

Portal

an insight into **WAMP**

Portal
THE UK'S ONLY
MONTHLY MAGAZINE
DEDICATED TO
MINI PAINTING

WAMP AWARDS 2010
RESULTS!

**REVIEWS, NEWS &
INTERVIEWS!
LATEST RELEASES!
CONTEST DETAILS!**



OFFICIAL

WAMP

MERCHANDISE

Love Wamp? Why not tell the world!!

You can now purchase some rather spiffy Wamp merchandise, anything from T-shirts to mugs.

Available for Men, Women, Children and even pets!

You can even have your username on the back plus there are lots of other

slogans to choose from.



Wamp Umbrella



Wamp Bandana



Cooking Apron



Ladies 'Primed and Ready'

and Much More!

<http://wamp.spreadshirt.co.uk>



Contents

News	4
WAMPED	7
Review	8
Wamp Awards	10
Contest	12
Review	14
Meet the Wamper	15
Tutorial	16
Latest Releases	20
Review	24
Wiki	26
Tutorial	27
Gallery	34
Contest	39
Threadomancy	40
Tradepost	42

CREDITS

WAMP Founder and OGL	Brett Johnson
Layout & Portal Editor	Shane Rozzell
Cover Image	Ar-Fienel by Alison McVey
Proof Reader	Martyn Dorey
Contributors	WAMPERS of the World united:)
Contact Portal at	portal@wamp-forum.com

Contests, challenges and competitions! Yep I said the “C” word but its all about the contests again at Wamp. Let’s face it, it’s what we are most famous for (well that and the friendliness!). We have the Wamped contest coming to a head in the next few days, we announced the first of this years ‘Wamp Specials’. A cracker it is too with a new sponsor in the form of Studio McVey. We also have the news on a brand new contest that we are launching to try and raise money for charity. We like our charity events at Wamp, this is our 4th event in 3 years (we already have the Help The Heroes Army event going on). Hopefully the event will be well supported though like all these things there’s always the possibility it will fall flat on its face but let’s hope not! Full details on this event are revealed exclusively in this very issue of Portal as are the results of the Wamp Awards 2010

Another contest that’s been organised is WAMP2011 our real life event. There’s so much more to sort with a real life event. What time can people arrive at, table layout’s, trophies, accommodation and so on and so forth. I must be a glutton for punishment!

So lots of organising, lots of emailing and head banging on my part but its nice to get this years contests in full swing again, hopefully we’ll see plenty of you entering the odd contest. Even if you don’t fancy diving into a full blown contest there’s always the just for fun contests we have like the Wamp Ladder and the Wamp Monthly. Both are great introductions to competition painting and a chance to get lots of friendly feedback on your work.

Anyway enough contest pimping. Hope you enjoy issue 7 (man we have that many already!!) of Portal.

Brett

Follow us on



Now Featuring



Material herein does not necessarily reflect the opinions of Portal Magazine staff who are not liable for said opinions. All textual copy has been taken from Wargames and Miniatures Forum website. Artwork has also been either taken from Wargames and miniatures Forum or from company websites pertaining to the image and may not be reproduced (except for personal use) without prior written permission from the said author / artist. Most product names are trademarks owned by the companies that publish those products.

News

Welcome to issue 7 of Porſal... SEVEN! Already... In this issue we have a good smattering of everything from news and reviews and tutorials plus some great pictures in the gallery and by popular demand, the will of OGL© and also a first for Porſal, we have a few exclusives! Check out the

anticipated results of the 2010 **WAMP** Awards and we also have an exclusive review from Morland Miniatures so we hope you enjoy this issue and if you have any thoughts please feel free to post them on **WAMP** ☺



On 5th February 2011 a brand new Wargames Hobby store "The Portcullis Wargames Emporium" opens it's doors for the first time.

We will be stocking a whole variety of ranges and manufactures including: Victrix, Perry's, Immortals, West Wind, Warlord, and Foundations of War among others.

If you need anything from the rise of Greece to the Fall of the Third Reich check us out! We can even sort you some werewolves, zombies and malignant dwarves with axes...

