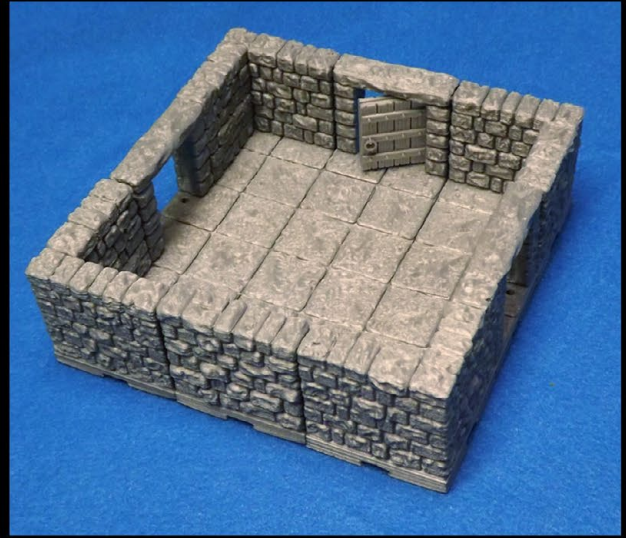
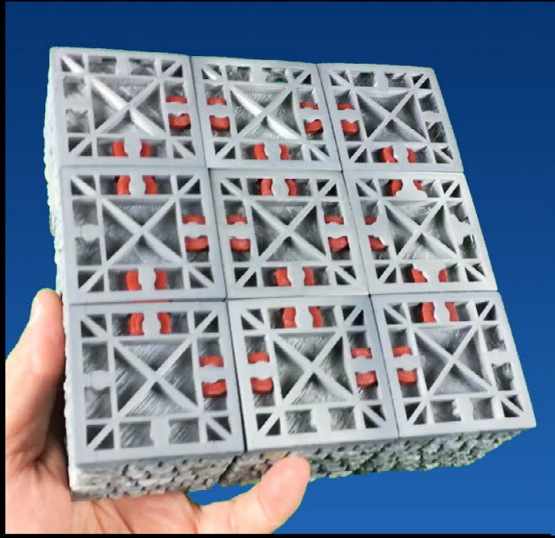


DRAGONLOCK

ULTIMATE



DRAGONBITE™
COMPATIBLE

Miniatures by www.reapermini.com

STREAMS

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DRAGONLOCK

Getting Started

Welcome to the DRAGONLOCK: Ultimate™ terrain system. This instruction manual will outline some basic materials you will need for 3D printing these models, specific printing information for the models in this set, and links to additional resources.

For more information on getting started with 3D printing, help with choosing a printer, settings for many popular printers, troubleshooting, and more; please visit our 3D Printer forums:

<http://fatdragongames.proboards.com/board/21/3d-printing-dragonlock-terrain>

For painting tutorials on these and other models in the DRAGONLOCK: Ultimate™ product line, please visit our Youtube channel:

<https://www.youtube.com/channel/UC5Lbnd97HV3rU98gcwHklzQ>

Basic Tools and Materials



For gluing models with multiple pieces together, we have found that Gorilla Glue works great (especially the 'gel' type.)

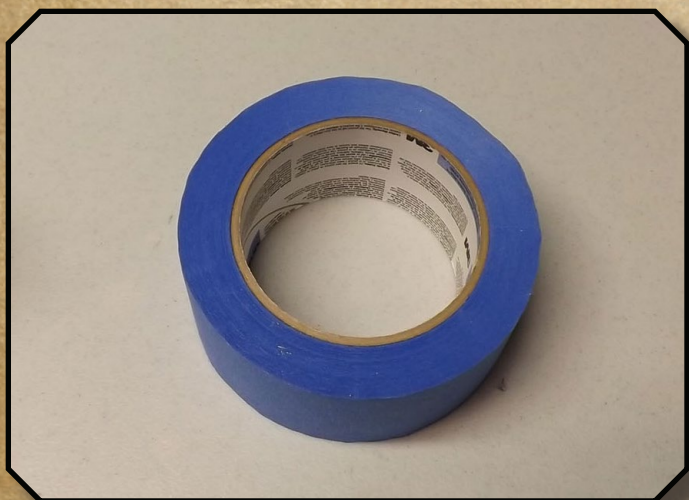


While not necessary, it helps to have a pair of small tweezers on hand. You'll find yourself using them often to pull odd strands of plastic off the model, getting small bits of plastic out of the printer, etc.

