Modular Integrated Landscaping System (VIII)

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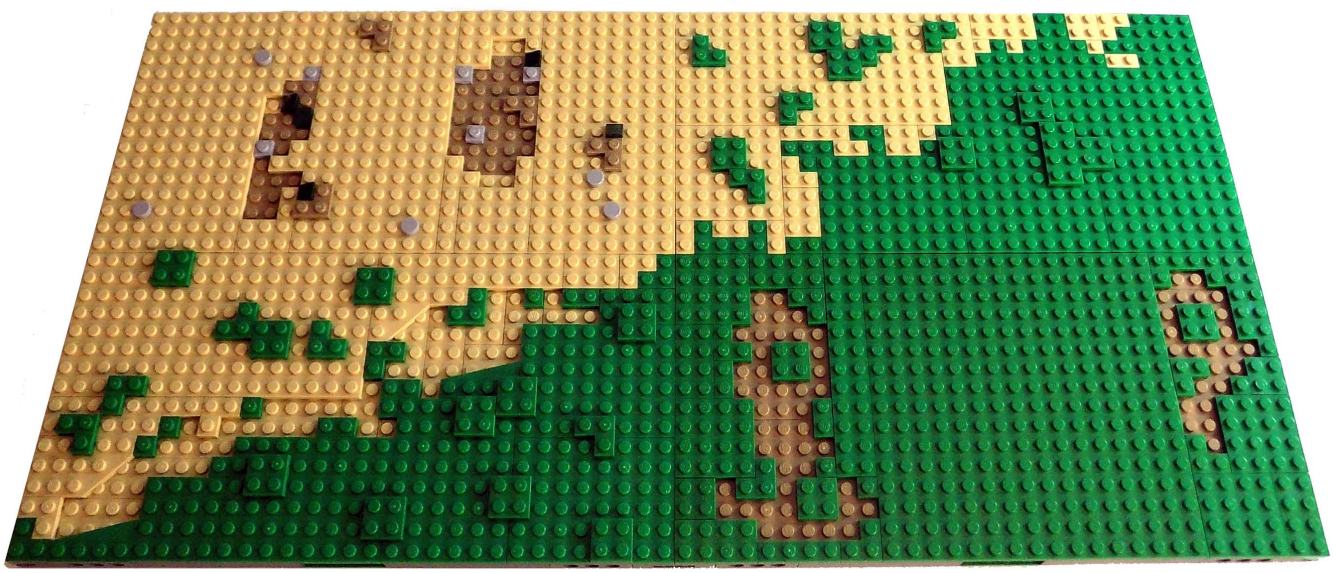
We have added new modules to our MILS dioramas, and as we work on different types of dioramas we have recognized the need to be able to connect these different types of terrain to create mixed setups.

Transition modules between different terrain types

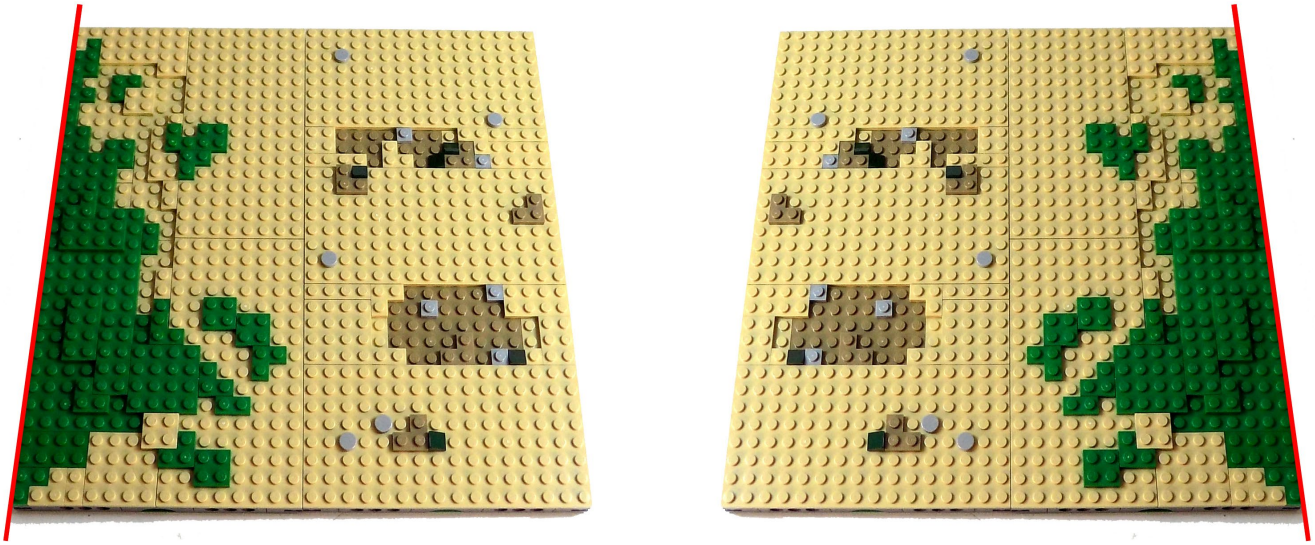
This concept is basically the same as that developed in the second article in this series (HispaBrick Magazine® 14, page 61) regarding coast modules. What we will investigate here is how to create modules which allow you to connect different types of terrain modules, for instance grass and snow, or grass and earth.

