

Photo



Interviews

*Daniel 'Nathelis' Gütl
Meet the Brindie team*

Spotlight on Salute 2013

Tutorial

Flesh Tones

Credits

WAMP Founder
Brett Johnson

Editor
Jon Webb

Design Editor
Angelos Passamitros

Review Editor
Randy Shea (Cregan Tur)

Cover Image
Zeeona
by **Scott Hockley**

Contributors
**WAMPERS of the World
united:)**

Contact Portal at
portal@wampforum.com

Find us at
wampforum.com/portal

Follow us on

facebook

Google+

Welcome to issue 32



Welcome to issue 32 folks,

Last issue was all a bit mad really. You downloaded it in your droves and it quickly shot up the list of most downloaded issues and it wasn't long before it was more popular than Portal issues that had been available for three years! It has now become our most popular issue with over 11,500 downloads at time of writing this. Portal's total downloads are now more than 125,000. It really is the No1 magazine for Miniature Painting and even better it's all free!

Seeing you readers support the magazine is a great boost to myself and the team who are working very hard bringing features to make Portal even better so thanks to you all for been pretty awesome!

The convention season is well underway with Salute and Adepticon already done and dusted and Gencon and the Golden Demon's coming along rapidly. It's great seeing what people are working on and there are always a few minis that just make you go WOW!

If you have any suggestions for articles or features you would like to see in the magazine then please drop us a line, either at portal@wampforum.com or on our facebook page www.facebook.com/portalmagazine Hope you enjoy this issue,

Brett

Interested in joining the Portal Team?

Due to the increasing success of Portal we are looking for someone to join our design team. We are looking for someone with experience in desktop publishing software (preferably Adobe InDesign), the ability to work to deadlines and commit to the magazine each month and above all a passion for miniatures. If you're interested in helping us out, and finding out what perks the job entails, please get in touch at portal@wampforum.com

Features

- 10 Salute 2013 The Interview
- 15 Salute 2013 Report
- 20 Meet the Brindie Team
- 28 Zeeona
- 34 Painting Skin Tones
- 45 Raising The Bar
- 53 A View from the Tower

Regulars

- 4 News
- 6 Socialize
- 7 New Releases
- 14 On the Radar
- 58 Gallery
- 61 Random Musings

Reviews

- 32 The Army Painter Mega Paint Set
- 57 Mousling Adventurer

Contests

- 19 Infamy - Darklands Painting Contest
- 31 Studio McVey 2013 Contest
- 43 Wyrd Miniatures 2013 contest





Malifaux V2 goes Beta ↗
Wyrd Miniatures have Launched Beta testing of Malifaux 2nd Edition.



Portal and DarkMessiah Bases Giveaway ↗

Portal has teamed up with Darkmessiahbases.com to give away a resin plinth set to one lucky person. Check out the Portal Facebook page for details.



Win Free Terrain ↗

Impudent Mortal is gearing up for the launch of their kickstarter by giving a way free terrain via their Facebook page.



Kabuki looking for Sculptor

Kabuki Models are looking for a sculptor to work on their latest concept design you can contact them at info@kabukimodels.com



New Eldar from GW

The latest codex from Games Workshop is here for the Space Elves, including the mighty Wraith Knight.



Barbarian Giveaway

The Wampstore was giving a way a much sought after Barbarian Dude sculpted by Emanuele G. The lucky Winner chosen at random was Andrew Spiers.



We're Not Worthy

Worthy Painting has announced the sad news that it has had to close its doors thanks to the closure of its store.



CENTER STAGE MINIATURES LLC

Center Stage Acquires SSM Fantasy Range

Center Stage Miniatures have bought Secret Skeleton Miniatures Fantasy line which currently has 18 figures in the range.

“(SSM Owner) Wes Herbst and I reached an agreement a year or two ago where Secret Skeleton Miniatures would be distributed by Center Stage,” said Matt Solarz, owner of CSM. “It’s just a natural thing that if Wes were looking to sell, we’d add them to our ranges without question.”

The move will also allow CSM to proceed with their own lizardman range, a move that was impossible with the prior distribution arrangement.

“Wes and I pretty much agreed we wouldn’t compete with each other, to make things easier,” Solarz said. “Now, we can not only continue to sell Patrick Keith’s fantastic sculpts, but we can add to the range as I have wanted to do for years.”

The acquisition is effective immediately. Secret Skeleton will retain ownership of all their other original ranges, which currently include a science fiction marauder.

“We have many plans in the works,” Herbst said, “But they don’t involve heroic fantasy at this point. CSM seemed like the best possible home for our quality miniatures.”

DARK-ART-STUDIOS



WWW.DARK-ART-STUDIOS.CO.UK

Socialise

Should Games Workshop scrap Finecast?

- Daniel Illingworth

Well it already looks like scrap.

- Jason Cotterill-Attaway

They probably will at some point. The 'sprues' around fine cast look identical to regular plastic sprues.... With the recent high elf models, the two female character models were done in fine cast bust the horth character was done in plastic yet almost £2 more!

- Sunjeev Shukla

They should, its terrible the reason i stopped buying anything from them now! Although i do not think they will, they may change the mixture up to make it more resistance to well....life.

- Dave Wright

We would not have kick ass models like the mangler squig and the new farsighted. Without it - no way in the world those poses would work in metal.

- Lee Heroux

They just need to learn the fine art of QC

- Alex Huntley

Could they somehow utilise the tears of the fans they have lost over the past decade for casting purposes?

- Mike Tipple

No, they should just perfect the casting process to ensure they don't have so many issues with the final product. When it goes right its a stunning medium and the models are crisp and show the detail beautifully. Unfortunately not everyone is lucky enough to get great casts hence the poor press.

- Andrew Mitcham

I think if you look at the alternatives then no as mentioned they just need to improve the product and there quality control. To scrap it would probably financially cripple them. Resin is the way forward but producing on this scale is the undiscovered country.

- Greg Ferrell

I love resin casts, but the results from GW are so poor . I'd just like them to improve it.

- Sigur Squirr

They can't scrap it. Too many people are afraid of metal, that resin-plastic stuff is incredibly convenient to work with. They just need to fix it, that's all. And I'm sure they're working day and night to get finecast to work better.. With their PR, everything GW do will be criticized anyway.

- Blaine William Bodie

I haven't been satisfied with my Finecast purchase. Don't get me wrong: their plastic kits are wonderful! There are so many cool opportunities to kit-bash and customize that I sometimes just want to pick up a box to play with them and sticky-tack like ...

- Ian Slutz

No. As a modeler I much prefer the ease and precision of resin to metal. I remember the change over from lead; overnight casting quality dropped. It took sometime for things to get better and so Finecast is the same. I am sure they will continue to refine the process and the result will probably spill over to other companies.?

- Pete Buckle

Well, the first fine cast miniature i bought was a bretonnian damsel a few months back and it is the first purchase i've had to return to games workshop as half the woman's face was miscast. I've since received a replacement miniature whose staff was bent to one side and can't seem to find a way to straighten it. I'm not impressed with finecast in the slightest and have been put off ever buying one again

- Warpaintstudios

I am afraid so, i don't see that there are any benefits to the miniature painter to actually use this material. I know many commission painters including myself that refuse to take on failcast commissions.

- Dylan Spero

No way. As with all their products, I believe they should keep making the quality worse and worse while raising prices every year...

- Craig Fisher

Yes its a complete let down. Every one I have bought is awfull.

NEW RELEASES



Maelee - Bombshell Miniatures



'Captive' - Tartar Miniatures



Ulf The Lumberjack - Blacksmith miniatures



CARROWEK OF CARN DHU, WAR-DRUNE
ON DRUNE-HORSE - Mierce Miniatures



DUNGANN, OGHURITHNE NUND
Mierce miniatures



Bitsie - Scale75

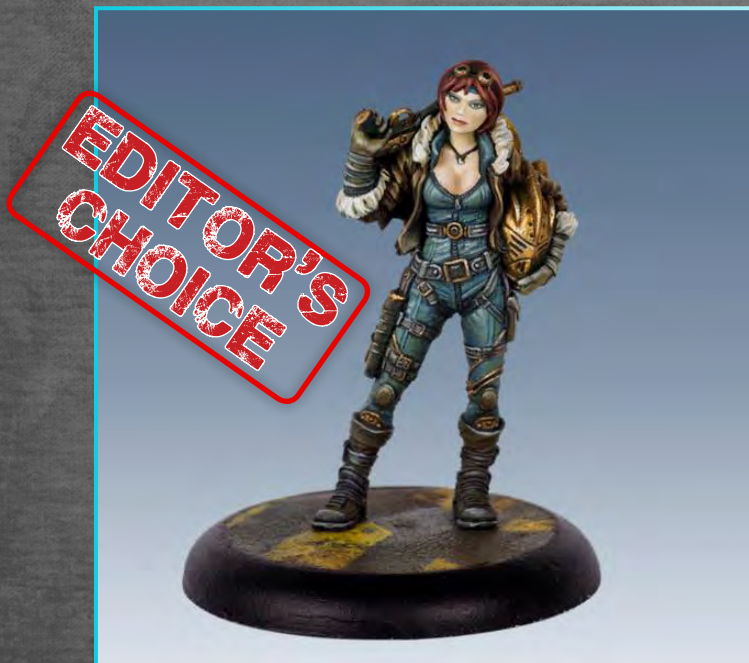
NEW RELEASES



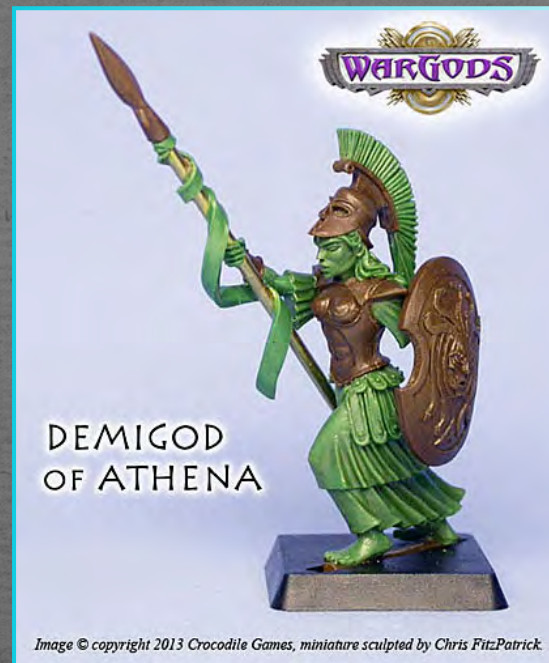
Corregidor Jurisdictional Command - Infinity



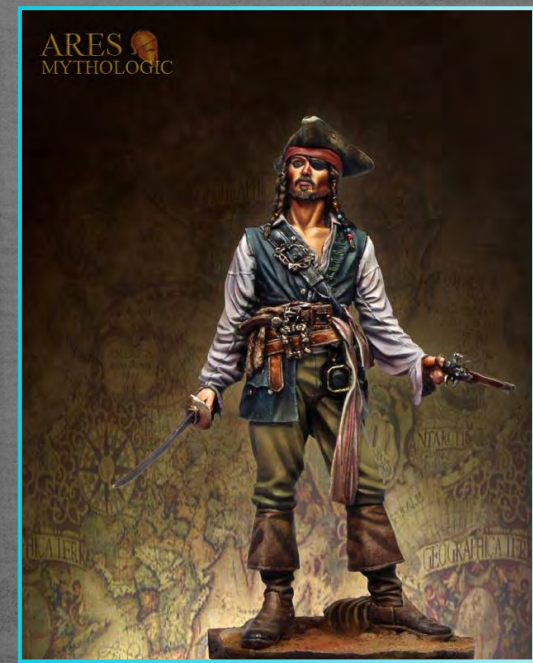
54mm Dwarf - Scibor Monstrous Miniatures



Jet Girl - Studio McVey



Demi-God of Athena - Crocodile Games



Caribbean Pirate - Ares Mythologic

NEW RELEASES



Cinderella - Kabuki Models



Cavalry Officer - Dolman Miniatures



Katherine - Morland Studios

Salute 2013

THE INTERVIEW

by Adam Parkhouse

On April 20th, the 41st Salute took place at the ExCel centre in London. It's the biggest event of the UK calendar, and has everything a hobbyist could ever need contained in one place. It's a great excuse to meet up with those you've only met online, or to meet the people responsible for your resin addiction, either to praise them or blame them!

