Best Material for War-game Miniature printing?

Posted by dakkonrv - 2013/06/28 21:40

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Hi,

I need some help choosing a material for printing 28mm and 32mm miniatures for casting? Anyone can recommend the best material for that purpose?

Nano Detail High Temp is no longer available and I'm between 4 materials. Which one should I pick? The Nano Wax Turquoise looks promising but what's the main difference with the Nano Wax Blue; the quality is way different or they are almost the same? What about the Nano Detail White, how well does it hold the details? Can someone share a photo of that material? Also Nano Detail Ultra vs Nano Wax Turquoise, which one holds more detail and is better for casting?

Look forward for your recommendations!

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Re:Best Material for War-game Miniature printing?

Posted by Marco CM - 2013/07/02 09:47

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"I need some help choosing a material for printing 28mm and 32mm miniatures for casting? Anyone can recommend the best material for that purpose?"
- Our Nano-Detail materials are capable of producing war-gaming miniatures.

First:

Nano-Detail Ultra is the highest possible detail resolution. Details as fine as 0.007 mm and a layer thickness of 9 microns. Nano-Detail Ultra is the highest detail material available with today's technology. The only downside is that it uses hard supports that must be removed from the model after printing. This means small details enclosures like mouths and pockets would be filled with supports and need to be cleaned out.

Second:

Nano-Wax Blue or Turquoise are the next highest detail materials. These are casting waxes designed for lost wax investment casting, typically used in jewelry production. This means that they are somewhat fragile and susceptible to heat. Blue is slightly stronger and longer lasting that Turquoise, but turquoise casts the best with no residue for in lost-wax casting processes.

Third:

Nano-Detail Crystal/White. Nearly as high detail resolution as the Ultra, but without hard supports. This allows you to design moving functional parts with interlocking components and enclosures. These are my personal favorite materials because they are sturdy, high-detail and can have moving parts. Such as moving heads and arms.

Please let me know if you have any other questions about the Nano-Detail 3d print materials on Kraftwurx.com

-Marco CM

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Re:Best Material for War-game Miniature printing?

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Re:Best Material for War-game Miniature printing?

Posted by dakkonrv - 2013/07/02 15:51

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Hey Marco,

Thanks for the answer.

So Nano-Detail white would be a good option to print miniature models as it has almost the same resolution as the Nano-Detail Ultra, right? Because price wise the Nano-Detail ultra is 10 times more

expensive than the Nano-White material.

You're probably the best person to ask as you've tested several materials, whats the main difference between Nano-Detail White and a VeroBlue/White/Gray?? Which one gives the best result in quality, detail and smooth surface? Always having in mind the models will be 28 to 32 mm tall.

Btw, it seems all the material have at least a week of lead time and most of them are above two weeks. Is there an option to speed it up? Or the lead time does not mean it will take all that time to produce and can be delivered in 3 days or less?

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Re:Best Material for War-game Miniature printing?

Posted by Marco CM - 2013/07/02 17:40

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"So Nano-Detail white would be a good option to print miniature models as it has almost the same resolution as the Nano-Detail Ultra, right? Because price wise the Nano-Detail ultra is 10 times more expensive than the Nano-White material."

-Correct, Nano-Detail Ultra is higher detail but an entirely different process that takes much longer and costs more than Nano-Detail Crystal.

"whats the main difference between Nano-Detail White and a VeroBlue/White/Gray?? Which one gives the best result in quality, detail and smooth surface? Always having in mind the models will be 28 to 32 mm tall."

-Alot, the Vero Materials are acrylic mixtures cured hard with UV light. Although the Veros are high-detail, they are not very good detail for miniatures. Nano-Detail White is plastic extruded in liquid form and cooled hard. The Nano-Detail White/Crystal produces smoother surfaces than the Vero. Both can be sanded/polished.

"Btw, it seems all the material have at least a week of lead time and most of them are above two weeks. Is there an option to speed it up? Or the lead time does not mean it will take all that time to produce and can be delivered in 3 days or less?"

-Many times parts are printed and shipped much sooner than these leadtimes. But if there are many orders for that particular material it may take the full leadtime until the part ships. Currently Nano-Detail materials are shipping with-in 3-6 days of order but I cannot guarantee this indefinitely. If you are interested in a rush order please email me directly at marco@kraftwurx.com. We will speak with production and see how soon a part can be printed in the given material.

-Marco CM

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