All the modules you will see here fit in the general category of CTM (Compatible Terrain Modules). Their orientation is obviously determined by the type of landscapes we want to link, and to this end we need to define where each type of terrain will connect, and create a gradual union between the two rather than a straight line.

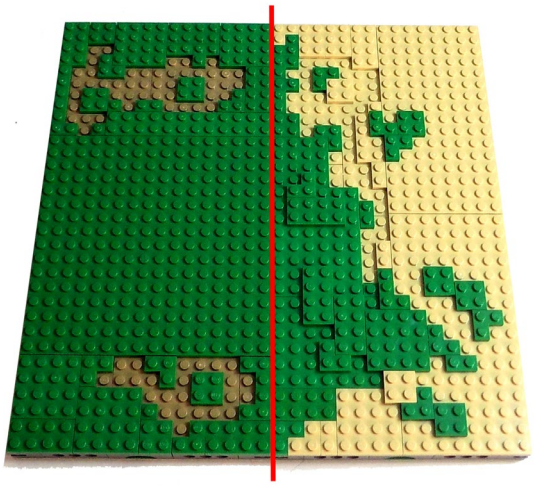


In each 32x32 module there will be one part that that represents one of the two terrains you want to combine and another with the second type of terrain. If you draw a straight line separating the two types of terrain, from the top to the bottom of the module you can distinguish between the following cases:

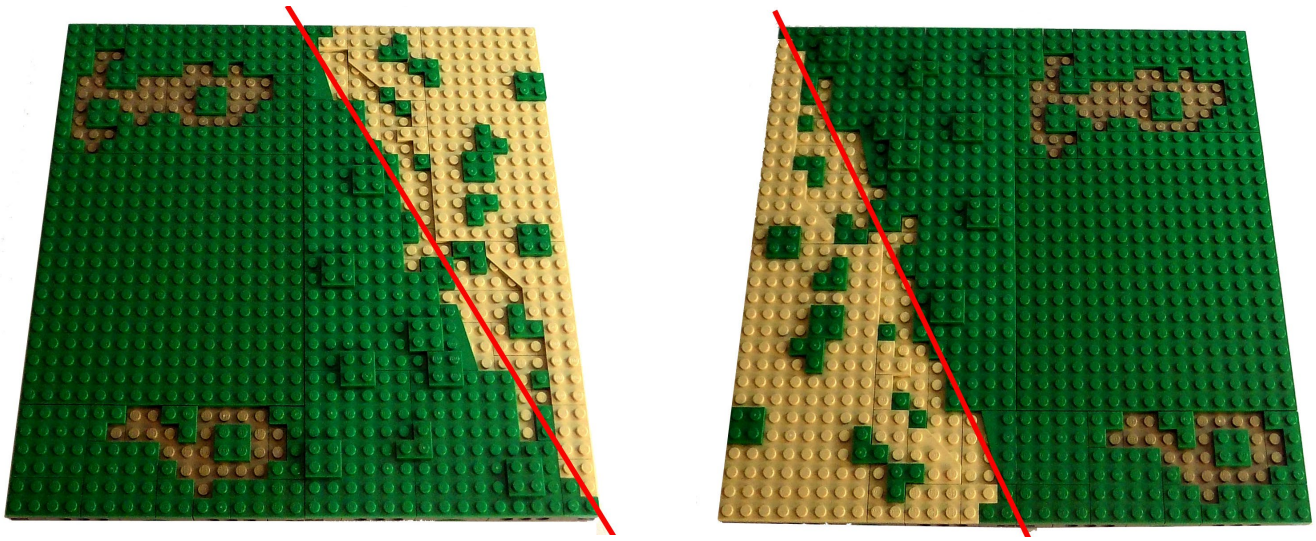
a) Straight separation, with a border at one of the edges of the module (either left or right) that can be changed by rotating the module 180º.