We thought it'd be good to give a feel of what the event is and why it's important to the UK (and international) scene. Salute's long and impressive history has been well documented here <http://slwarlords.blogspot.co.uk/p/history.html>, but we've managed to glean some extra information from some of the organisers. A big thank you must go to them for taking the time out in the run up to the event to answer our questions.

How many visitors do you get on average? Has this grown year on year since your move to the ExCeL? How long before you take over the London Marathon exhibition halls too?

Last year we had around 5,000 paying gamers in the halls, and on top of that we had almost a hundred games and well over a hundred traders; I would say that with our own members, that's probably getting close to 6,000 'interested parties' in the hall. It's shown a steady increase since we moved to ExCeL. Of course, there are ups and downs in individual years, but the general trend is upwards.

Salute seems to have a theme each year. Is there a method to the madness? For example, do you have a five year plan or whatever on the theme, or do you decide year on year?

Themes are decided each year – it's a case of looking through the anniversaries and centenaries and making a decision. And not always going for the most obvious one, as well, because sometimes there's a more interesting option. We'll be making a decision on the theme for 2014 once Salute 2013 has been put to bed.



Has there always been a Salute figure? What was the decision behind having one? Are there a few favourites amongst the Gaming Club?

The first figure we gave away at Salute was Richard I in 2003, and we've given one out ever since. This year we've tried something different; instead of a white metal casting, we've gone for a limited edition plastic figure, which I think is a first for a wargaming club. Favourites among the South London Warlords? Well, I personally like last year's Mayan, but I think the American Civil War officer was an incredible sculpt; such a dynamic figure from Alan Perry in a single piece casting.

Salute is often on the same weekend as the London Marathon, traditionally not renowned as hobbies that go together...do you knowingly get any interest from passersby on the Saturday?

Not the most obvious mix, is it – wargaming and marathon running. We get a little interest, usually from the families of runners who've signed themselves in, but in general we're very separate hobbies.

In your own opinion, why should a hobbyist come to Salute?

Quality and quantity. This year we have over 150 traders who represent pretty much every strand of the hobby, from the largest retailers down to the smallest manufac-

turers (except GW – see later). We have over 80 games put on by clubs and traders from around the country. We have a fantastic painting competition, with entrants from all around the world. Some traders even hold back releases for Salute now, so you get to see the newest and shiniest stuff for the first time. We have a huge space to work in, too, so there's room to breathe and move around between the stands and games, and even tables to sit down and eat your lunch, all of which is a big bonus as well.

Do many people meet up over the weekend (ie not just on the Saturday)?

I don't – I'm too busy working at the show to get much further than a cursory 'hi' to friends! I know that some online groups use it as an annual get-together, and forum sites like Frothers organise themselves to put on several games, so there are guys who physically meet up very rarely, but who use Salute as a meeting point.

What has been Salute's finest hour? (Dare I ask the worst?)

Actually, I don't think Salute has finest hours or even worst hours. Sometimes certain things go better than others, perhaps by design but frequently by chance. The club committee, which does all the planning and preparatory work, sits down after Salute and we discuss what

we thought went well, and where we can make improvements, and build this into our plans for next year. It's worth pointing out that planning for Salute is a year-long process, and the club committee puts hundreds of man-hours into this, as do the club members on the day preceding Salute as well as the day itself.

Which company/stand are you usually most excited about visiting?

For me, I'm a bit of a hobby butterfly, so it's almost always a case of wanting to see what's new! Other members might concentrate on specific areas like 40k or 28mm medieval figures or 15mm Sudan or Daleks, and will focus on those accordingly. It's fair to say that many (most?) people come with a list of some sort, but it's also great to walk around and see what's new.

Are there any new companies you're looking forward to seeing, or people you've been trying to convince to come?

It's important to have a wide range of traders, of all sizes and products. But we do try to encourage start-ups. This year, we have almost 20 Salute virgins among the traders; several new British companies, but also a few from continental Europe. In fact, we had sold out the trade space by November and we have a reserve list, in case there are any last-minute issues and a trader has to drop out.

INTERVIEW

If I can go out on a limb, though, I think it's a pity that the 'elephant in the room' no longer attends Salute. Whatever your personal opinion of Games Workshop, they are such a large part of the fantasy and science fiction market that I feel they should represent themselves at the largest one-day wargame show.

What are Salute's aims for the future?

The answer is that we don't have any specific aims. Salute started off - and remains - as the Open Day of the South London Warlords club. We didn't have any grand design, just a wish to stage an event that would be both fun and interesting. This means attracting a reasonable mix of games and traders, so that wargamers would want to attend. Obviously, it has grown substantially beyond anything that we originally conceived, which suggests that we are doing something right, and also that the hobby is popular and growing.

Salute is quite big at the moment, so further growth could be a challenge. But we don't have any specific targets or strategic goals per se, beyond trying to make each event interesting so that people want to return the following year. And it's worth remembering that we have to make all of the arrangements in advance - we never know how many people will attend until they arrive. As an aside, we are pleased to see the growing international attendance - especially from continental Europe

- by gamers, clubs and traders, and would like to encourage this. We are also pleased with how the painting competition has developed and become increasingly popular in its own right.

What advice might you give to a company looking to get their name out there?

I don't think I'm the right person to give traders advice. However, it seems obvious, but they need to have a product that will appeal to wargamers and that will sell. As with most interests, wargames have topics that come in and go out of fashion, so a new trader needs to choose their product line carefully. For that reason, it makes lots of sense to attend Salute and other wargames events as part of your planning prior to setting up as a trader. And you could well be a member of a wargames club, so that you will know what is popular on the ground.

So as you can see, Salute is all about showcasing the best of what's out there, and in that respect is very similar to what Portal's about. However, the relief and fuzzy feeling of a job finished must be far, far greater for these guys! They really do put in a lot of effort for all of our benefit. Make sure you check out the blog (linked earlier) to see the winners of this year's painting competition, and keep your eyes peeled for the stuff they get up to over the year.

On the Radar



Hypaspist Marksman -
Urban War



Female Special
ops - Hasslefree
Miniatures



Winnie The Meat -
Scibor's Monstrous
Miniatures



Mad Clown
Miniatures

Salute 2013

by Adam Parkhouse

Last year, I managed to convince Brett to give me a pair of tickets to one of the more hotly anticipated events in the hobby calendar (Wamp events aside of course!). Salute, with its massive hall of traders, gamers and painters alike is a hobbyist's paradise. You can find my write up of that experience on the Wamp site in the show reports. Needless to say, after the fun I had last April, attending this year's was a given. Luckily, my mate Rob was also sufficiently impressed to return. We even managed to convince another of our old hobby group to turn up and enjoy the day.

This being my second time round (though it hardly made me an 'old-timer'), I half expected the anticipation to have dwindled, the sparkle to have tarnished a little. Salute still has the ability to take you back to those halcyon days of the little model shop with racks and racks of small lead men, only a massive scale! Just as before, the shopping list was carefully crafted, contingencies budgeted for and the month leading up to the event was spent refreshing the blog for updates and potential deals. Models went in and out and projects flashed before my eyes on a seemingly hourly basis.



Pre-Event

Last year, I didn't get down to London till the day before. This year, we decided to get down to foggy London town on the Friday night. Most people book themselves into the hotel opposite the event, but we'd left it a bit late to get a good rate. Luckily, there was another budget hotel within a mile of the ExCel centre, and after finally checking in at about 9:30, we trekked the mile to the bar! Once we arrived, there were some Wamp regulars (lacton, the painter of our cover mini this month), and some budding entrepreneurs (you can meet them

later in the issue!) and even some members of the GW Studio were floating around. Rob and I spent a good few hours catching up with those who'd enjoyed a bevvie or two, and much to Rob's surprise the conversation moved swiftly from hobby to discussing what the best combinations of spices and flavours were. Turns out the creative spark stretches beyond the hobby and into the kitchen!

Anyway, it was a great opportunity to catch up with painters and company owners alike. Over the last two years or so, the joy of the events has definitely been the socialising and there was a pang of regret that I couldn't get there any earlier. Next year, the room will be booked in the correct hotel!

Saturday morning

Compared to my pre 6am start in 2012, this was brilliant. Getting a similar amount of sleep, but being able to get up a lot later was wonderful! A quick shower, a stop off for a bacon roll and a cup of tea (with only the mild threat of a hangover at the time) and we were ready for the day ahead. When we arrived, we found out that in fact we were probably in the first 30 people in the queue. This was at 8:30am. We even felt a bit foolish as we still had over an hour to wait before the doors opened. However, within half an hour, the queue had extended out of sight and the line for pay on the

door tickets was going a similar distance in the other direction. To be honest, the advance tickets are a no brainer. They're cheaper and you get in earlier! The third member of our group spent about an hour or so queuing outside, having not bought ahead.

This year, I again met up with Undave (another Wamp member) in the queue, having a good chat to pass the time till the doors opened (I can't remember if I saw him after that, the man is a shopping machine!).

The show

With my route already planned, I tried really hard not to be distracted on entering the venue. The limited edition miniatures tend to go fairly quickly, so I went straight to the McVeys for their Ur-Fildyr (amazing wings!), then to Black Scorpion for their event model on the other side of the hall (a good 5 minute walk), then back across to get something from Origen Art, then over to the Brindie stall in the corner to see how they were settling into the day. It turns out I had done most of my planned purchases in about half an hour, then I could start relaxing a little (though I was wracked with indecision for most of the afternoon, and showed some impressive willpower to not buy some Color Warz or more Ammon miniatures). It felt like I was continually bumping into people I knew, which was really nice and strengthened the sense of community that you sometimes can't truly achieve online.