Instore facilities include painting area, a tuck shop (including hot drinks), not to forget the 14 X 30 ft gaming room upstairs . We will also be the new permanent home for the Bolton Vikings wargames club meeting every Friday eve 6 -10pm.

The gaming room is available for private hire on Sundays.

Come and see us

8 White Lion Brow

Bolton BL1 4AD

(Next to Bolton Lads and Girls Club on Spa Rd)

07528 722 365

Check out our [facebook](#) page for updates, special events etc.



Azalean Models is Now Open for Business

Azalean Models, a new online paint and tools supplier for scale model hobbyists based in Sheffield, England is now trading.

Sheffield, England (February 14, 2011)

Since the New Year, Azalean Models Limited, has finalised the changes to our webstore and we're now fully open for the business of selling modelling tools, paint, brushes and paints to miniature and scale model hobbyists.

Whether you're a miniature painter, railway (or railroad!) modeller, wargamer, dolls house hobbyist, model

maker or a fan of any of other hobby that involves scale models then we want to help you get the most from your hobby!

As scale modellers and painters ourselves, Dave and Gillian, the brother-sister partnership behind Azalean Models, understand the needs and frustrations that come with your hobby and we aim to stock everything you need to make your hobby easier.

"Most of all, we just want to help scale modellers have more fun in their hobby by supplying hobbyists with the tools they need." said Gillian Barker, Managing Director of Azalean Models.

Although Azalean Models has not been able to stock everything that we want to right now, we'd be happy to hear from our customers if there is anything that you think we should be making available for sale! Email us at azaleanmodels@gmail.com or contact us through our website <http://www.azaleanmodels.com>



During 2011 WAMP will be setting up it's new display at various shows all around the UK. If you fancy attending one of these shows and supporting WAMP then contact War Griffon for more details.

Date	Show
27-02-11	South Cheshire Militaire, Crewe
26-03-11	Aldershot BMSS Show, Military in Miniature 2011
21-05-11	South Devon Model Extravaganza
04-06-11	Wamp 2011
23-07-11	Figureworld 2011
20-11-11	Bugle Call 2011

More dates when arranged



On a far side of the known galaxy there is an insignificant planet.

In its jungles, the expeditionary force of MalGen Inc. found a strange chemical substance... The planet is far from insignificant anymore. Now a struggle for power will begin on this wild planet, so far from colonies and from cameras and lights... It will be a small but brutal confrontation and the means will justify the reason. Whoever will seize control over this planet will gain ultimate power and there are many contenders to come. Remember one thing - destroy your rivals not the planet or you will become the king of ashes!

In Sapphire Wars you take command of a small squad of corporate forces. All soldiers act independently from each other, but they all form one team, so they continue to operate when they stay in or out of the command range of the squad leader.

From a strategical point of view the player will have a lot of possibilities like covering fire, pinning enemies with his own snipers or hacking their heavy equipment. However, forget

about strategy in close combat - it will be win or die. There is no other way!

The first miniature in the line has now been released. Boar Hacker from MalGen Inc. Although its main field of specialization is genetics in bio-engineering, corporate hackers are playing an important role in the fight. Besides protecting tasks from enemy hacker attacks they can put down frenzied beasts used by corporations when things are looking bad.

The miniature is made in metal, aprox. 36mm tall sculpted by former Rackham artist Benoit Cosse.

Price: €11, Shipping: €2.5 inside EU and €3 outside it.

You can buy it on [ebay](#) or contact directly with me [here](#).



... and the award goes to



After much deliberating and a certain amount of nagging from waghorn41 the results are in for the 2010 annual WAMPIES. These awards are specifically about WAMP and are nominated by WAMP members.

Most Improved – MaGie

Best Painted Contest Mini – Lexi's Little Red Riding Hood

Most Fun Theme Entry – "Over there Dummy" by waghorn41

Best Thread – Cool Minis

Favourite Contest – Kingdom Death

Most helpful member – Shanerozell

Best Post – ScottRadom's discussion on Food

Best Personification Of WAMP– waghorn41

Most Insane Member – ScottRadom

Best Contribution To Hobby – Darklord for running WAMP

Most Abstract Reply/Thread – Orki Going All Zen

Best Whinge – Boris for her Razorback vent

Best Thread Hijack – Painting Animals for SI Historicals

We'd like to give a big thank you to waghorn for putting the time and effort into promoting and organising these awards.