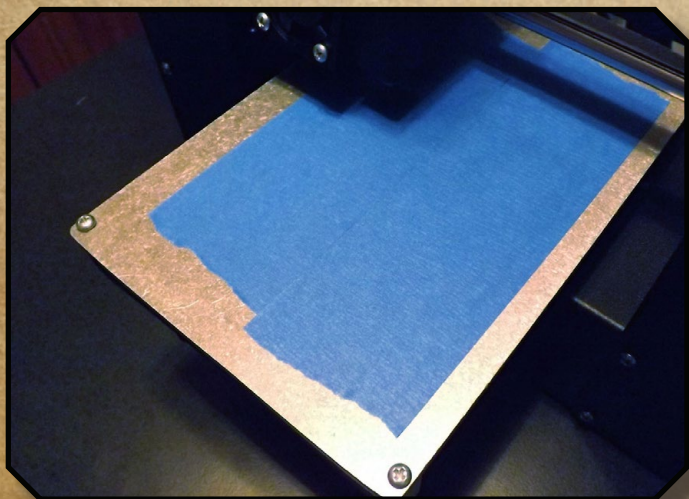
DRAGONLOCK



Absolutely essential is a small metal spatula to help remove models from your build plate. We've found that ones like this from art supply aisles at craft stores work great and should only cost you a few dollars.



When printing PLA on a non-heated build plate, applying blue painter tape to your build-plate works great to help the plastic adhere.



To make your print stick as well as possible, you can wipe off newly applied tape with a paper towel that has a little rubbing alcohol on it (the tape has a wax coating on the back that sometimes inhibits the plastic from properly sticking to it).

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General printing tips for DRAGONLOCK: Ultimate™ models

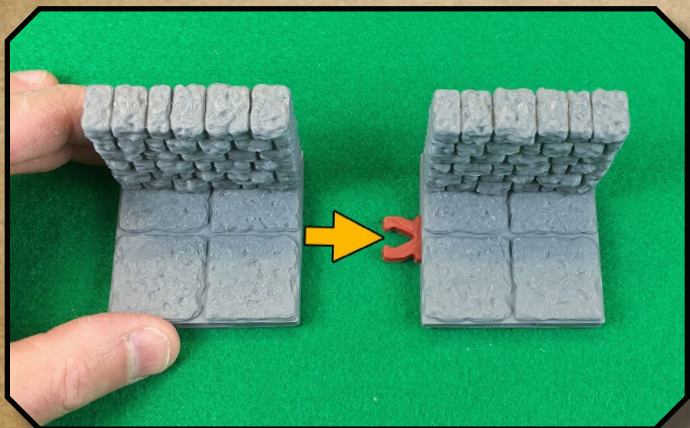
With the wide variety of printers and filaments on the market, it isn't possible for us to list printer settings that will work with multiple machines. Please visit the Fat Dragon Games forums for printer-specific tips and information:

<http://fatdragongames.proboards.com/board/21/3d-printing-dragonlock-terrain>

Using the DRAGONBITE™ clips



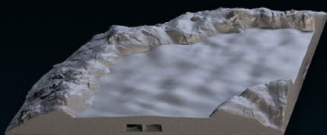
Before inserting a Dragonbite™ clip, you must first remove the printing support present in each slot on all four sides of every model. We recommend using needle-nose pliers to gently twist the support out of place (always wear eye protection when using tools.) Clips should be printed with 15-20% infill (but can be printed with 0%.)



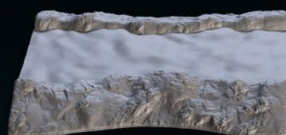
To connect DRAGONLOCK™ Ultimate models together, simply insert a Dragonbite™ clip into the slot of one model, then slide the adjoining model into the opposite side. In addition to the standard v3.0 clip, there is an optional clip (the previous 2.0 version) that is slightly looser, should you need it. Unused slots can be covered with Dragonlock™ edge pieces.