The three of us went for lunch at about 1, took inventory of the purchases, discussed the hobby at length and strolled back in for the afternoon session. Personally, I was on a mission to meet up with as many companies as possible to talk to them about Portal. Somewhere around 40 business cards got given out, so we'll definitely get some great content from a number of really cool small companies with great models and in house painters in future issues.

In terms of overall traders, there were not many new companies on show that I could make out (apart from Brindie- they'll beat me up if I don't mention them). However, the guys that run Flames of War had a bigger presence, and most companies were constantly busy! It was great to see some had evolved since last year (Eden had expanded their product range quite extensively, as had Ammon) and that some really small companies with some quite unique stuff had turned up. The standout stall for me was Hawk Wargames. They made a big splash last year, and this year they had an incredible board made of cardstock buildings held about 10ft off the ground above their stand. The sort of thing you'd have loved in your bedroom as a child.

There was a lot of historical gaming of various different scales that I personally didn't spend much time looking into, though you could tell that companies like Warlord games and Gripping Beast were starting to really develop

their product lines and systems. The afternoon overall was a bit of a blur though, so I no doubt missed quite a lot!

The Painting competition

This is really turning into a serious event, with some stunning entries across the board. South London Warlords have put the top entries on their blog, so please go and check them out. One glance in the cabinets at 11am told me I had little chance of winning anything! It didn't help knowing that former Slayer sword winners and multiple demon winners had entered my categories. Also turning around and seeing current and ex Eavy Metal painters (Darren Latham picked up 2 awards, and Mr. Scream gave me a rather seedy conversion idea for a model I'd bought!)) Possibly from a selfish point of view, my interest in the comp dwindled a bit at that point. In hindsight, I didn't paint anything specifically for the competition, so I am actually really chuffed with another finalist card (this time in Fantasy monster). Next year I'll target a trophy...

I have to apologise for not giving my support to all the winners at the painting competition. Last year I was there cheering them on, this year I was a bit preoccupied with trying to get in contact with companies. The winners table was more or less filled with Platoon Britannica entries, and some new faces picked up some really well deserved awards. There was a surprise in the audience when a first ever 'runner up of best in show'



was announced, especially when said runner up was widely regarded as the stand out miniature of the day. However, that said, opinions will always differ and the miniatures that did pick up awards were of a really high standard. Whatever the case, it no doubt left a lot of us inspired to up our games for next year.

We left the event at about 4:30 in the end. Just in time for the traffic flow of people to be reasonable. The sun was out, so the first ice-cream of 2013 was enjoyed outside, followed by a nice, recuperating soft drink on a balcony overlooking the O2 arena. Our new recruit to the Salute experience, also confusingly called Rob, was

very impressed with the show and will no doubt join us next year. There's still 2/3 members of our old gaming group that haven't been, so they'll have to be dragged along next time!

In 2012, I noted that the event possibly lacked something. I think I've cottoned on to what it is this year. Me! I essentially went down to meet up with old and new friends alike, and found myself flitting between them all instead of anything more worthwhile. I didn't get the chance to speak to lots of manufacturers (mainly because in person I feel quite awkward on a first meet!) as I was busy buzzing about from stall to stall and trying to drum up some interesting future collaborators for the magazine. It was definitely a bigger event this year, and looking back I had a great time. Next year, I might have a bit more spending freedom, which may influence my outlook on the day even more. It seemed like the first thing anyone did on the forums I visit was to show their various hauls from the day. I need to give a big shout out to Eden miniatures as they gave me some models to playtest their game (expect a feature in the near future on those minis, including some sort of tutorial!), really generous of them! The guys at Sphere Wars seemed really genuine too, and I had a great chat with them, so check them out too. Finally, a big thanks to the South London Warlords for hosting yet another successful event, and I'm already planning ahead for next year!

The Wamp logo is written in a blue, 3D-style font with a white outline and a slight shadow.

INFAMY MINIATURES PAINTING CONTEST

32mm single mini

Open

£30 Infamy store credit
The first ever Henrietta Jekyll
production cast (001/260)

1st

£30 Infamy store credit
The first ever Doctor Watson
production cast (001/260)

£20 Infamy store credit

2nd

£20 Infamy store credit

Everyone who enters gets an £8 store credit and access to the Infamy Insider forum

Every entry gets a raffle ticket

Raffle winner gets every Infamy miniature release for a year

BEST IN SHOW

WIN EVERY INFAMY
MINIATURE RELEASE

FOREVER!

<http://www.wampforum.com/VB4/showthread.php?t=15637>

The Wamp logo is written in a blue, 3D-style font with a white outline and a slight shadow.

Darklands Painting Contest 2013

Do you guys need an excuse to paint fantastically sculpted miniatures? No I thought not! But here's one anyway!

Wamp has teamed up with Mierce Miniatures once again to present to you the Darklands Painting Contest 2013. We have some great prizes lined up for our worthy winners and we are even going to give you stuff just for entering!

Closing date for entries will be 23rd September
2013 6pm (British Time)

[Follow the link for full details](#)

THE B-TEAM



INTERVIEW



In 2011, a lone trader took on Salute and came away with a small amount of cash in his back pocket, barely covering the petrol. He promptly set up a small clique of miniature companies to fight against the establishment. Today, still wanted by many for merely teasing us with concept art and promises of well-developed fantasy worlds, they survive as part time students, painters, Homebase employees and whatever Alan does. If you want cool British independent minis...if no one else can provide you with unique sculpts...and if you can use Google...maybe you can buy from... The B- Team.

(Note- some, but not all of this is true. The Brindie team set up as an awesome foursome for the first time at Salute this year. Their stall was bristling with people all day long. We decided to ask them how they got on, and here are the results...)

So, how was Salute?

Alan – Great!

Alex – An exhilarating day of fun and adventure.

James – Well there's our pull out quote right there. Well done Alex!

Joe – It was much busier than it had been for ages. Quite honestly it was fab. Yes!

How did you all get together for the show?

James – That goes back to 2012 when Joe sent me a forum message suggesting we share a stand at a show called Figure World.

Joe – We had an excellent time there and concocted a plan to team up at future shows. On that day Brindie was born.

James – I'd been following Alex's work online and saw he was coming to university in Nottingham where I live, so I emailed him to say hello.

Alex – You sent me a lengthy list of pubs to visit! Eventually we went for a drink, which became many drinks, and I signed up as the third member of British Indie.

Alan – I was Alex's caster before he came to Nottingham. When I decided to start producing my own models Alex suggested White Dragon join up as well.

Joe – And that was it. Team Brindie was assembled. Salute is huge so it seemed like the best show to start with.

James – A baptism of fire. Toasty warm, geeky fire.

Had any of you been before?

Alan – 2012 was my first time at the show.

James – Me too. Just as a punter.

Alan – It was cool being a customer because you get to pick and choose what you see. When you're an exhibitor you see everything that comes your way...

James – You're talking about the freaks right?

All – Laughter

Joe – This is going to be edited to sound sympathetic isn't it? Make sure we don't appear as mean and twisted as we really are!

James – Everyone who visited the Brindie stand was lovely anyway.

Alex – Indeed.

Joe – I had a stall in 2011 and that was good but 2013 was really great. It felt much busier and our corner area was cool. There were moments on our stand when crowds were three deep.



INTERVIEW



James – Yeah, what was that about?

Joe – We could have gotten groupies out of it... well, James and Alan couldn't have, they already have them.

Alan – We call them girlfriends Joe!

Was it what you expected?

Alan – This was the first show I had a stand at so it was a learning thing for me. Just the footfall was amazing. If I'd known the interest we were going to get, I'd have gotten so much more stuff ready before the show.

Joe – Salute's kind of an exception, it's such a huge

scale compared to how chilled out most other shows are.

James – It was mad. I did quite a few big shows when I worked at GW so I should have been ready, but it still took me by surprise. It was relentless for a while. You were a bit nervous before the show started right Alex?

Alex – Sorry... What? I need to apologise, I was at a party and didn't get any sleep last night guys so I'm a bit slow off the mark. What was the question?

All – Laughter

Alan – Alex is a legend!

James – Did you get over your nerves and enjoy it?

Alex – Yeah, I was pleasantly surprised. I was a bit worried I'd be overshadowed by you guys and the big companies there but seeing the enthusiasm people had for my work and ArcWorlde was great and made me look forward to 2014.

Were you happy with your stand?

Alex – It was a good position. Right in the corner pocket.

James – I think we made it look decent. Alan and Alex had models displayed in the cube of doom.

Joe – The cube of wonders!

James – And Joe and I had our stairways to heaven, leading the way to our faces.

Joe – Stairway to resin!

Alan – A combination of the two could be a formidable foe!

Alex – We do need to make a British Indie banner though.



Did you all go on the Friday to get set up?

Alex – Yeah, James and I got to London, had some food then went to ExCel to set up.

Alan – I was waiting with the car in the huge hall. Joe didn't come until the Saturday though.

Joe – Well no, I was working wasn't I?

Alex – Oh that's what you call it?

Joe – Believe me, I could call it something far worse... but as this is going into a magazine I will say that I love my work. It helps pay for... sausage rolls.

James – So Salute's a good alternative to sausage rolls?

Joe – I'd say it's on a par with them. We could have done with some sausage rolls at the show actually... oh wait, we did didn't we? Alan's other half brought some.

Alex – Chorizo ones!

Joe – They were rather good.

James – To be honest she was the hero of Salute. Carly helped us all out.

Alan – Yeah, I think it highlights how important it is to have a good admin monkey for shows who can deliver food to our...

James – Mouths?

Alex – Direct!

INTERVIEW

Any crazy stories from the Friday night?

James – We were quite boring and well behaved. Sorry.

Alan – Hanging in the bar was just nice and chilled out. Lots of industry and forum people. Some amazing painters with their competition entries. It was fun.

Alex – Even though it was £4.50 a pint. Thieving bastards!

James – You got most of your drinks bought for you though.



Alan – He had two off me!

Alex – Did I?

James – It was alright for you Alan, you weren't sharing a room with Alex. He would not shut up and I was knackered from late nights sorting things before the show!

Joe – The beauty of having done a few more shows now is that I know exactly what to do. Most of my stuff remains in the box for next time. No point unpacking it, so setup took me about 30 seconds on Saturday morning.

Did you get a chance to walk around the show and see what it was like?

Alan – For about 30 seconds.

Joe – Yup.

James – Was it a good 30 seconds?

Alan – Yup! (laughs)

Alex – There was a D&D bit on the Otherworld Miniatures stall. They had built a great big cave filled with glowing purple crystals. It was awesome!

James – Oh Alex and his crystal fetish strikes again.

[Alex is obsessed with sourcing arcanite counters for his game at the moment]

Alex – Yeah, I did ask where they got them from.