There has been a bit more progress with the "Forty-third" [website](#), www.forty-third.co.uk – we have added 20+ items in the last couple of weeks including the "French mounted Officer of Chausseurs a Cheval de la Garde 1804 – 1815" from the 75mm range which is an exquisite sculpture. Work continues in earnest to get full availability of the range!



PLATOON BRITANNICA
UK MINIATURE PAINTING COMMUNITY

PLATOON BRITANNICA REGIONAL MEET
EAST ANGLIA/SOUTH EAST

Our bestist mates over at Platoon Britannica are holding a East Anglia - South East regional meet on **2nd April 2011** at Inner Sanctum Collectables. A good opportunity to get some feedback on any models that you plan on entering in future competitions plus there is a speed paint comp and pointers about Zenithal undercoating plus lots of other miniature japery and mirth.

[Here](#) is a link to googlemaps for directions.



Inner Sanctum
Collectables

BUNNY GIRL BY POUPEE CANOPE

Bunny Girl is out & available, by 'Poupee Canope' the same guy behind Sad Girl & Grace is Gone.

40mm Resin & limited to 300 copies

€13 + €3 worldwide shipping

For more details and ordering click [here](#)



WAMP

The last 30 days

NEWEST MEMBERS

Father Ennis	bigchuvi
Xilh	nucleosaur
krimso	axiom
tiacapan	SVKBaki
Lurching Dead	dexter
Mortanius	Lord_Eddard
Durham Red	Stibbok
epluvian	ErikB
nutlja	tor gaming
Vermis	LeonChappell
Big Ned	S_Dalsgaard
Beefcake	PWTrash
TheUrbanSurfer	lloydster1200r
Brother Tom	Sparks
Enlightx	kewlcool
Dante	Benkei
Tommie Soule	LordWormwood
SAVAGE	Jeff
Croc	mgrady0000
apathostic	Oni
karn987	Tucker
bouncethehead	painter69
geaugan	shorty
Kradlo	Grigorios...
Fyzipop	LostInBrittany
Mananarepublic	Halonys
richarDISNEY	hairlord
Studio McVey	fernandoenterprise...
stevebailey	timplanet
Kaane Feiwong	Giro
Einion	beef5570
bananaman	Colonel Shofer
-Q-	Jack of all games
Wendy	Paul
woodjutt	randall3rd
Matthew Shadis	GEM
Sapphire_Wars	beardy667
Stuart Clarkson...	Sister_Lucy
Darkhawk	owenmp
Fettle Feign	Jakked



WHAT IS THE WAMP LADDER?

Quite simply its a fun painting league. You challenge another painter on the ladder to a 'paint off'. Choose a theme and have upto 6 weeks to complete your mini - both your entries are then judged by fellow members - the winner gains points and moves up the ladder. Its free to use and you can challenge people to suit your ability.

The ladder can be found [here](#).

Waghorn41 vs Knott47

Theme: "Over there dummy"

End Date: 17th Feb 2011

Waghorn41 vs Captain Sprout

Theme: Hisroical (WWII) 54mm or above

End Date: 5th Mar 2011

Captain Sprout vs Malebolgia

Theme: "One Bad Mutha"

End Date: 28th Feb 2011

WAMPED! 2010

WAMPED! is our painting contest to finish the year off in style. It features several categories and covers ALL manufacturers and genres as well as terrain and armies and each will have prizes up for grabs as well as prizes for basing, conversions and of course Best In Show.

Deadline:

The closing date for entries is:

6pm Monday 21st February 2011

Supporter deadline will be 7 days later at

6pm Monday 28th February 2011

Times quoted are GMT

What Can I Enter?

Anything! It can be any scale, genre, manufacturer. It can be terrain, duel, diorama, a full blown army even. BUT! Take note it must be new work. That means it must not have been shown completed anywhere. If you have shown a WIP elsewhere that's fine but not completed photos!