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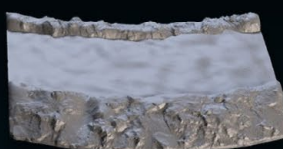
Curve A



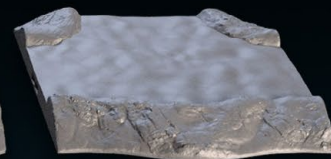
Straight 1 A



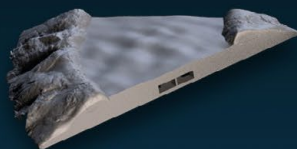
Straight 2 A



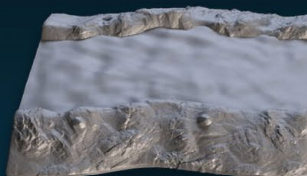
'T' A



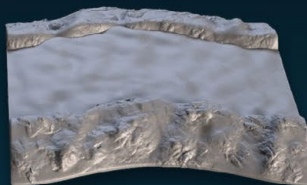
Wedge A



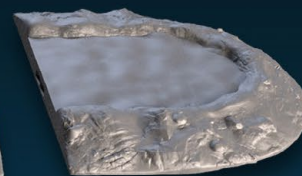
Straight 3 A



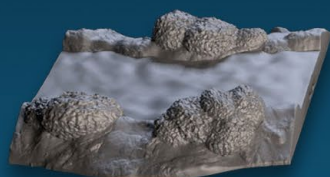
Straight 4 A



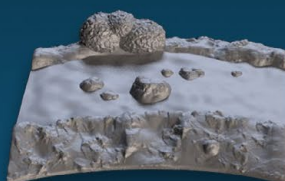
End A



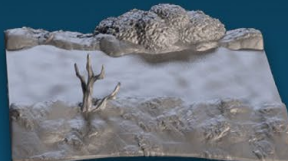
Straight 4 B



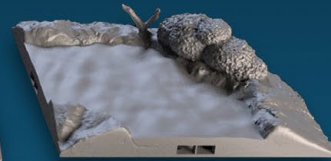
Straight 2 B



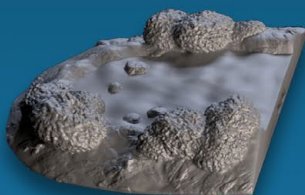
Straight 1 (B1/B2)



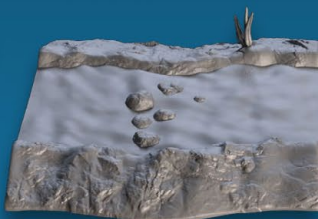
Curve B



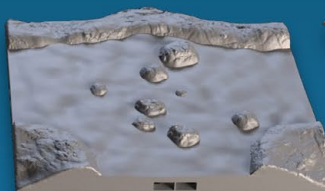
End B



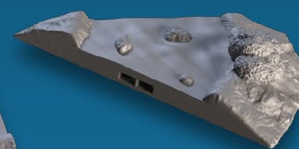
Straight 3 (B1/B2)



'T' B



Wedge B





Printing info:

Filament:

- We recommend using PLA (we use eSun and Hatchbox in the FDG office)

Layer Height:

- All clips and models: 200 micron/.2mm

Top/Bottom layers:

- 6 layers or .9mm

Infill:

- 5% on Stream models
- 15% on Clips

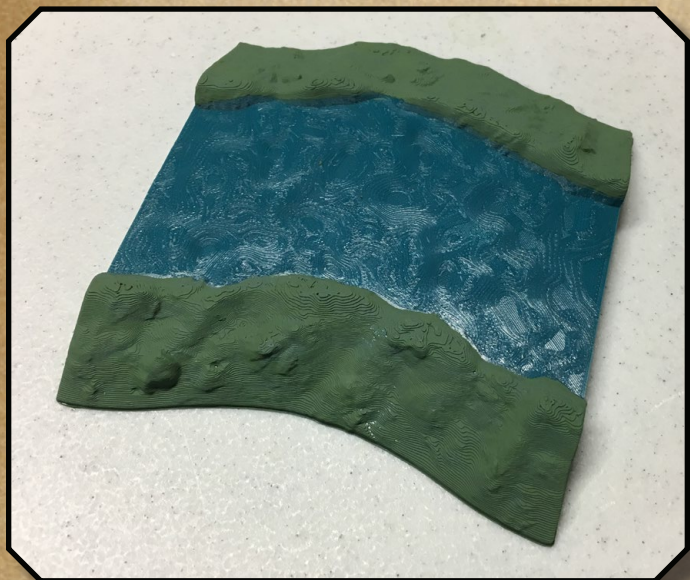
Raft:

