Simulating torch glow with a real lamp?

Posted by Spooktalker - 2009/07/20 14:43

Normally I think installing leds and such in terrain is a little OTT, but when it comes to the dungeon I think bathing the adventurers in a warm orange glow could add tremendously to the miniatures experience, especially if the room lights were dimmed slightly. And you'd only need a single lamp.

I'm imagining something that looks like an in-scale street lamp, a weighted base with an arm, or possibly a clip that clips the thing to a dungeon wall. I'm imagining something like this wouldn't be too hard for someone with electronics know-how to make but since that's not something I have I'm coming here for advise. I've looked into commercially available lamps such as this one:
http://www.amazon.com/Mighty-Bright-XtraFlex2-LED-Light/dp/B000OOSDTW/ref=wl_itt_dp?ie=UTF8&coliid=I32AFVGGCBMS1C&colid=216OITZDO269S
But it's really difficult for me to imagine how it would perform. A tiny flashlight mounted on some kind of rig is another option, though I don't have a good candidate in mind (mini mag light perhaps?).

Edit: or something like this?
http://www.amazon.com/Ultrabright-German-Titan-Tec-Keychain-Flashlight/dp/B001NS1C6O/ref=sr_1_3?ie=UTF8&s=electronics&qid=1248122823&sr=1-3
Although it looks like it doesn't stay on unless you continue to apply pressure.

As for the orange cast my first consideration is painting with stained glass paint a little dome like those used to sell toys in vending machines. A simple gel made from a color copy on a transparency is another option. And I don't know if an LED is a viable option. It would have to be a large led or several of them, I'm imagining.

Oh, one last thing is strangely enough I have something not unlike what I'm describing. I have a string of miniature street lamps from a Christmas set that I planned to use for another project. Sadly, they don't generate enough light to be of much good. You have to turn out the lights entirely to make use of them, and that's not really the effect I'm going for. I'm mainly interested in bathing the near vicinity of the adventurers in a warm orange glow.

What do you think? Anyone tried it or have relavant expertise?

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Simulating torch glow with a real lamp?

Posted by admin - 2009/07/20 22:05

You can always just try a simple tea light candle. The real flames give it an awesome effect. Do it in a pitch dark room, and whatever the players can see is what the characters can see.

Candle = Torch location

Just don't get burned!

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Simulating torch glow with a real lamp?
Posted by Thod - 2009/07/21 09:44

Spooktalker

The real specialist for torches here on the board is Yansolo. Do a search in the picture area and you will find quite a lot of electric torches build into walls, LED lit fireplaces, etc.

Below is a link which you also find at the bottom of his postings. This gives a great overview of yansolo's work. In the past he did sell on E-Bay - haven't looked for a while. Not cheap - but great stuff !!

Thod

Please click here for more of my conversions!(Thanks Tom):
http://www.dwarvenforge.info/dwarven%20 … /solo1.htm

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Simulating torch glow with a real lamp?
Posted by jackattack - 2009/07/21 12:22

Browse at your local craft store and/or Hallmark -- they frequently carry those little "theme village" sets, which often include streetlamps. The scale will probably be a bit large, and you'll have to look around for a bulb that's the right color.

Likewise, model railroad accessories sometimes have working lights. I think that S and HO scales are closest to 25-28mm.

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Simulating torch glow with a real lamp?
Posted by Spooktalker - 2009/07/21 23:17

Thanks for the suggestions!

You can always just try a simple tea light candle. The real flames give it an awesome effect. Do it in a pitch dark room, and whatever the players can see is what the characters can see.

Candle = Torch location

Just don't get burned!
Hmm, I'm trying to picture it. Place the candle on the terrain itself, or suspended above? It would take up a lot of in-game space if on the terrain itself--not sure how that would work for me but I'd like to to try it. Also I'd be worried about getting wax on the terrain. If hung above, how to get the light to shine down, rather than up? I like the idea, just having trouble imagining it.

Spooktalker

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Thod

Please click here for more of my conversions!(Thanks Tom):
http://www.dwarvenforge.info/dwarven%20 … /solo1.htm
Wow, yes, he makes incredible stuff. I've done a search and the pics are great but no help so far with how it's accomplished. Has he done a tutorial? When I first looked into lighted terrain a few years ago I thought leds would be pretty simple, requiring at most rudimentary math, but as I looked it appeared a lot more complicated than I had imagined. Unless I had a good tutorial from a gaming perspective I probably wouldn't attempt it. Pulling the applicable info from out of electronics manuals is more trouble than I have time for.

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Likewise, model railroad accessories sometimes have working lights. I think that S and HO scales are closest to 25-28mm.
Thanks, though as I said I have this veryproduct and I'm looking for something a little more powerful. Though I have to admit I haven't tried it specifically with the dwarven forge. I picked it up a few years ago and it's tucked away in a box that's not so easy to get to. I should probably dig it up and make sure, but I remember the glow being fairly weak, only much good when you turn out the lights.

I'll also keep train lights in mind, though I believe these would be a costly option from having looked into them in the past. It's so difficult to know what you'll be getting with something like this when you send away for it I probably wouldn't take the plunge unless I had heard something first hand about a particular model.

The main thing for me is going to be keeping it strong, simple and practical. Thanks for these leads--I'll be seeing what I can develop from them. And I'd love to hear more info/ideas. :)

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Simulating torch glow with a real lamp?
Posted by yansolo - 2009/09/08 05:31

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Hi!
Thanks Thod and sorry again for that missed meeting!
Doing LED lighted pieces is not so difficult, i didn't make any tutorial(laaaaazy)but all the electronic manipulations can become very anoying, i can tell.

The result effect can be very appreciable, especially if you use it as Stefan/Jeff told:the range of real (flickering)light is what people around the table can see, nothing to hide, just the real light!Interesting for infiltration and traps....but especially for ambiant light!

May the force be with you,
Yansolo.

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Simulating torch glow with a real lamp?

Posted by Grokkit - 2009/10/21 11:18

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I am anxiously awaiting some of Yan's torch sets. It has me wondering though, about playing with candle light. How do the players see their character sheets and dice rolls. I was thinking another option would be to get everyone clip boards with little bendy lamps on them to see their sheets. I was also thinking it might be interesting to come up with a lighted base for the mini as well to simulate a torch on the mini itself.

I was thinking it could be a base with post that had a light at the top, similar to Yan's Lake set dock lantern (minus the encasing) or maybe just a clear plastic base with a flickering light in it that the mini sits on?

Thoughts?

My players are really intrigued by the mood a darkly lit game would create, but we aren't sure if logistically it works.

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Simulating torch glow with a real lamp?

Posted by Harneloot - 2009/10/21 12:06

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Maybe mini maglight flashlights to click on and off as needed to view sheets and rolls?

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