Prizes

A full list of each category, its prizes, sponsors and what entries are eligible can be found [here](#). These include Best in Show, Best Base and Best Conversion prizes can be won in addition to category prizes.

CATEGORIES

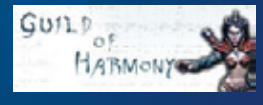
Best in Show
Best Base
Best Conversion
Terrain
Army Challenge
Most Entries

The following Categories are sponsored by the manufacturer unless otherwise stated

Hasslefree Miniatures 'Good v Evil
Guild of Harmony
Gaspez Arts
Urban Mammoth
Westwind Productions
Four A Miniatures
Offensive Miniatures
Morland Studios
Large Scale/Historical
Everything Else



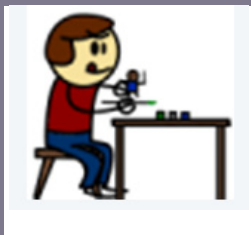
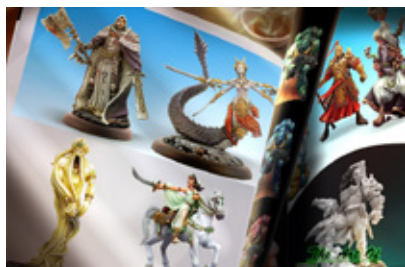
BITZ BOX



FOUR A MINIATURES



Review: Speed Painting with Thomas David



REVIEWED BY CREGAN TUR

Manufacturer

Miniature Mentor

Price

\$25.00

Material

Download Only (currently)

Contact

www.miniaturementor.com



Thomas David is renowned as a master speed painter capable of painting very beautiful, highly detailed work in only a matter of hours. He was one of the studio painters for Helldorado and is also a professional miniature sculptor. The guys at Miniature Mentor sought him out and now his speed painting secrets are available in one of their newer tutorials.

Currently this tutorial, like most of them, is only available via download. I don't know how long the "DVD Coming Soon" sign has been there, but it seems like it's been a while. Downloading the video files, formatted as MPG4, is a pain-free process. After paying, Miniature Mentor emails you the directions and links, and also offers some tips on optimizing your download. Now, the link you're given says it will expire after 96 hours or a complete download, so be sure you download your files ASAP. If the unthinkable happens and your link dies, or you experience a problem with your download, they do provide a support email address. Also, don't plan on using your computer too much during the download because it's going to take a while to download all 6 files which add up to over 5 gigs.

Because the video files are MPG4 format, you'll need an appropriate player. Miniature Mentor provides links to the 2 they recommend right in the product description for every tutorial- you can't miss it. VLC Player worked the best for me, offering smooth playback and intuitive slider controls that let me skip directly to where I left off. QuickTime was like watching a bad webcam. Your results will depend on your computer, so I highly recommend installing and testing both players to see which one works best for you.

The files are an average of 40 minutes long for a total tutorial length of 3+ hours. The editing between the different parts is a little rough because they don't always stop at the best place. Where they have to cut off each section may be to limit the size of each file, which I can understand, but just a little more polish on this editing work would make the transitions smoother.

The secret to Thomas' amazing speed painting results is a technique he calls Zenithal Highlighting, and we get to see this technique used on 3 different miniatures. This technique allows you to establish the highlights and shadows of the miniature. He then shows you how he paints over the zenithal highlight layer to achieve a beautiful global lighting effect. During the tutorial the narrator- I'd love to know what this guy's name is so I'm not always calling him "the narrator," like he's some shadowy X-Files character- explains the difference between standard Zenithal lighting and Zenithal lighting with global fill lights, and how this results in a much richer and more realistic looking miniature.

For the first miniature, Thomas uses an airbrush to paint the zenithal highlights, but he also shows on the remaining 2 miniatures how the same effect can be achieved using spray primer. This is great because it opens this technique up to everyone without requiring them to buy and airbrush. However, the airbrush method will give better results. While we're on the subject of airbrushes, this is not a tutorial on how to use an airbrush. They do offer some basic instructions on a couple of points, but don't count on learning everything you need to know from here.