James – Unfortunately my outstanding memory was the joy of finally getting to the toilet at about 1pm. I'd needed it since just before the show doors opened but was too damned busy to get away.

What was everyone's favourite thing on the day?

Alan – Meeting you guys!

James – That's a good point. Only Alex had met Alan before Salute. We'd talked loads on Facebook. He seemed totally ok, but could have been a massive tit.

Joe – Turned out he is a massive tit but we love him! The camaraderie really was a good laugh.

Alex – The Branter.

Joe – The Brindie banter!

James – Ah yes, all the Brindie portmanteau.

Alan – Part of Brindie at the front of any word makes it better.

Joe – Brintastic!

What else was Brintacular?

Joe – All the folks who came up to introduce themselves and chat, from various forums and websites. It was good putting faces to names.

James – Yeah, it kind of felt like becoming a part of a big geeky community.

Alan – There was the development of the secret Brindie handshake too.

James – The Brandshake? The organisers were awesome during setup and on show day. They made our time easier by a long way so massive thanks to the Warlords. In no way related to those fine folks, does anyone have horror stories of stinky individuals visiting the stand? It was less than I'd experienced when I walking around last year.

Joe – Yeah, surprisingly not. This year was good.

James – I'd brought a deodorant and everything. A nice freebie to offer people – Brindodorant.

Alan – Bring your owdorant.

Alex – Braftershawe.

Joe – Brologne.

Any negatives?

Alex – Not enough naked supermodels.

Joe – There was a low cosplay factor... Oh I'll tell you a negative. Beasts of War sticking a camera in



INTERVIEW

my face then writing my company name as Joke Miniatures on their coverage.

All - Laughter

James – At least Warren didn't pick up your printed master worth hundreds of pounds that was stuck together with nothing more than Blu-Tack... and while I was being filmed. Kind of my stupid fault for taking it along though.

Alan – It's a Catch 22 but when you are on a stall you don't get to see the show.

James – Yeah, I'd have liked to see the painting comp and other stuff. It's not put me off though. I'm well up for next year.

Joe – A special Brindie model for 2014!

Any more plans you can reveal for 2014?

Alan – Gaming boards!

Alex – Supermodels!

James – Sausage rolls?

Alan – Well, in theory we will all be bigger next year.

Alex will have his Kickstarter going soon, James and I will be doing them too and Joe... You're...

Joe – Yeah. What? (Laughs) I've got my graphic novel secret project thingy. And more models too of course.

Alan – And we are doing Euro Militaire in September

this year.

Alex – And Figure World in July.

James – Yep, we should be well prepared by next April. Are we actually going to try and do a tuck box for next year? It's just one of many ideas we were thinking about for 2013 but time ran out.

Joe – Yeah, the whole free food for people who bought our models thing got a bit lost didn't it? It would be good. I think we should have Brindie flasks of tea to offer folks and some delicious food.

James – Sausage rolls.

Alex – Chorizo sausage rolls.

Joe – Samosas .

James – So Salute 2014, we have tea, samosas, sausage rolls, supermodels and Alan... What are you bringing?

Alan – A plastic injection machine?



Joe – Are you eying a new toy on eBay?

James – Well we did make a few pennies at the show that need spending.

Alex – I made mine into pound coins and dived into it like Scrooge McDuck.

Joe – I made a bit back.



So it's all about the money really? We knew it!

Joe – No! It's the promotion and fun.

Alan – Yeah, Salute's a fantastic show that it was great to be at. The biggest and best in the UK.

Joe – Salute's great. Roll on next year.

James – Seconded.

Alex – Indeed.

There you have it, a brief little insight into the minds of a few 'Brindependent' miniature company owners. Given the footfall at their stall at Salute, Portal thinks the future will be very bright for these guys. Don't forget to check out the Infamy painting competition at Wamp, Arcworlde's kickstarter in the summer, Joe's top secret new project and whatever Alan's up to. There are rumours of a Brindie podcast in the works too, so make sure you go and like their [facebook page](#) for more ramblings!

The miniatures can be found here:

<http://www.infamyminiatures.com/>

<http://www.joekminis.com/>

<http://whitedragonminiatures.co.uk/>

<http://www.warploqueminiatures.co.uk/>

Zeeona

Scott Hockley Explains.....

Well. Zeeona. Who would have thought it? Well, after my take on Y'Sala a couple of years back I wanted to do another model that not many painters had taken a stab at, and further, I wanted to paint this model in a completely different way to Ali's studio version.

The immediate image of this model is "Barbarella", but I had a look at some science fiction comic covers from the 50s and quickly formed a plan for the colour scheme to be bold and contrasting. The other thing that I saw as soon as I saw this for the first time was that the tentacled part of the model had to be bursting out of some kind of water or ooze.

Having prepped up the kit in 3 parts - mouth and 1 tentacle, Zeeona plus another tentacle, third tentacle on its own - plus the plinth, which I also had a strong idea about what I wanted to do with, I set about the painting.

The painting of the tentacles came together during a marathon painting weekend meet up with 3 of the Platoon Britannica guys, and then Zeeona herself followed on. I was surprised how quickly it all came together, but then came the bit that took a LONG time, which was the splash. I had used Woodland Scenics water effects previously to create a jet wash on a space marine about 3 years back, and was





“I had a look at some science fiction comic covers from the 50s and quickly formed a plan for the colour scheme to be bold and contrasting”

fairly confident I could get the look I wanted again. I did a little test, which worked perfectly, and so piped it onto the base and waited, and waited. And waited...



About 2 weeks later it had dried and cleared enough to go to the next stage, and actually colour the effect (using Tamiya clear green). I added some extra glue drips here and there, some stringy saliva/blood stuff and that was just about it for the model.

The plinth I really wanted to incorporate into the base too, so again drawing inspiration from the old comic covers I drew some bold writing, but



drilled out the O and replaced it with a paper fastener, which I painted up to look like the tentacle monster's eye. And that's about it, other than Zeona now belongs to someone else, because she was my first “proper” commission. Fortunately the client gave me completely

free rein to paint her how I wanted and that was great. I have to say that Studio McVey models do seem to bring out some of my best painting, often because I find Ali's studio paints inspiring, and also because the sculpting details are usually just excellent. This kit was a real challenge to build and paint, but once I got my head around it all, it went together just about seamlessly.

Big thanks go to Mike and Ali for picking Zeeona as the winner, and I was really pleased that I had a chance to show her to

them in person just before I handed her over to the client. I shall look forward to my next Studio McVey piece in the not too distant future. Thanks once again to Brett for continuing to organise these great competitions too. The standard of painting since the last one I entered has shot up as the community improves and grows, which I am really pleased to see.

Cheers,

Scott



Contest Gallery



Studio McVey contest



2nd Place Pan by HonorGuard



3rd Place. Ar-Fiel by Ringil

Review — The Army Painter Mega Paint Set

by Cregan Tur

Manufacturer

The Army Painter

Price

\$125 or €99.99

Contact

www.thearmypainter.com

Reviewer

Cregan Tur

Quality

8.5

- Very nice, easy to work with paints
- Excellent metallic colors
- Precise dropper bottle design allows for easy dispensing of smaller amounts of paint
- Colored caps is nice, but the chosen colors doesn't really help differentiate from other brands I own
- Good quality brushes that are comfortable to hold and work well

Application

8

- Paints thin and mix very easily, which fits The Army Painter's stated design goals for these paints
- Even when thinned down with water they do not seem to separate as badly as some other paints

Value

8.75

- One of the cheapest 'complete' paint sets available from any manufacturer
- On a per-piece basis it costs less than other paint sets
- Set is \$15-\$20 cheaper than buying all the pieces individually

Wamp

Overall
8.5

There is nothing more basic to our hobby than paint, except perhaps the miniatures themselves. Good paints are the lifeblood of miniature painting, but I have found that discussions about paint rarely result in the same heated debates and brand loyalty that can be found when discussing other tools for our trade. With that in mind, I give you the Mega Paint Set from The Army Painter.

The Army Painter is probably best known for their Quick Shade products and color primers, but they have now released their own brand of paints. This set contains 32 different colors, including metallics, 3 inks designed to match the tones of their Quick Shades, a matte brush-on varnish, and an assortment of 6 of their Wargamer brushes. They guarantee a 100% color match between their paints and any of their primers and between the paints and their Quick Shades, which is a good decision as it allows painters to touch up any units they primed with the same color without having to worry about a discrepancy in color.

All of the paints and inks come in dropper bottles, which I prefer. I know that there are a number of people who aren't a fan of dropper bottles, but there is something different about these that I really like: they release less paint per drop than other companies. There is a caveat to this statement, and that is that the droppers must be clean. I noticed a few colors I tested more than others would begin to release larger amounts of paint as the tips became dirty. Simply wiping the excess paint from the tips took care of this problem.

Another nice thing about their bottles is that they have different colored lids depending on what it is: white is for regular warpaints, black denotes metallics, and red is for inks. It's a nice little idea that helps differentiate the products.

The basic paints (I am excluding the metallics here) come in a nice assortment of different shades and hues of the standard popular colors: white, grey, red, blue, green, etc. In this set you are getting all the colors that The Army Painter offers. One of their design decisions for their paint line, as outlined in their "Wargamer's Army Painting Guide" which is included in the set, is that they have provided all of the colors you need to mix up anything you may need. They believe that this helps save their customers money and prevents us from purchasing specialty colors that rarely get used.

All of the colors mix very well and stayed mixed even when thinned with water. Some brands that I regularly use separate easily when thinned, but I did not notice that with these paints. Thanks to the more precise dropper it was easy to mix small amounts of color.

I used a few of the paints to basecoat this dwarf miniature and found that they thinned well, flowed nicely, and were easy to control. I used only the brushes provided in the Mega Paint Set, and they did a good job, but I will go into more detail on the brushes a little later.





What impressed me the most about The Army Painter's line were its metallic paints. I've become a bit of a snob when it comes to metallics because I want what is easiest to work with and provides the best look. Some brands have metallic flakes that are too big and do not settle well when dried, while others fall apart when you thin them, resulting in many coats to achieve even halfway decent coverage. Up until now the Vallejo Air Metallics were my go-to paints, with P3 coming in second, but I have to say that these metallics from The Army Painter may be some of the best I have ever used.

Even when thinned in a 1:1 ratio all of the metallics flowed onto the surface evenly without any separation. The paint dried evenly, resulting in a seamless, shining surface without any of the odd reflections you get from paints with larger metallic flecks. The gold color actually looks like bright gold and the Weapon Bronze, which looks more like a copper color to me, has enough difference from the gold that you can easily see they are not the same. I was honestly surprised at how much I liked using these metallic colors and I think they will be finding a permanent home among my most used colors.