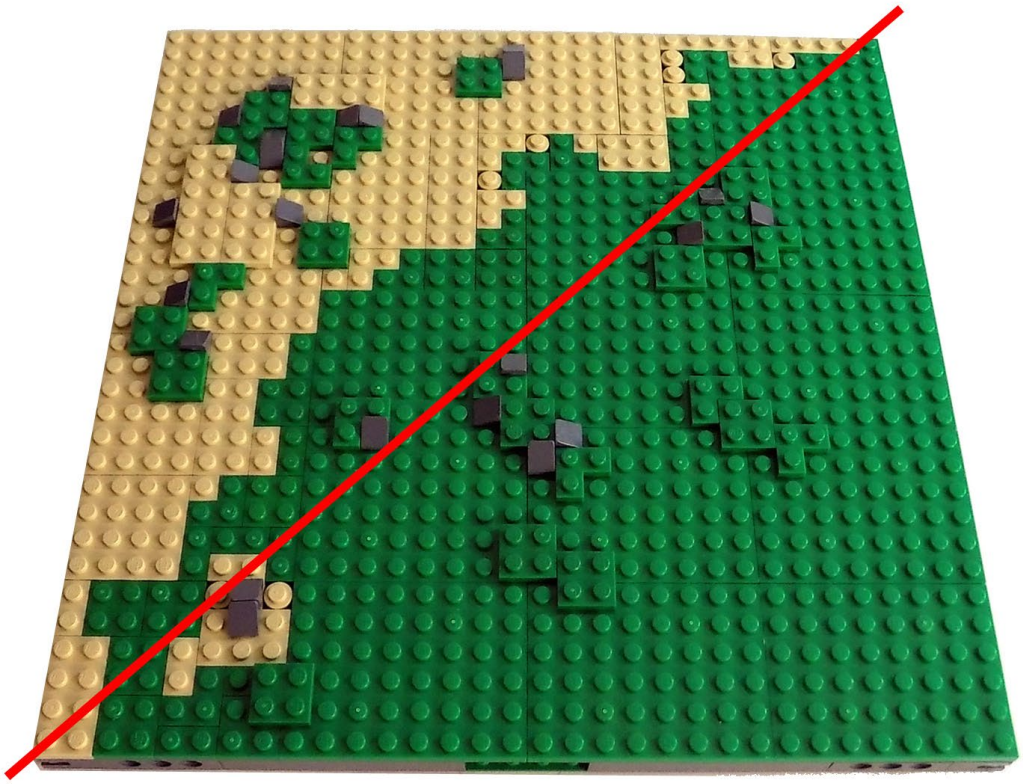
b) Straight separation through the centre of the module, with a limit in the centre of the module (i.e. at 16 studs).



c) Slanted separation, starting on one side and ending at the centre of the module (i.e. at 16 studs). Changing the orientation of the module this changes to a start in the centre and an end at one end.

