 6 X 6 floor pieces, 9 of the 4 X 6, numerous of the 2 X 2 floor pieces and a few of the curved corner pieces, and the trap piece with the log crossing water/poison.

The only thing that busted was a small corner lip edge of one of the 6 X 6 pieces, and one of the side walls of the trap piece (the water has a crack through it as well). These were easily glued back on with super glue and a person would never know the difference (except the crack in the water which maybe I'll have to make it a lava pit now and purchase a new piece some how.)

THEY ARE GREAT!

Sean King

==========

Re-creatable?

Posted by crioux - 2008/06/02 07:15

_____

He is right that you can't possibly use HA to REPLACE DF, because of the time involved. But HA is best at making add-ons, or modular buildings to complete DF.

Just for the cavern set, I've made these add-ons with HA:
Waterfall
Climbable wall
Burrow
Waterfilled hole in the floor (transparent so you can place things underneath)
floor with hole on it with rope to allow acces to lower levels
cavernous ridge
ore veins in the wall

Some of them are posted in the "cools photos", and I've done some more for basic DF and MBS too.

If you like building things, have some spare time, and think that sometimes you need something that DF doesn't do (yet), go for HA. But choose carefully the plaster you use if you want to use them for gameplay.

==========

Re-creatable?
Posted by AfterBusiness - 2008/06/02 08:35

_____

I think this link should help. :-)

http://www.terrainosaur.com/gallery/viewtopic.php?t=186

==========

Re-creatable?
Posted by thenorthman - 2008/06/02 09:14

_____

Excellent link!!!!

That would definitely answer any bodies question on which one to get into; DF or HA, or combination there of.

Sean

==========

Re-creatable?
Posted by Stefan - 2008/06/02 12:03

_____

...since the time of that review we have added about 70-80% more products to our line...

==========

Re-creatable?
Posted by L - 2008/06/03 09:12

_____

Hey, I co-wrote that! Neat. Glad to see it's still getting circulated.

It really is quite out of date now -- HA has branched out into cavern molds, and while they don't constitute anything like a replacement for the DF caverns (IMHO at least) they do provide some neat accessories for DF caverns. And as Stefan has pointed out, the DF reviewed in that piece is like a tiny little toenail on the DF that exists now -- there was no Sci-fi back then, or MBS, or DoE, there were no cavernous chasms or taverns or or or or...!

Sadly, it doesn't look like a follow-up is likely for reasons I won't go into here. But it does at least provide SOME indication of the differences between the two systems. Ultimately I think it really does come down to "Do you want to cast and paint?" Because for people who don't, HA will simply NEVER work. And for people who really enjoy that sort of thing, ANY pre-painted product is going to take away part of

their fun. All the talk about money or flexibility or durability -- that's ultimately beside the point much of the time. If you don't want to cast and paint your own stuff, very little is going to make HA appealing to you.

Me, I'm gonna keep using both. DF is a heckuva lot easier, I so rarely have time to paint and cast these days. But I won't say I'll NEVER spruce up a DF display with the occasional HA accessory or custom-built add-on...

L

==========