The inks are nicely diluted and are easy to apply. I used some on the cloaks of these Riders of Rohan to show the difference between the different tones. The Soft Tone ink has the least noticeable effect between the three, but there is not much perceptible difference between Strong Tone and Dark Tone to me. Perhaps if I tested it on a color other than green, but here you can see that they are very similar. The inks

could be good in some cases, but I do not think you should attempt to use them as a replacement for an actual application of Quick Shade- the effect doesn't seem to be as strong.

Six of the Wargamer series brushes are included with this set. These brushes all sport a triangular handle design that I found myself liking more and more as I used them (except for the Small Drybrush and Vehicle/Terrain brushes, which are standard round handles). All of the brushes (except for Drybrush and Terrain) sport Sable bristles, which explains part of why they seem to work well. The Regiment brush quickly became my favorite. Approximately the size of a #1 brush, it had a very sharp point and just felt good to use. In contrast, the Detail brush was disappointing as it did not hold a good tip, but the Insane Detail brush did. I love that they include a large Vehicle/Terrain brush and the Drybrush's tapered edge provided good control for drybrushing over small or large areas and it held up nicely to the abuse of drybrushing.

The guide book included in the set has a surprising amount of good detail and tips for beginners. It mostly covers The Army Painter's method of painting (spray, base, Quick Shade, finish), but it also has good tips on basic practices that everyone new to the hobby needs to know, including drybrushing, basing, conversions, banners, and some basic step-by-step instructions for different regiment types common to most wargames.

Cregan Tur

This paint set would be perfect for someone new to the hobby who prefers to mix their own colors, or is a great starter set for anyone else. Everything in this box is made to the highest standards of quality- I was pleasantly surprised when I noticed the detail brushes were Sable. The information in the guidebook is great for any beginner or anyone new to using The Army Painter's products. I am not crazy about the inks, but they are useful and seem to do a decent job.

The truly standout thing from this Mega Paint Set for me has to be the metallics. I honestly never thought I would find a non-airbrush metallic paint I would like using, but I was wrong. These metallics look fantastic, are easy to work with even when thinned down, and provide a nice canvas for any metallic or TMM techniques you may want to try out.

If you are looking for a paint set to buy, then I would recommend this one. Even if you're like me and like having a thousand different colors so you don't have to worry about variations when mixing something up from an old recipe, you are still getting a very high quality set of standard color paints that you will not be disappointed with. If nothing else, do yourself a favor and order their metallics- I think you may like them, too.



Those nice folks at Army Painter gave us a megaset to give away to one lucky person. The winner was Leah Berry.

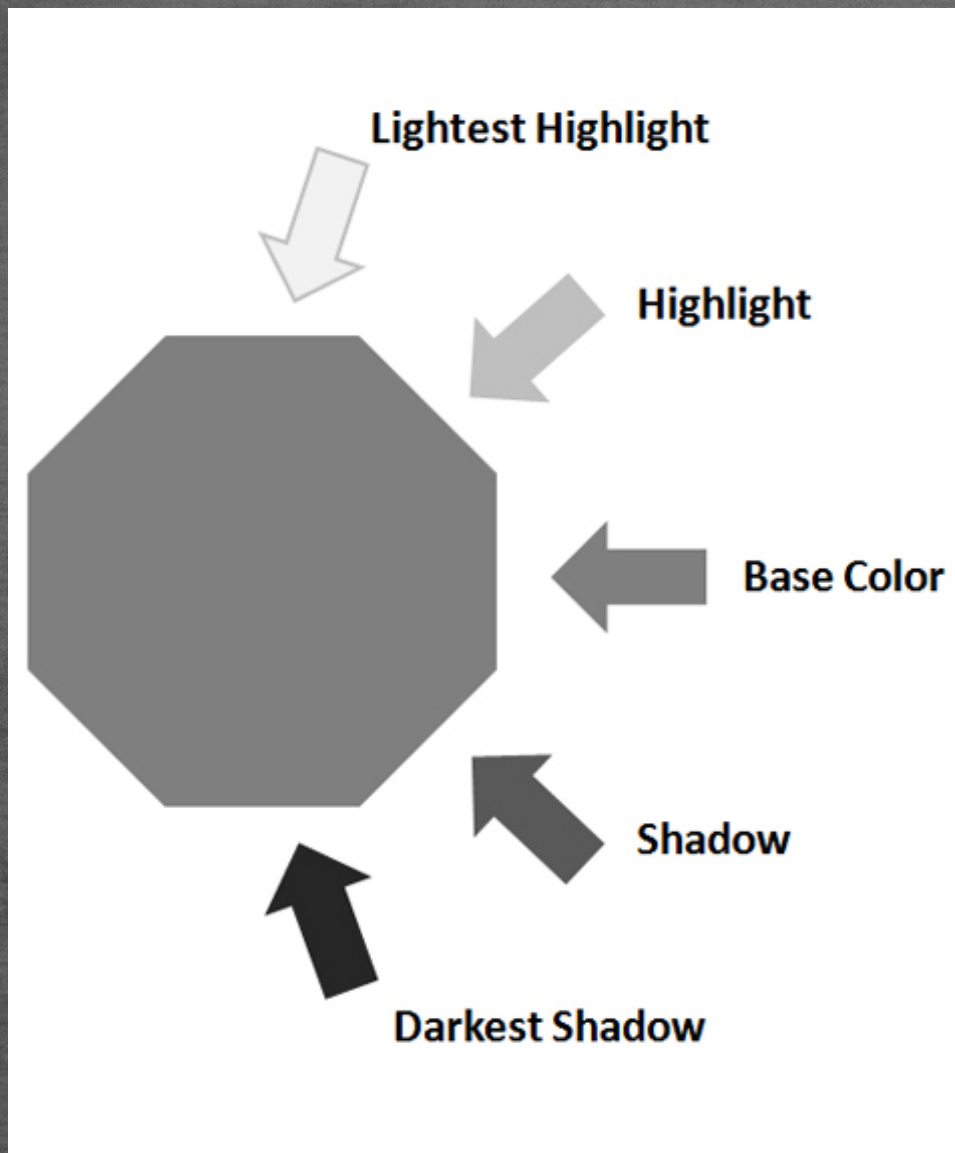


Painting Skin Tones

by dpowell

Painting skin on your models can be tricky and, at times, quite frustrating. But once you get a handle on it, it's actually a lot of fun and gives you plenty of room to experiment. My goal in this tutorial is to share my general approach to painting skin and give you a number of mixes and corresponding figure examples. When it comes to paints there are a lot of good choices (GW, Vallejo, P3, etc). However for this tutorial I'm mostly using Reaper Master Series. I like these because (a) they are squeeze bottle and thus easier for using on my wet palette (b) come slightly thinner than Vallejo and thus I have an easier time blending with them and (c) they have a ton of skin tone paints which form the core of my mixes. These aren't the only options but I think they are a great place to start.

Before I get into painting skin I just want to say a little bit about highlighting and shading for those new to the hobby. Because the models we paint are at such a small scale light doesn't look the same as it does on a human sized one. Instead we have to use shading as we paint to trick the eye and make the figure "look right." We typically use a technique called 'zenithal lighting.' This basically means we imagine there is a light source directly

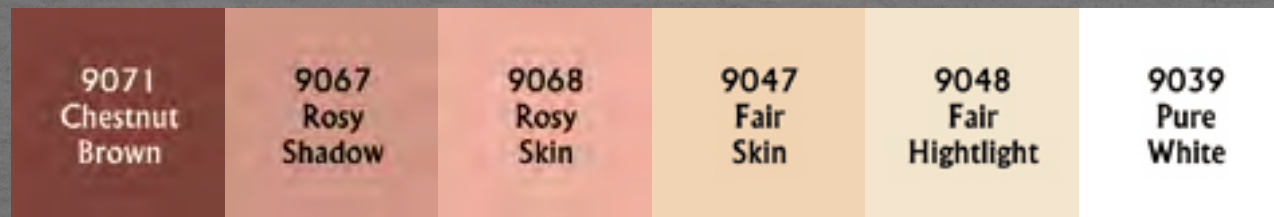


above the figure and paint shadows and highlights accordingly. This will enhance the shadows created by the actual light and really help the look of the finished figure. In historical figure painting circles this technique is sometimes referred to as the stop sign rule. Think of the shape of a stop sign (an octagon) with a light above it. The top surface is hit by direct light so it is the brightest while the bottom surface gets no light and is the darkest. The side surfaces are hit by indirect light so they will be your mid tone. The upper two slanting surfaces are hit by light that is not quite as direct so they are less bright than the top, but still light (so halfway between the brightest color and your mid tone). The lower two slanting surfaces get a little indirect light, but not much so they are halfway between your mid tone and your darkest color.

The trick of course is applying the same idea to the mini which is a much more complicated shape. Keep the approach in mind, imagine the light source above your figure, and with practice knowing where to place highlights and shadows will become second nature.

Okay, on to painting skin....

Reaper has a number of skin triads. Each of these has a type of skin mid tone (ex: Fair Skin, Tanned Skin, Rosy Skin, Dark Skin, etc) along with the corresponding highlight and shadow. While these are a good place to start, I find getting really nice looking results takes a little more work. This first mix is a combination of rosy and fair skin tones. It's good for female figures, elves, or any character where you want a light skin tone. The colors I use are **Chestnut Brown (09071)** and **Rosy Shadow (09067)** for the darkest shadows. From there I work up to **Rosy Skin (09068)** then to **Fair Skin (09047)** to **Fair Highlights (09048)** and finally a touch of **Pure White (09039)**.



I find the rosy skin gives the shadows a more lifelike look. To get some deeper shadows a little bit of a reddish brown is mixed in. Similarly, a touch of white to the fair highlight can help those topmost highlights pop out. As I move from one color to the next I work in a number of intermediate shadows. For example I might start with pure rosy shadow, then 3 parts rosy shadow to one part rosy skin, 1 part rosy shadow to 1 part rosy skin, 1 part rosy shadow to 3 parts rosy skin, and finally pure rosy skin. This is just an example. For smooth transitions you may want to use 5-10 intermediate stages. For other colors perhaps less. Fair skin and fair highlight are quite close, so I don't need many intermediate steps between those two. The number of layers or intermediate steps depends on the results you're going for, how much time you want to put into the figure, and how far apart the two colors are.

To see how this mix works in practice, here are a few figures where I used it:

White Speaker:



ed for my little baby who

with a beautiful smile every

Bruiser Gus:



(There are some slight variations in color due to my camera and light setup. Bruiser Gus was photographed using the 'good' setup so this is the closest to what the mix looks like in person)

Clone of Dirz:



As you place your shadows and highlights, it's important to vary the range you're using. By this I mean not every shadow should be equally dark or highlight equally light. The darkest shadows should be used to pick out major anatomical details. More muted shadows are used to define other details. So use less severe shadow tones for the muscles in the arms and legs to bring out their tone/definition. Save the darkest shadows for the arm pits and other areas that are getting very little light. This helps the major features stand out. Take a look at the arms on Bruiser Gus and the legs of the White Speaker. Compare the shadows and highlights to other parts of these figures.