The cinematography is great, as we should expect from Miniature Mentor, but the picture quality is so good it almost works against them. There are a few different times when "the narrator" (dun dun dunnnnnnn) mentions that the miniature looks better in real life than it does on screen. Part of this is because they are zoomed in so close that you're able to see things the naked eye would miss which ruins the effect a little. While watching the tutorial I decided that I was going to try this technique on an upcoming commission, but after viewing the video gallery at the end and seeing good resolution shots of Thomas' work I became very excited about trying this out. If you feel uncertain of the quality you can produce using this technique because of the intense resolution of the tutorial, then watch the gallery at the end and look up some of Thomas'

other work online and you'll quickly be convinced.

While they do a great job showing the miniature I do wish that we could have seen the tip of the airbrush in relation to the mini. They do tell you how far away they are and show a graphic, but actually seeing it would have been more valuable for me, even if they only showed it for a minute or two.

In this tutorial they do a much better job of letting us know what paints are being used. A lot of the time they will show stills of each paint that's being used, but it's not completely consistent. I don't know why the choice was made to sometimes not show the paints when they're mentioned; it just seems inconsistent. A number of the colors used in the airbrush section are from Prince August, which isn't available in the US, so you may need to find suitable replacement colors if you want to follow Thomas' exact recipe. Also, some of the materials used aren't in production anymore, like the inks and glazes from Citadel, so you may need to find suitable replacements for them as well.

One small gripe I have is, while they do an excellent job of showing all of the mixing for the airbrush, they never show any of the palette work for the glazes and paints used in later sections. They do provide the recipes and paint to water ratios, but actually seeing the colors being mixed and the final consistency would help.

Thomas uses paints and other mediums in unexpected ways that produce brilliant results. I had never thought of mixing a wash with paint before, but he does it on a number of different occasions, which makes me wonder what other avenues of experimentation lie unexplored. I also love his metallic recipes, which combine some NMM techniques with occasional use of metallic paints.

The miniatures that are painted are 2 different Space Marines from Games Workshop and a Saracen from Helldarado. The Space Marines are very good comparison pieces as one was airbrushed and a spray can was used on the other to create the zenithal highlighting. We get to see the different steps you have to take to achieve good quality results based on

the different highlighting mediums, and it's pretty obvious that the airbrushed method is faster and produces better final results. The Saracen is the best miniature to watch, as he uses many more colors than the monochromatic marine armor. Watching the completion of this miniature also answered the lingering questions I had of "how do I paint 'this' using this technique," where the 'this' was anything from flesh to cloth to weapons, etc. While watching the Saracen you also are introduced to many new painting recipes that achieve some amazing results.

Another great thing we get to see is Thomas' sparing use of highlights. I agree with the narrator on this- a lot of people overdo their highlights which ruins all the mid-tones they worked so hard on. Thomas is very precise in his placement of extreme highlights and reflection points. Seeing this showed me that I have this problem and has made me more conscious of controlling my highlights.

Keeping true to the style of their Complete Guide, this tutorial also features some extra information screens that occasionally pop up. They disappear too quickly, though- I don't think I actually finished reading most of them before they were gone.

The quality of instruction is very high in this tutorial; I'll say it again- something we expect from Miniature Mentor. We are told how the technique is done and the "why" behind it: this is what makes for a great tutorial. "The narrator" (Mwa-ha-ha) does most of the talking. I don't know if Thomas is camera-shy or really that stoic, but he doesn't say much. The narrator does a very good job of engaging Thomas and getting him to explain the techniques and he expounds on them when the brilliant artist is a tad reticent. He does take it a little far, though. There are a few occasions where he seems to chatter just to fill the silence.

One final nitpick- if possible they probably should have redubbed the two sections of audio where we can hear a jet fly over. It's not an overpowering sound, and it's not very distracting, but not hearing the jet would be best.

PRODUCT: 9.5 / 10

- » Ordering is a snap through PayPal and the download instructions email is provided very quickly.
- » File host is easy to navigate and download from.
- » Clear, succinct download instructions and providing support contact email is a nice touch.

