

Hirst Arts and DWF

Posted by lwizzel - 2009/12/01 19:37

Can anyone tell me how well HA and DWF can be tied together? I can see a few places DWF doesn't have stuff that HA might work, but HA seems like a lot of work for a less high quality result (unless one is a master modeller, which I'm not).

Are the sizes of pieces the same? Do the floor units match etc...

COMments welcome.

The Weasel

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Posted by Ghenghis Ska - 2009/12/01 20:36

Are the sizes of pieces the same?

Do the floor units match etc...

1.) This really depends on what Mold you are looking at for the HA, and how you build it.

The "walls" of the Sci-Fi HA Molds are about the same width as the DF walls, and many can match in height if you put them on a floor. However the Field Stone molds have walls almost twice as thick/wide as the DF wall.

I don't personally own any of the DF Dungeon line, and at one time made an extensive line of passages and walls in the DF style out of HA. In the end i gave them away, and don't have any more of the Dungeon. I kept many of the Sci-fi and used them to make bits that don't exist yet.

Sci-Fi dead ends, floors with grates etc.

2.) the floors match pretty well, if you put a layer of HA tiles on a bit of foamcore they are about the same height. One of the problems with HA and DF use together is that sometimes the HA takes up more space. depending on what you use to cast the block in the mold it could be a bit bigger than the DF bit so you may have to shave them down a bit.

I'd suggest doing a Search for HA or Hirst Arts in the boards in general and the Cool pics thread as many people do mix and match to some degree or another. I know I do I'd go look for some pics but correcting a paper and only nipped in for a minute.

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