

## A few new preset rooms ideas.

Posted by Wereweasel - 2008/11/22 22:52

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Well, I'm about to eat my words, so-to-speak!

I am now a complete supporter of the pre-furnished room, provided they are of rooms that would often be uniform in construction!

Such possibilities would include:

A prison cell area -with multiple cells (six cells perhaps, with a corridor in the middle).

A storage/supply area -with shelving, sacks, barrels crates etc.

A cellar -with racks of casks against the walls

A smaller book depository/personal or hidden library.

or

A crypt area.

These areas could often be designed in a uniform fashion and in multiples to accommodate either bulk storage, or as part of a larger prison (or burial) complex.

Personally I would use these often and purchase them in multiples. These would make dungeon setups far easier and faster to achieve.

Thoughts, suggestions, other possibilities?

Later.

Steve

ps I'll stop ranting now, I think I've typed, read and figured enough for one day. ;)

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Posted by jackattack - 2008/11/23 03:53

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I mostly disagree, mainly for practical reasons.

First, though, I think you are mixing up construction and furnishings. Construction would be the size and layout of the room(s) -- furnishings are the things that go in them that define their purpose. Six small rooms on either side of a corridor cast as a single mega-piece could have multiple uses (prison cells, dormitory rooms, storage areas, etc), but if the function is defined in the casting itself (by putting manacles on the wall, for example) then the mega-piece is much less useful. Furnishings sold separately or packaged with the piece would allow those multiple uses to be realized.

A lot of what you've suggested can be realized with furnishings (new DF or existing off-brand). Barrels, crates, and sacks are easy to find. Shelves and racks are also easily found. Any of these furnishings (and many more) are much more useful if they can be put in any room, not as part of the actual casting of a particular room. Not only do you have the option of putting shelves (for example) in any position/configuration you like, you also have the option of putting them in any DF line you like. That rack of casks could go in a Fantasy MM cellar or an MBS cellar or even a DoE cellar. (Although I don't wanna know what's in the casks in a DoE cellar!)

Other things you are suggesting might be better realized as modular pieces. A Straight Wall with manacles would be great for prison cells, as would a Straight Wall with stacked crypt slots (or whatever you call a grave in a wall). By incorporating these features into standard modular pieces, the builder has many more options, from using two rows of straight wall pieces as a wide hallway to incorporating them into a large open room.

The other idea that calls for a specialty piece is the six rooms with a corridor in the middle. However, I think a 4" or 6" corridor piece with openings on either side is a better alternative. As few as two Straight Wall and two Corner pieces can be used to add each room. Existing corridor pieces will give you the proper spacing for the rooms.

Practically speaking, a mega-piece might be more difficult to produce. The Ogre's Den was pretty much a simple rectangular room, with a solid rectangular block on one wall (the fireplace) and a couple of relief features on the floor. Putting multiple walls within the boundaries of the mega-piece might be more complicated, requiring a single complex mold or the assembly of several pieces from multiple molds.

A mega-piece may be equivalent to as much as an entire set, although it is more likely to be equivalent to about a quarter or half of a set. One to four static mega-pieces will never be as versatile as a modular set that can have any configuration the builder pleases.

A mega-piece is going to be more fragile than the modular pieces. When we drop a standard piece, its material strength is enough to withstand the momentum of the fall, even on a hard surface. A mega-piece could easily be more than ten times the weight of a standard piece, which is ten times the momentum. The same fall that didn't even chip a standard piece could break a mega-piece in half.

Some larger pieces might be nice, but for the most part they should simply be larger iterations of existing pieces and never more than the equivalent of four or six standard pieces. A 4"x4" corner (on an L-shaped base?), more 6" walls (with 4" floors?), perhaps some 4"x4" (or 6"x6") alcoves (floor and three walls), things like that.

I really think that modular pieces are far superior to static rooms.

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Posted by Harneloot - 2008/11/23 16:19

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A 4"x4" corner (on an L-shaped base?), more 6" walls (with 4" floors?), perhaps some 4"x4" (or 6"x6") alcoves (floor and three walls), things like that.

These kind of pieces sound VERY useful!

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