When dealing with large mostly flat areas the stop sign rule says they should be painted the same shade... however this typically looks dull and boring. Instead a slight gradient will look much better. For an example, look to the back of the white speaker's leg, focus on the upper leg. The skin tone is lightest right under the buttock and gets slightly darker down towards the knee. The same thing is done on her abs. Although mostly flat a slight gradient is used to add more visual appeal.

When painting the body it doesn't hurt to turn to anatomical references. In most cases you can let the sculpture lead you as you apply shadows and highlights, but sometimes fine details aren't included and instead need to be added solely through the painting. As an example, look once again at the back of the white speaker's leg. The rear of the knee detail is not molded on so instead we add it with paint, implying the shape with highlights and shadows. Creases in the forehead can be done the same way. Often these fine features won't be sculpted on so instead you can add them with your paint brush.

For a more masculine skin tone I might use the following paints, taking advantage of Reaper's bronzed skin mixes:



Mahogany Brown (09070), Chestnut Brown (09071), Bronzed Shadow (09259), Bronzed Skin (09260), and Bronzed Highlights (09261).

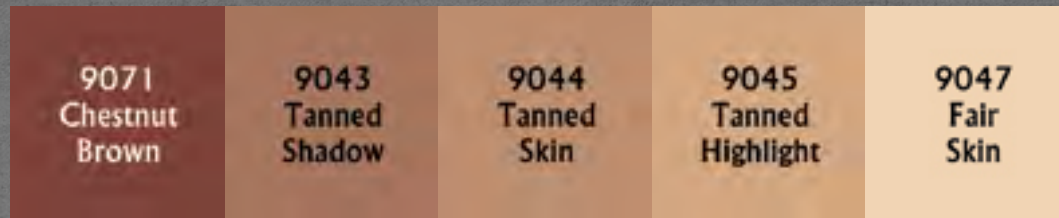
I wanted to create some deeper shadows so I added the Mahogany Brown (09070) to the lower end of the paint spectrum. As before I could have added white mixed with the bronzed highlight... but I wanted this to have a darker look so I left it out. As you work on your highlights, if you feel they need a little more visual pop you can add in a little white. It just depends on the look you're going for.

Here is how this skin mix looks on a figure:



Another mix for male skin is:

Chestnut Brown (09071), Tanned Shadow (09043), Tanned Skin (09044), Tanned Highlights (09045), and Fair Skin (09047)



This one uses Reaper's tanned skin mix. While you can stick to Reaper's three color set of mid tone, shadow, and highlight, I feel adding a little extra to the shadows to warm them up a bit and going a little farther with the highlights improves the end result quite a bit. For many of the skin mixe the fair skin and fair highlight colors make good highlights. For shadows a dark red or reddish brown seems to work well for me. →

Here is this mix on a figure:



So the key things are to take away from this tutorial are:

- Use zenithal lighting / follow the stop sign rule
- Vary the intensity of your shadows and highlights to emphasize major details over minor ones
- Experiment with different skin mixes, the three given here are only to help you get started

Here we've focused on traditional skin. Adding a warm color to the shadows and upping the highlight has been the basic approach in each case. If you're painting an undead or sickly looking character you might want to change that approach. For a vampire I might try mixing in a blue or a purple to the shadows, use a fair skin mix, and maybe add a grey to the highlights instead of white. Try out different combinations and see what works for you!

Contest Gallery



Wyrd Miniatures 2013 contest



Winner - Dark Alley Gang by Guardian



2nd place - Kaeris Crew by Demon

Gallery



3rd Place - Rasputina by Century



4th Place - Perdita by Landreth

Raising The Bar

by Adam Parkhouse

Attending workshops by pro-painters can work wonders for your progression as a painter. For some, it's the realisation of techniques they've only seen described online, for others it's that final push or motivation to take their painting to the next level. It was at one of these workshops, ran by Roman Lappat at Massive Voodoo that I met Daniel (aka Nathelis), who since last October has gone on to paint some truly fantastic models. If you are a regular visitor to our gallery, you may know his work already. His miniatures also tend to find their way into CMON's 'top last 7 days' (always good for a quick inspiration blast). We thought it would be good to find out more about Daniel to see if there were any pieces of advice to make big jumps in your painting progress. Here's what we found out...



Wamp: When we met back in October, you showed me some photos of your figures at the time, but your progress in the last 8 months or so has been immense. Have you noticed anything different since that workshop?

Daniel: Yeah, I started to create my first showcase miniatures after the workshop. Before that I was only painting to a high tabletop standard. The workshop gave me the information I needed and a nudge in the right direction. Since then I have tried to improve with every miniature, both in my technique and in how I build a base/tell a story.

W: Were you interested at all in display painting before then?

D: Of course I was, looking at the gorgeous works of other top class painters. But I never thought that I could do it myself and get the hang of it that easily. In the end it was a very small step.

W: Really? Lots of people (myself included!) struggle to reach their goals, so what's your secret?

D: First I have to find a miniature I really love. Then I get the ideas for the paintjob and start to look through my basing stuff to create a scene that will work with the miniature. Sometimes it's not that easy, then I ask my friends what they think.

W: For some people, competition is a key motivator, others is self-improvement, etc. For you it seems to be about the story telling and that overall 'image.' Does this sometimes lead to shortcuts as long as the story is told? Or do you always put the same effort into a piece?

D: Well nobody forces you to paint perfectly (and no miniature is ever 100% finished) down to the last detail. But it can be fun to push yourself further and further. Competitions can also be a great motivation here but for me it has never been mandatory to win anything. It was for the fun and the little devil in my mind that says "Do it perfectly, it's for a competition, lots of people will look at it". All I can really recommend is to not rush it. Take your time and paint only when you're motivated.

W: How would you describe yourself as a painter in general? I got the impression you were quite a driven person when it comes to hobbies! (Daniel's a keen archer and watcher of the skies at night)

D: I would describe myself as a perfectionist. When I'm interested in something I do it with all my heart.

W: I think most painters can relate to that, I think you probably need to be a perfectionist with the detail available on most minis!

D: That and of course a little bit of competitiveness. If



I see a great miniature painted by someone else and I like it, then I say to myself: "I can paint that too, and maybe even better (or better in my eyes)."

W: *Of course, I think we've all had that ambition (and some of us have been lucky enough to realise it!!)*

W: *Who do you look up to as a figure painter? And have your tastes changed over time?*

D: *I've not been in the scene for that long, so my tastes haven't had a chance to change! My main inspiration comes from painters like Jen Haley, Marike Reimer and Oliver Späth (Honour Guard). Of course I am strongly influenced as well by Jarhead (from [Massivevoodoo](#)) for his base building and other great ideas.*

W: *Some big names in there (by the way, those names are worth a search if you have the time)! We'll come onto why those in particular probably mean more to you later on, but I feel like I now have to ask - how long have you been 'in the scene' then?*

D: *After painting only tabletop armies when I was in school, I took a break of 9 years without painting a single miniature. I picked up the hobby again in Christmas 2011 to paint a small Infinity gaming force. My first display miniature was painted in November 2012, so I basically consider this my entry "to the scene."*

W: *To me, that makes the jump in quality even more impressive. Hopefully it'll show our readers that anything is possible! How often do you get to paint?*

D: *On regular weeks about two to three evenings with 3-7 hours of painting. But there are also weeks from now and then where I have no time at all. Of course if there are vacations at university and if I'm motivated I paint much more, but very rarely more than 8 hours at once (in a single session).*

W: *I'm very jealous all of a sudden! What's the most important thing for you when painting? Is it music, a clean desk space, or something else?*

D: *The best motivation I have is when I paint in a group with other painters. I try to organise a painting evening like this at least once a week. When I paint at home, music is very important too.*

W: *Are your weekly painting sessions the reason for starting up your blog? And what was the reason behind the name?*

D: *The name of the blog, Miniature Fairy tales, came from one of my friends. It seemed very fitting for the little 'fairy tales' we create with each miniature. So we kinda stuck with it. I share the blog with some other painters I met online on the Brushbrothers forum. We created a skype chat group (a miniature painting support group) to give each other better feedback and help. At first there were only two of us, but we added more people to be more active for our readers. The weekly painting sessions are not*



INTERVIEW

related to my blog, I meet up with friends to enjoy the painting time together. There's nothing better than getting help/feedback in person. Thanks guys.

W: *Do you have a good following now?*

D: *We have a few followers and people who write great comments but the blog is only two months old, I'd say we are constantly growing.*

W: *Don't worry, we'll make sure it gets a mention and the readers of Portal will head over I'm sure!*

D: *We try to put interesting things for our readers online there, like a clean gallery of our works, tutorials and colour recipes.*

W: *Thinking about painting itself (you mention recipes), I know you are a massive fan of your Winsor Newton series 7's (brushes) so that's the equipment sorted. Do you use a specific range of paints or are you happy working with any of them?*

D: *Actually I'm also a fan of Raphael 8402 brushes besides the WN7 series, but for paints I mostly use Vallejo model colours with some old GW paints and P3 colours in my collection. I love the Vallejo dropper bottles though, so I poured all my GW/P3 paints into them.*

W: *That's something I should probably do at some*

point! Good to see that you play around with different ranges. How did your experimental phase with oils go? Is it something you'll go back to in future?

D: *I really liked them and achieved nice results. But since I got my new Airbrush I rarely find myself using them. From time to time I get the feeling I should do something more with them and practice, and then it's great fun. But it's not easy for someone who is used to acrylics and I see them as more useful in painting 54mm+ miniatures.*

W: *We've had a good few chats about your airbrush on facebook before! Can you recommend your own airbrush to other people? Is it your weapon of choice when starting a mini?*

D: *I got my first airbrush (H&S Infinity) a few months ago and from that time on I have loved it. First I use it for priming. After that I apply colours to some of the larger areas of the miniature and pre shade and highlight them. It saves me a lot of time and nerves. My brand of choice here is Harder & Steenbeck, but there are other good brands out there that suit the needs of miniature painting.*

W: *I guess having that neat basecoat to start really helps to motivate you with the rest of the model?*

D: *A smooth surface is for me the prerequisite to achieve a good finish and perfect blends. There are*

other factors going into that as well, like preparing your miniature very carefully (for example, polishing metal miniatures with a brass rotary tool). So a well prepared miniature can give you great motivation, while a poor one might ruin your fun in the middle of painting.



W: Good advice. After that, do you use any particular technique when painting? I don't think you were too keen on the 2 brush stuff I was doing at the workshop last year!

D: Well, I'm a die-hard brushlicker. But I would describe my blending technique as glazing with very thin paint. I think the stuff you do with 2 brushes, I do with one!:-) I apply paint with the brush, lick it quickly off the brush and then blend it with the same brush. You just use a second brush for that? Am I right?

W: Basically! A small amount of brushlicking goes on, but I like to switch so I know that there's not going to be any hidden collections of paint in the bristles. At the moment, I'm using some long handled brushes which, when two brush blending, make me look like some mad artist type!