- None

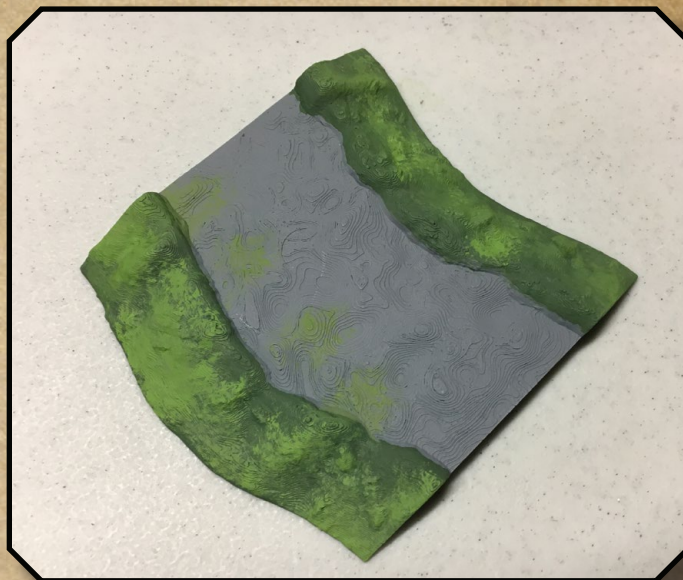
Brim:

- None

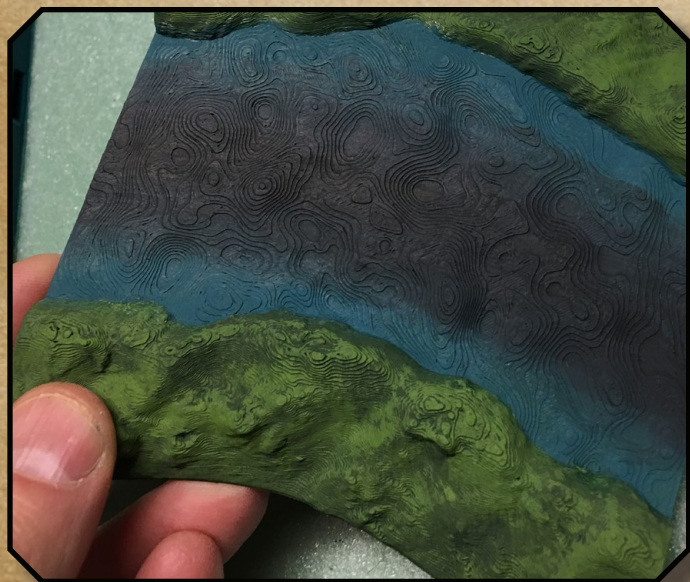
DRAGONLOCK



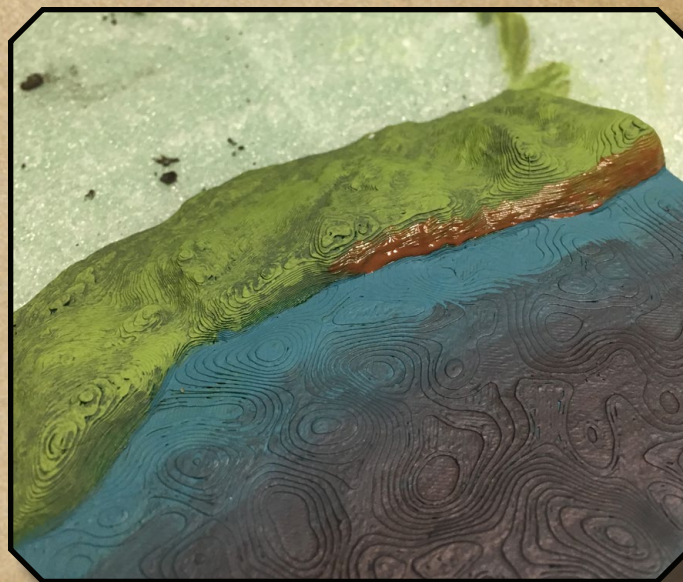
Start painting your stream tiles by applying dark green to the ground areas.