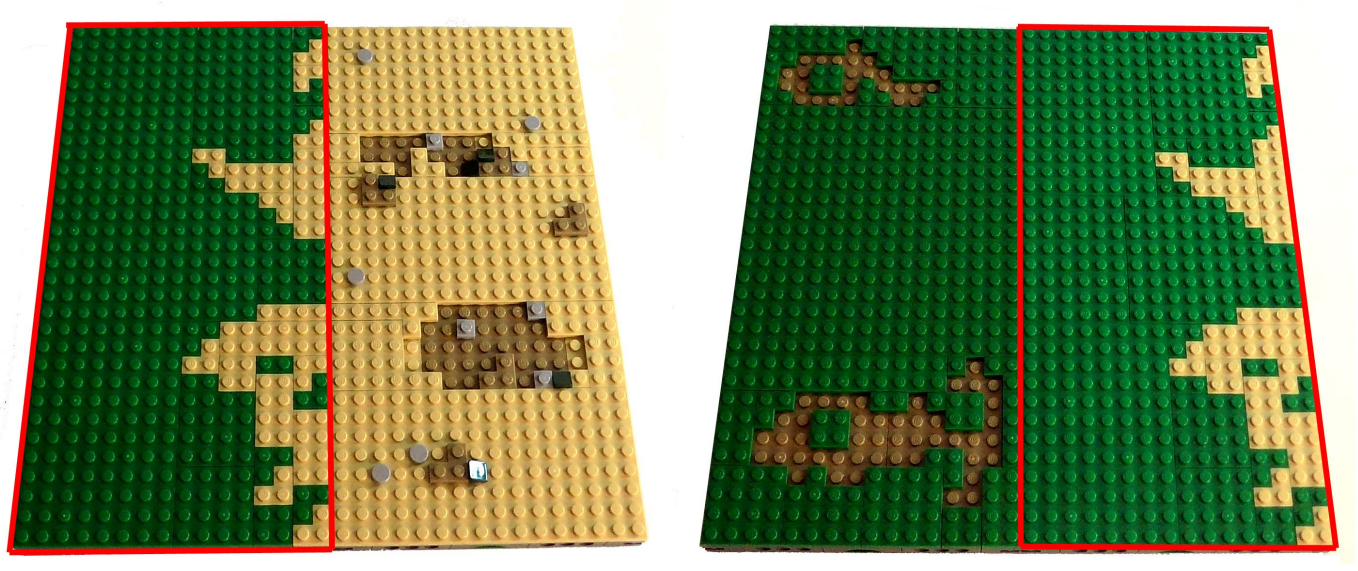


d) Slanted separation, starting and ending in opposing corners, crossing the entire module.

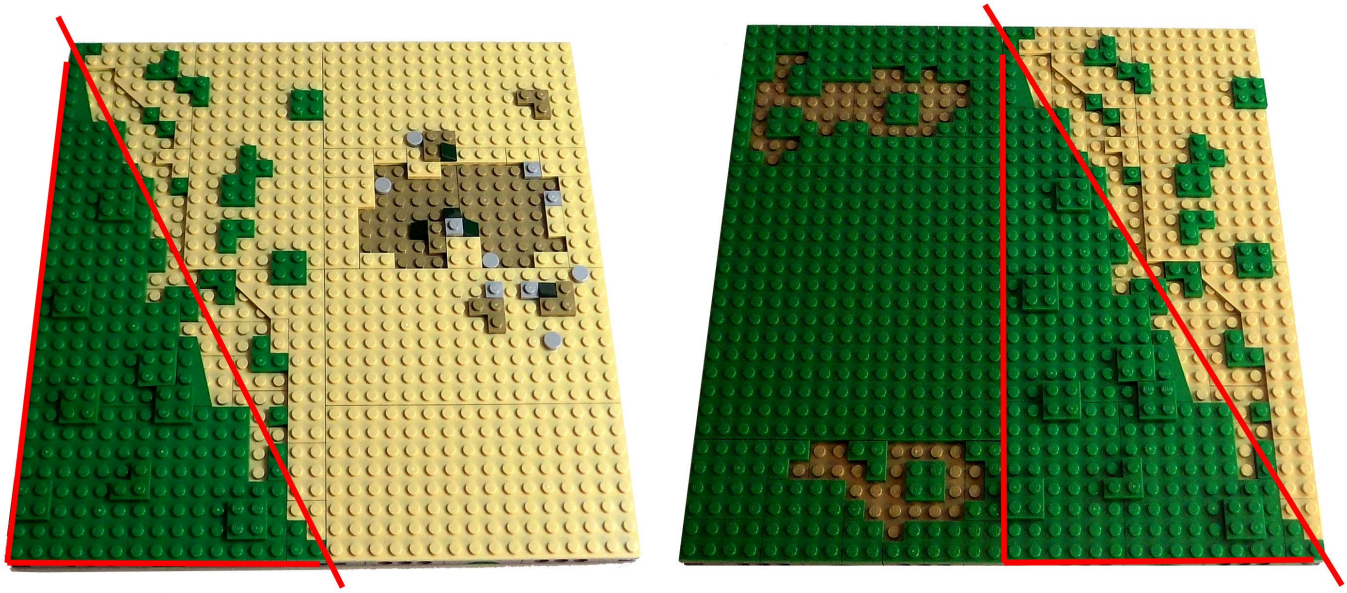


It is important to point out that these four cases can also be used horizontally, simply turning the modules 90º. So with these four simple options you can obtain a great variety of transitions between terrain types with different characteristics.

One way of creating more variety in the different edges between types of terrain is to build these modules on paired 16x32 stud sections. The MILS module is then made up of two parts that can be combined in different ways, allowing for many more combinations without having to build a multitude of different MILS modules. You simply need to build modules with straight and slanted separations and then combine them to create the desired edge for each occasion.
In this example you can see how an element with a straight line and another one with a single type of terrain (both 16x32 studs) can result in a separation either in equal parts or where there is a prevailing terrain:



This possibility can also be applied to modules made from two 16x32 sections with a slanted separation between terrain types. You can create different combinations to separate terrain:



In this final example you can see how you can create realistic terrain with just three sections – straight, slanted to the right, and slanted to the left – which have been combined here to make up four MILS modules. The fact that the terrain is modular doesn't mean there has to be a lower level of detail, even when the modules are pre-built.

MILS: http://www.abellon.net/MILS/#