D: Aren't we all mad artists?

W: Good point! Moving swiftly on...you're probably most widely known for painting Dark Sword miniatures, which explains your key sources of inspiration. What is it about the range that you like, and does your love of the range extend to the quirky/strange animals too?

D: I'm very fond of the Darksword range because they produce the best details on metal miniatures

INTERVIEW

there is, and their casts are perfect. So not much work goes into preparing them. That is a massive boost if you want to start painting straight away. Of course it can be intimidating with all that detail, but I think it just sharpens your senses. You get really good brush control when trying to paint such tiny stuff. I don't like the strange animals they have, never considered painting one of those.

W: Are there any other ranges that tempt you? I heard rumours of a space marine on your painting desk...

D: *laugh* the space marine was a personal challenge I accepted from a friend to prove that I can paint anything. Generally a lot of other ranges find their way to my painting desk if the miniature meets my quality criteria. Most of the time it's the sculptor that is important, not the name of the company who produces the miniatures.

W: Which sculptors are up there for you then? Tom Meier I'm guessing?

D: You got that right. First names like Patrick Keith, Sebastian Archer and Jeff Grace and Mikh come to my mind.

W: 2 of my current favourites on that list. Seb and Mikh are really on top of their game right now. Your work so far has mostly been based around 28mm

models. Have you ever been tempted to paint busts or do big dioramas?

D: Always. Even started some already but never got around to finishing them. My motivation for a miniature is usually limited to 20-40 hours, so if I can finish it in that timeframe it's good.

W: There's always too many projects and not enough time! What projects do you have lined up in the future?

D: At the moment I'm building a Duel which I want to finish for the Brushbrothers Fairy Tale contest (a German painting Forum). And of course there are always new Darksword releases I'm really eager to get onto my painting table.

W: Will you be willing to put some WIPs on the forum or maybe do a step by step for our readers in the future?

D: Of course, I'll always try to help other painters. If there are any special issues you want covered let me know. (Over to you readers!)

W: What do you hope to achieve with your painting in the next 12 months?

D: Fun times for me, keep painting and get to know interesting and friendly people while doing so. If you (the readers) want to get in touch, don't be afraid to contact me.

W: Cool, I think that's a great place to finish. Thank you for your time and some great insights into your painting life!

D: I must thank you for the interview. It's a great honour to be selected for your magazine.

W: That's very kind of you to say. Hopefully we'll be following this interview with other great painters such as yourself. Just to remind the readers, where can they follow your work again?

*D: <http://miniaturefairytale.blogspot.co.at/>
and on facebook: <https://www.facebook.com/MiniatureFairyTales>*

So that's Daniel! You can also find his work on [Putty&Paint](#) and [CMON](#). As mentioned above, if there's anything you like in particular about his models and would like a tutorial, contact us on social media or on Wamp's forum, and we can get in touch with Daniel to see if he can help. Hopefully you've been inspired by his rapid progress and can start making those improvements you've always told yourself you'd find the time for!



A View from the Tower

by Cregan Tur

A good friend of mine recently pointed me to the Kickstarter page for Mimic Miniatures, a project that aims to sell personalized miniatures. This isn't like those 'personalized' key chains or pocket knives you find at a souvenir stand where you just pick your name off the rack. This project involves rendering your face via some sort of 3d rendering software and printing out a preset miniature body that bears your mug on top.

On the surface, this idea is extremely intriguing. Hiring a sculptor to make just a head that resembled you would cost well over the \$35 price tag for one of these printed figures, and that's just for the head. On the other hand, the pictures of the unpainted figures show faces that have only the barest hint of detail to them. A note at the top of the Kickstarter page blames this on fuzzy photos. That very well may be the case, but a close look at all of the side-by-side shots of the miniatures and their real-life counterparts shows a pretty consistent lack of detail.

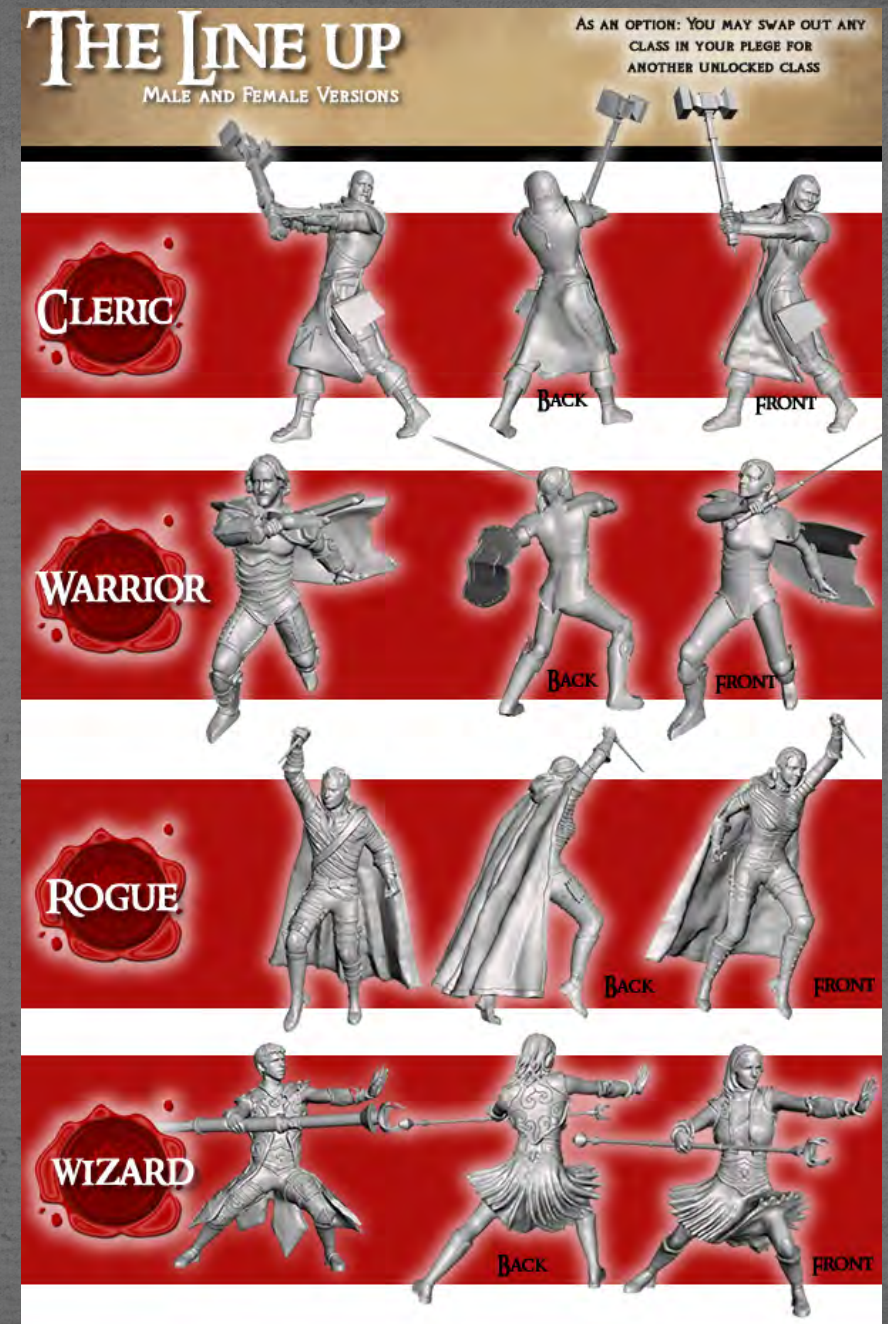


All of the details on these figures is a little fuzzy, to be honest. Taking a close look at the rendered images shows that the designer has a pretty good level of sharp detail that he wants to come through on these miniatures, so what's the problem? What we're seeing here is most likely a limitation of the 3d printer being used. The amount of plastic being laid down on each pass of the head may be slightly too thick for the details to be as sharp as designed.

The limitations of the printer really have to do with the exact piece of machinery that Giant Goblin Games has access to. The big machines that do exceptionally sharp detail are unbelievably expensive to rent time on, not to mention purchase. Pushing up the quality of the printer at this point might result in more expensive Mimics, which would defeat the company's push to make this kind of customization affordable.

Something else that stood out to me was the woodenness of the character's poses. I'm not sure what the cause of this issue is, but it's easy to spot how static and, in the case of the Cleric and Rogue, unnatural the poses look. The Mage is easily the best of the group but is still very stiff.

This project is an excellent illustration of the current strengths and weaknesses of producing miniatures through 3d printing. Customization can be achieved on a whole new scale without the expenses of retooling. Soon creating a miniature could be done through a tool similar to the character creation screens of games where you can design your character down to the position of his nose on his face. However, preset options would be needed for



people who, like me, who can't create an appealing looking face with those tools.

Having done a fair amount of customization work on miniatures recently, I know a number of people would also be excited at the idea of choosing exactly which weapons are held by their mini. It would make finding a figure to exactly match your RPG character much, much easier.

One obvious downside is the level of detail the printer is capable of. Yes there are affordable professional printers and maker bots are all the rage, but even when fine tuned many of them just cannot get down to the level of detail needed for a miniature. These costs will come down with time, but will they ever be as low as the casting costs for traditional miniature production?

Of course, some people would say, because you don't have to hire a sculptor to make an original or make molds. But, you do have to hire someone to render your figure for the printer. There are programs where a novice could design something with a little practice, but you're more likely to end up with something similar to the designs Mimic presents. Creating a great miniature takes artistry. Artistry can be expensive to hire.



I don't doubt that one day purchasing a miniature may involve downloading a file that you push to your 3d printer at home, but I think those days are still a little further than most people realize. When that day comes, though, there will be a very big change in the industry that no one is really prepared for. Will the files you purchase somehow be locked to limit the number of copies that can be produced, or will they be more expensive, allowing you to print as many as you want?

Miniature piracy may well be another hot topic when this

future arrives. Not only will the illegal sharing of master printer files be an issue, but once 3d printers become a common household appliance, 3d scanners are not too far behind. Then you would be able to scan anything, including a miniature, and reproduce it.

Perhaps in this future manufacturers will be able to impregnate their materials with some sort of chemical that, when detected by the scanner, causes the scan to be aborted. This idea is not far off, since there are copiers that can do similar things based on the paper stock used. Honestly, they don't work very well and there are a lot of ways around it, but Rights Management may be something that becomes debated in the miniatures hobby.

Mimic Miniatures is taking a very big step toward the future, providing us with a glimpse of where things may be heading. As with all first attempts it is a bit awkward and imperfect, but without the attempt progress stagnates.

Do I hope Mimic's Kickstarter fails because of the issues I mentioned? Absolutely not. Who knows, perhaps the quality issues I perceived are really based solely on bad photos. They could send in a miniature for review and I find that the quality is excellent. Even with the issues I've pointed out I wish them well in this endeavor because it is pioneer-like push into a new realm of our hobby, and that is never a bad thing.