Next 'dab' medium green in with an old brush in a splotchy pattern as shown above. Do not dry brush, but rather 'dab/stab' at the surface.



Paint the water medium blue at the edges, and gradually blend it darker toward the center. I had two areas of paint on my palette, blue and black, then mixed them together at the middle. I kept going back and forth between the gradations until I got something that looked right.

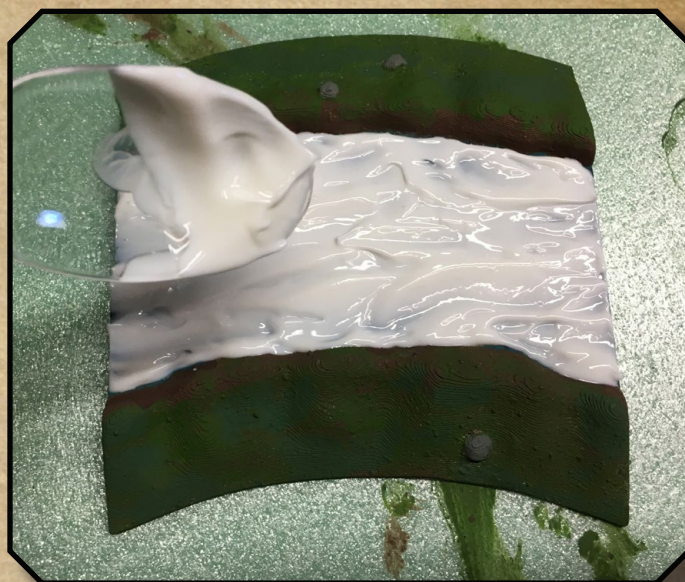


Finish by painting a thin edge of brown along the ground where it meets the water. We have sculpted the water in a way so the printing lines will form small circular 'islands' and blend with the gloss gel overcoat to look like water ripples.

DRAGONLOCK



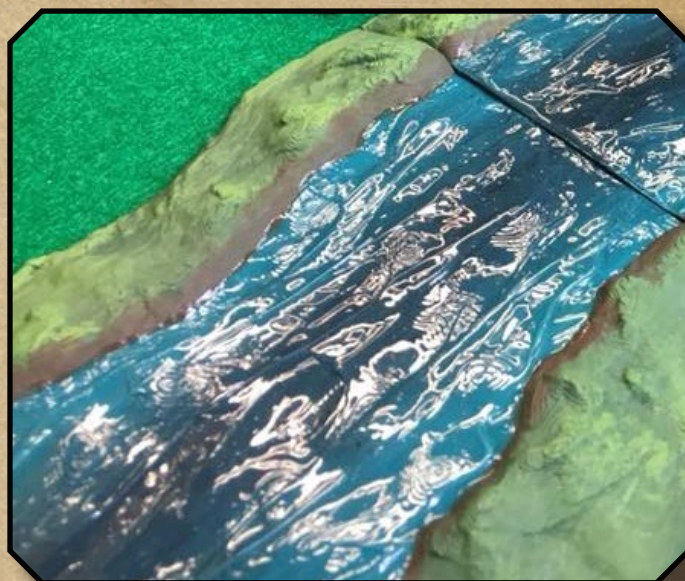
Liquitex Gloss Gel is amazing for sculpting water effects. It is thick enough (do not thin with water at all) to be applied to a flat tile and not run off the edges.



Using the plastic spoon, you can 'drag' it through the applied gel to create a flow pattern. Don't panic when you first apply the gel, it will be white (like school glue), but after 4-6 days it will dry totally clear.



Touch up small areas with a toothpick.



Set aside, and 4-6 days later you will have a finished stream tile.