



## D&D Floor Tile Fog Emitter - OpenForge Compatible



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## Summary

So recently I was gifted a mini fog machine. It works great and I figured why not ingrate it into my dungeon tiles. I...

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So recently I was gifted a mini fog machine. It works great and I figured why not ingrate it into my dungeon tiles. I saw nothing previous looked to exist, so I booted up Fusion 360 and made these.

By making just the emitter portion, you can merge this with any tiles of your choosing. All you need to do is put a 13 mm hole in the center of the floor tile.

The tubing used to connect these is a clear PVC tube, 3/16" in diameter with a wall thickness of 1/32".

Video of tile with fog machine in action: [https://youtu.be/sYybKi\\_dAd4](https://youtu.be/sYybKi_dAd4)

## Print Settings

**Printer Brand:**

Anycubic

**Printer:**

Photon

**Rafts:**

Doesn't Matter

**Supports:**

Doesn't Matter

**Resolution:**

.05

**Infill:**

Doesn't Matter

**Filament:**

[AnyCubic Resin ](<http://www.amazon.com/s?url=search-alias&field-keywords=AnyCubic+Resin&tag=thingiverse09-20>) White

**Notes:**

You might be able to print these on a filament machine but I was not. My machine has a max resolution of 0.2mm layer height and I have a 0.4mm nozzle on it. So instead I used my resin machine and made these with no trouble.

## **How To**

### **Preparation**

If you want to print the tile with the emitter embedded, you can. Otherwise, just glue it in place afterwards.

To prepare the tile:

1. Open the STL in your favorite mesh editing software.

Cut a 13 mm diameter hole in the center of the floor tile. Merging the Emitter & the Tile (Optional)

Import 'Floor Emitter - Emitter.stl' into the editing software that your tile is currently in.

Align the emitter with the bottom of the textured portion of the tile.

- With OpenForge tiles, this is the bottom of the tile without any base on it.

Merge the meshes. Be sure to choose a merge method that does not reduce hard edges or otherwise will mis-align the screw threads. **What to print per floor tile**

- 1 Emitter - This can be separate or merged as described above.
- 1 Connector
- Up to 4 Barbs
- Up to 4 Plugs Print any combination of plugs and barbs for a total of 4 as that is how many holes the connector has.

## Post-Printing

Depending on the detail levels of your printer, you might need to clean up the holes and threads. A small hand drill bit works great for opening up the holes in the top emitter. I also used a thread cutting kit to clean up the built in threads on the pieces.

## Updates

- 2020-01-07
  - Removed threads from Barb, Plug, and associated holes. These now will be pressure fit or glued in place.
    - Adjusted diameter of Connector vertical throat to increase multi emitter distribution
    - Added bevels for ease of attachment
    - Adjusted height of E Base tile and added alignment text

Category: Buildings & Structures

## This remix is based on



**D&D Floor Tile Fog Emitter - OpenForge Compatible**

by GlitchTech

# Model files



**e-trp-fogbase.stl**

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**floor\_emitter\_-\_plug.stl**

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**floor\_emitter\_-\_connector.stl**

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**floor\_emitter\_-\_barb.stl**

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**floor\_emitter\_-\_emitter.stl**

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[Find source .stl files on Thingiverse.com](#)

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