DAVID FARLAND/WOLVERTON
NY TIMES BEST SELLING
AUTHOR OF RUNELORDS



CARTER REID
CREATOR OF
THE ZOMBIE NATION

Review Mousling Adventurer (Reaper Miniatures - Dark Heaven Legends)

by MaGie

Manufacturer

Reaper Miniatures

Material

White metal

Price

\$4.99

Sculptor

Asiago Jones

Contact

www.reapermini.com

Quality

10

• Great iconic figure. Simple, but very effective sculpt.

Assembly

9.5

• Some clean up of mold lines is necessary, but very easily done. No assembly needed.

Value

9

• For a miniature of this quality, the value is absolutely great!

The mice/men or adventure theme might not appeal to you, but if it does than I can absolutely recommend this high quality piece.

Wamp

Overall
9.5

As part of the Dark Heaven Legends series, Reaper has a nice assortment of mouslings. They are anthropomorphic miniatures, mice with human characteristics, and most of these mouslings are set in a specific genre such as western, space or history.

The miniature under the magnifying glass today, Asiago Jones, is obviously a strong reference to a world famous archaeologist. The iconic look of this character stands out: wearing a fedora and leather jacket, equipped with a pistol and, of course, a bullwhip.

A nice little detail is the object that the miniature is carrying in its left hand: It's a fertility idol (as adopted from Raiders of the Lost Ark), but instead of the human form it is also displayed as a mouse. Very clever!

The miniature measures approximately 15mm from (integral) base to the hat. It is cast in white metal, and comes in one piece. It seems that the tail of my copy is slightly bent, but as it is not that important how the original position should be, and as it is easily bent into the desired position, this is not a problem.

The cast is very clean. I cannot find any flash, with the exception of a little piece on the base that can easily be removed. There is a minor mold line on the tail, which can be scraped of quite easily. Some attention will need to be given to the mold lines in between the legs of the mini, as they are quite prominent. However, I cannot find any mold lines or other casting defects that obscure major details.

The details on the miniature are very crisp. Every single patch of fur is cleanly cast. There is no part in which it seems the details have "melted" together. The other objects, such as belts, the whip, and pistol are also highly detailed, with strongly defined edges and smooth surfaces.

Overall, this is a very problem-free miniature. Fast prepping and a great iconic look should make this a really enjoyable painting experience. Definitely suited for both beginners and advanced painters. And although it follows the look of a movie character, I still see many different ways to paint the mini. For starters, there are a lot of variations in fur colour imaginable. Also, it leaves room for nice NMM or true metallics (whatever suits your preference), and some really cool leather effects. Personally, I would love to see this mini in a lovely tomb diorama.



Gallery



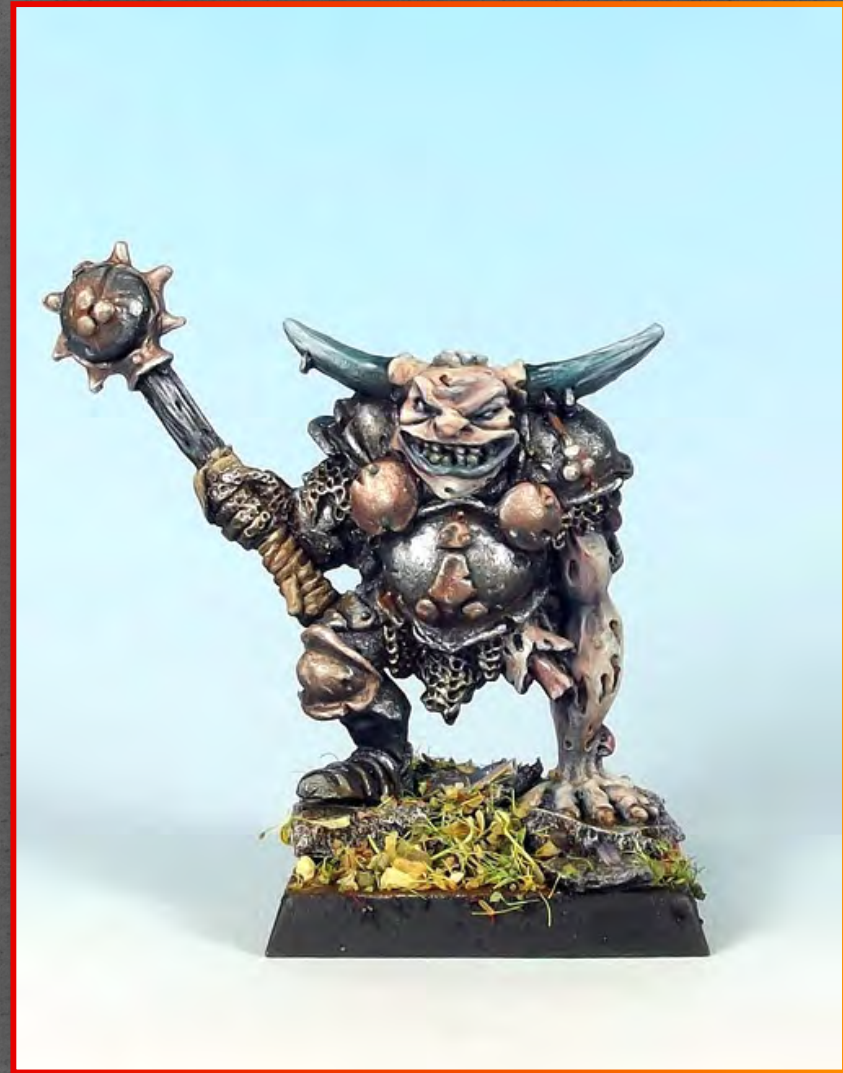
Assassin by Clever Crow



Kitty Cherryblossom by Milosh



Onna-bugeisha by Corgan



Ol'Smiler Classic Champion of Nurgle
by lilloser

Gallery



The Treasure's Cave by Kadaj



by We7

RANDOM MUSINGS

BY SCOTT RADOM

At the time of this writing I have not picked up a brush in approximately two months. Coincidentally that amount of time jives up with the opening of golf season around here. I am sure there is a connection, I just need some time to figure out what it is. If you have asked me a couple years ago if there was a possibility I would go near 60 days without painting a miniature I would have laughed and possibly spit in your face. Not 'cause I am a dick but just to drive my defiance at such a silly suggestion straight home. Without any painting of my own going on I have still found that I am extremely passionate about the hobby which has made me come to a bit of a realization. I think it is possible to remain passionate about this wonderful hobby of miniature painting without any actual participation by the individual.

I've never been a big sports fan. Not that I don't like sports, I love 'em. I am a big fan of football especially. Not soccer, but proper football. I could never really get in to watching sports as I knew I wouldn't be watching the whole season. I wasn't going to invest the amount of time required to be what I mentally decided it took to be a "proper" fan. And yet billions of people get downright rabid about sports. Even soccer if you can believe it! I would say 99% of the people watching the sport have never or could never compete at the level of the competition they're watching. And yet without any of the appropriate skills or personal experience most sports fans can tell you with exacting confidence where a

team went wrong, what the coach should have done etc. All that passion only viewing a thing from a distance. I think for me for the time being a similar thing has overtaken me with mini painting.

An active online community helps feed a need to keep an interest in painting even if not wielding a brush. By spending a few minutes a day checking up on my beloved WAMP I can still keep up with what's going on in terms of new products, exciting new paint jobs, and checking up on the painting process of old eFriends. The net serves as a great tool for keeping the pilot light going on the furnace of desire. I make sure every day I spend some time checking out WAMP for the latest in what's happening in the community. Be it the latest GW bash or checking up on a painting blog to catch a whiff of something special being created I am afforded the opportunity to maintain a level of passion simply by keeping informed. Maybe it's similar to a sports fan becoming enraged at seeing a missed goal (Not in Soccer, getting enraged over such a silly sport is just comical!) but when I see something really special getting painted up I somehow feel I get to feed a little of the passion in the piece being presented.

While taking a bit of a leave of absence from a hobby there is still always the beautiful possibility that I could simply just take a thirty minute chunk of time and head downstairs way past the water heater, past the washer and dryer, and into the little dank corner of the house I get to set up my gear in and have

at a miniature. It's a strange feeling that somehow makes me feel guilty and happy all at once. The guilt portion comes from the fact that sometimes maybe I spend some time playing with my wife and kids. Instead of wasting time with my clown act of a family I could be accomplishing something real like basecoating an Orc/k! What a blown opportunity! The happy part of my feelings comes from the fact that I know I have the opportunity to go down and paint whenever I like, and that's still pretty cool. When the passion finally boils over all my gear is waiting for me and will greet me with open arms. Unlike soccer which fails to recognize the arms and hands as actually being useful.

It's a pretty special hobby this mini painting thing. The community is very supportive of people taking breaks from time to time. I know that when I finally get back into the swing of things, probably when the weather turns sour and the golf courses close up, I'll be able to count on WAMP to get me going again. The incentives from the contests, the inspiration from the WIP threads and the gallery, and of course the fun filled forums in general are all there to help feed the passion for the hobby. I look forward to getting back in the saddle!

P.S. Actually after drafting this up I went and assembled and put a little paint on a mini!

P.P.S. Soccer really, really sucks.

Next Month...

Coming up in next month's issue, an exclusive to Portal magazine...

...an amazing collaborative project between artist Paul Bonner and Carmine Giugliano!

That's right, Paul Bonner, the famous fantasy artist, responsible for many classic pieces of work, across a range of companies, has allowed for Carmine (aka THOR) to translate one of his pieces into a 3D sculpt.

The scale is 90mm, this guy is an absolute beast!

But which piece could we be talking about?

The Cyanolith! (you know, one of those well known creatures - Ed)

Do you want to know the real treat? You can get your hands on one! Mr. Bonner not only remained in contact with Carmine throughout the project, but approved the casting of it and an official kit has been produced in resin.

Next month, we have been lucky enough to get an interview with the artist himself and the sculptor is going to talk us through his fantastic creation with lots of photos, tips and anecdotes from the process. Come back next month for an in-depth, exclusive article not available anywhere else!



Also in the Next Issue...

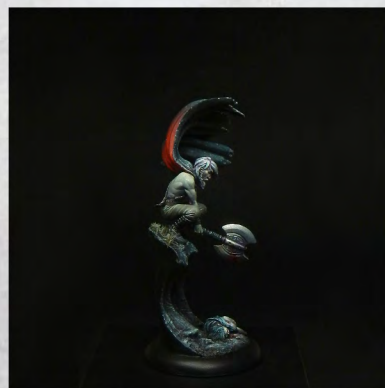
Interview with Christian Hardy, Basemaking with Nathelis, Meet the new Portal Team, Paul Bonner!, Darksword competition results

Wamp Store

We have great pleasure in welcoming some new companies to the store.



Statuesque



Ax Faction



Infamy



Testors



Maow



Milliput