Question about the paint

Posted by L - 2005/06/08 09:32

Hey there,

First of all, just to be clear, I'm not complaining. This is a real question I'm asking here.

So -- some of the new sets (specifically the Fantasy Floor and Starter sets) have a slightly different paint job from the earlier sets. It's not huge, but it's there. The pieces are a little glossier, there's more blue in the paint. In some lighting, you can barely tell -- in glaring direct light, it's more obvious.

It's not a problem, really, but I'm curious --

1. Was this a deliberate decision, or the result of a deliberate decision (to change factories, paint approaches, casting processes, etc)?
2. Will future releases conform to this pattern?

I ask because I'm looking for consistency where I can get it. If all new DF pieces will look like this, I'll be more ready to buy more of the Starter set and to maybe put off getting more of the older stuff. If it was a one-time thing, not a deliberate move but a mistake, then I won't get more of the pieces that are "off," but I might buy more of the older sets.

Basically, I'm asking this -- if I want a collection that's mostly consistent, should I be buying more of the newer sets, or should I wait for the next wave of stuff?

Even more basic -- What's the deal here? What can we expect in the future?

Even more more basic -- grunt snort grunt -- fire bad!

;)

L

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Question about the paint

Posted by War Duke - 2005/06/08 19:59

Well I am in manufacturing and although this is a guess, it is a pretty educated one. These products are made in China. Chinese manufacturing is notorious for inconsistant production. This problem would most defintitely not be DFs fault, but the actual people that paint Stephen's pieces in China.

Not much you or Dwarven Forge can do about it. They are a small company and probably in no position to send back a full container full of product. If it becomes a huge issue maybe they will discount some pieces. I am reletively sure Dwarven Forge got a price break from the factory for the mistake.

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Question about the paint
Posted by L - 2005/06/08 20:23

Yeah, I can see that. Again, to be clear, I wasn't meaning to complain, I wouldn't be looking for discounts. I'm just thinking, like I said -- if there's going to be a running change, then as I add to my collection I might be less inclined to go with older sets that won't fit in with what gets made in 2005+.

L

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Question about the paint
Posted by brvheart - 2005/06/10 23:17

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Not much you or Dwarven Forge can do about it. They are a small company and probably in no position to send back a full container full of product. If it becomes a huge issue maybe they will discount some pieces. I am reletively sure Dwarven Forge got a price break from the factory for the mistake.

Sure they can do something. Shift the work to the US. Yes, the cost would be higher, but then they wouldn't have to have any where near the production runs. Quality control is much higher here and we wouldn't have to worry about sets being out of stock anywhere near as long.

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Question about the paint
Posted by admin - 2005/06/14 22:24

Slight variations in paints have been a problem since we started...and I am sorry to say that we are somewhat stuck with them. They are a variable in the manufacturing process, and there is not much we can do about them.

We have tried but it is much to expensive to get a perfect match.

Sorry.

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Question about the paint
Posted by L - 2005/06/14 23:01

Cool! No apologies necessary at all!

I just wanted to know there had been a running change. I'm no perfectionist, but I was just curious about what was going on.

Thanks for the answer!
L

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Question about the paint
Posted by War Duke - 2005/06/15 15:39

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Sure they can do something. Shift the work to the US. Yes, the cost would be higher, but then they wouldn't have to have any where near the production runs. Quality control is much higher here and we wouldn't have to worry about sets being out of stock anywhere near as long.

The cost would be quite a bit higher. I for one think the average DF buyer would much rather live with slight paint inconsistancies and slower delivery, than paying three to four times more per set.

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Question about the paint
Posted by brvheart - 2005/06/15 15:49

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I have heard the same reasoning from Game pubishers that they are doing it to save money. Yet Troll Lord Games has just moved their publishing back to the US. He has found a cheaper publisher than his former Canadean one that can print at same or lower rates in B&W than China and will be able to do so in color soon. I don't buy that it would be 3 to 4 times as much. The published costs were only 15% cheaper for manufacturing and that was prior to oil going through the roof. Financing costs money, warehousing costs money, reshipping defective merchandise costs money. My question is has anyone even checked out a US manufacturer to see what the actual costs are or has it only been presumed higher? I know this is off-topic, but as a vastly underemployed computer tech I know I could afford to buy more DF if I had a real job!

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Question about the paint
Posted by War Duke - 2005/06/20 15:30

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Your talking about printing. That is an entire different industry. The difference being labor is not as much of a factor. When prinintg material you still have to buy the press no matter what country your in. Printing prices have come down dramatically in the US over the last 7-10 years. When you are talking about HAND PAINTING something to a high degree of satisfaction that is strictly labor costs. The labor costs in China are 1/10th of what they are here and that is being conservative.

It only costs about 3,000.00 or so to ship a 40 foot container to Long Beach from China even with the new higher fuel rates. Making the pieces in the US would be unfeasable for DF. They have trouble selling mass quantities due to price as it is. I am not knocking them by any means, DF is the best

product I have bought for my gaming needs EVER. I love it. But to say they could produce it here at a similar price is foolish.

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Question about the paint

Posted by jkratzer - 2005/09/01 07:01

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Braveheart (and everyone else),

I'm a database specialist, so I'm in computers, and I agree that we don't get as much work as we used to.
Know why?
Because it's cheaper for Bill and the boys (along with almost everyone who manufactures stuff or does anything else that is people-intensive!) to move the work overseas where labor is cheap!
Profit fuels corporations; no profit, no corporation. It's just that simple.
We've priced ourselves out of work, because the cost of living, coupled with our standard of living, is so much higher here.
Take a look in China; how many people are driving to work, especially in a nice big Hummer H2? Or even a tiny little Yugo? Although that's changing; that's why gas costs so much more now, if you ignore the effects of Katrina.
ANYWAY, the point of this polemic is that DF has to make a profit, or they will NOT keep making great gaming scenery. And the profit is much better when the labor is cheap.
We're NOT cheap; China is.
As far as a cheaper printer here than in Canada, I'm NOT surprised. Some Canadians (usually CanadiEns, if you get my drift) think it's a great idea to gouge the US. :evil: :evil:

Jim Kratzer

PS: I am NOT taking a shot at Braveheart!!! he's got a point; it just doesn't consider all the factors.

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