

Turn on the light...

Posted by ^RIGOR^ - 2013/06/30 08:08

The Faerun Underdark is a well known place for those who play the Forgotten Realms setting..a subterranean world of huge caverns and endless passages home for Drow elves, Beholders, Duergar, etc. It's not a dark place..at least not always: glowing crystals and lichens grow everywhere, powered by the magical radiance known as faerzress.

That said, I've had some ideas about some cavern accessories with led inside..here they are: 2 crystal formations (2x2 and 4x4) and a lichens covered rock.

<http://imageshack.us/a/img534/8948/s97b.jpg>

I'll add some more as I draw them..

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Re:Turn on the light...

Posted by jackattack - 2013/06/30 08:27

If you mean these as possibilities for mass production, it is important to start with a commercially produced LED apparatus like the one in the Catacombs fireplace piece. Improvised arrangements might allow more sculpting options, but aren't viable at the factory.

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Re:Turn on the light...

Posted by biowizard - 2013/06/30 08:38

^RIGOR^, very cool idea!

If you have not done so already, you might have a blast reading about Richen`s cool project:

<http://www.dwarvenforge.com/forum?func=view&catid=3&id=45090>

and mine:

<http://www.dwarvenforge.com/forum?func=view&catid=3&id=45895>

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Re:Turn on the light...

Posted by Crimson_King_of_the_Tower - 2013/06/30 11:08

You my friend are just full of awesome ideas. Ive been thinking of alot of things i could put leds into for things like this but its awesome you can actually sit down and put your ideas down on paper. I wish i had kept at drawing when i was in Highschool but i just sorta stopped now i regret it. Awesome looking stuff i still want to try and sculpt one of those traps you drew when my new sculpey comes in

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Re:Turn on the light...

Posted by dandare - 2013/06/30 16:10

I love crystals for dungeons. I have a whole set of Gale force Nine - worth taking a look at for both inspiration and to see what is readily available. These do not however have any LEDs.

Here are the three sets that I have:

https://www.youtube.com/watch?v=FKe_LhB-sxU

I love and hate LEDs. I love them when it is done well and hate them when they look like the cheapest 'Tea Light' LED.

To expand on my thoughts and views on LEDs lights:

- 1). The LED light itself should not be visible. (Lots of good 'cloudy resin' or semi transparent material is a must)
- 2). Any LED light 'pulse' effect/s needs to be very good and gentle and properly random to get a twinkle light and not some 'blinking' feel.
(..and I am sad to say that IMHO the LEDs as used in the DF Catacombs set 1 are a pretty poor example and I am looking to rip mine out and get some better ones to replace them once I find some with a small enough footprint.)
- 3). I find that it is better not to rely on the colour of the light from the LED. I find when the item uses a good white LED and then for any colour effect desired is provided by a colour that has been added to the 'cloudy resin' or semi transparent material. In my experience those colours are far better and take the edge off the very 'cold' colours you get from LEDs when viewed directly. (Unless a cold 'electric blue' is what is required)

Just my 10 cents. (It was certainly more than 2 ;))

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Re:Turn on the light...

Posted by ^RIGOR^ - 2013/07/01 10:50

biowizard wrote:

^RIGOR^, very cool idea!

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They are both really cool!! I missed these posts! at first i thought to design some fixed devices customizing existing cavern pieces (just as Richen did)...but I chose what you can see in the end...it's better to move the pieces wherever you want!

Crimson_King_of_the_Tower wrote:

You my friend are just full of awesome ideas. Ive been thinking of alot of things i could put leds into for things like this but its awesome you can actually sit down and put your ideas down on paper. I wish i had kept at drawing when i was in Highschool but i just sorta stopped now i regret it. Awesome looking stuff i still want to try and sculpt one of those traps you drew when my new sculpey comes in

Thank you King...I can't wait to see your finished work!!

dandare wrote:

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I totally agree!!

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