CONTENT: 9.2 / 10

- » Instructions are clearly given in great detail, but the narrator rambles a little.
- » We are told the "why" along with the "how".
- » Palette work not shown for the regular painting steps.
- » Every paint used is mentioned by name.
- » Zenithal Highlighting provides a solution for anyone who has trouble determining placement of light and shadow.
- » Teaches how to maximize the effectiveness of highlights and shadows without making them overpowering.

VALUE: 9.5 / 10

- » \$25 is a reasonable price for such a high quality tutorial.
- » The time you can save by using the zenithal highlighting technique is invaluable.

OVERALL: 9.4 / 10

Army and commission painters will be interested in this tutorial because it provides a way to paint miniatures to a very high standard in less time, but I think everyone, even expert painters, can learn a lot from this tutorial. The zenithal highlighting technique is a solution to anyone who struggles with finding where to place their highlights and shadows. Very high quality miniatures can be produced quickly using other techniques Thomas shows. If you have trouble seeing the high quality results that are possible while watching the tutorial, then be sure to watch the gallery presentation at the end- you will be convinced!

A lot of people have been wondering what the next big "thing" will be in the painting world. Years ago it was blacklining, then came NMM. I really believe this technique is going to show up more and more until it becomes the next big thing everyone's discussing on the forums.

WAMP AWARDS 2010

It gives me great pleasure to announce the results of the inaugural Wamp Awards. We started with initial nominations for several categories and from those nominations we came to a final short-list of 10 for each category. Each shortlist was then opened up for voting and after weeks of voting we now have our winners.

Best Painted Miniature

1st. Air Fiend - Alison McVey
Tied 2nd. Dragon Slayer - Chris Clayton & Terror of Fortiu - Ben Komets

Best Miniature

1st. Dragon - Heresy
2nd. Al Vianna - Studio McVey
3rd. Zorabeth, Morning Mist - Andrea

Best Company

1st. Hasslefree Miniatures
Tied 2nd. Studio McVey & Wyrd Miniatures



Best New Company

- 1st. Joek Miniatures
- 2nd. Figone
- 3rd. Crooked Dice



Best Base

- 1st. 'Hunter or Hunted' - Raffaele Picca
- 2nd 'End of Days' - Orki
- 3rd 'Butterfly' - Roman Lappat



Best New Range

- 1st. Super Dungeon Explore - Sodapop Miniatures
- 2nd. Sedition Wars - Studio McVey
- 3rd. Dark Eldar - Games Workshop



Best Product

- 1st. Citadel Wash - Games Workshop
- 2nd. Air Metallics - Vallejo
- 3rd. Series 33 - Rosemary & Co



Best Event

- 1st. Tied Gencon & Salute
- 3rd. Little Angels



So there are the results folks. It's been nice to see such diversity in the nominations, large scale historicals, up against 28mm fantasy, big companies up against small newcomers. Really shows the range of miniature that gets talked about on Wamp. I hope some of the results are as you voted though I am sure there are a few surprises in there for you also. If your wondering why some companies or miniatures are not on the list well, they probably weren't nominated. If they don't get nominated they can't win!!

Congratulations to all the winners and nominee's.

Until next year

**I HAVE GREAT PLEASURE
IN ANNOUNCING
THE STUDIO McVEY
PAINTING CONTEST!**



A new year means a new set of Wamp Specials and to carry on the new theme we welcome a new sponsor to Wamp. It's one that needs no introduction as its one of the most popular companies amongst Wamp members.

Studio McVey produce some fantastic miniatures that are perfect for showing off your skills and they have even just launched Sedition Wars so there's even more mini goodness to choose from.

As if that wasn't enough Mike And Alison have kindly agreed to judge the contest for us so its a rare chance to get your work critiqued by some of the most well respected painters around.

The Deadline for entries will be 28th March 2011

(Supporters deadline will be 31st March 2011)



Still unsure? Really? Your joking right?!! Well just in case you aren't how about some lovely prizes to entice you?

We have some fantastic prizes for our worthy winners:

- » 1st - £75 of credit at www.studiomcvey.com
- » 2nd - £40 credit
- » 3rd - £25 credit

The Rules:

- You must be a Wamp Member to participate. Membership is free and you may register [here](#).
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- Any additional photographs of that entry will be removed.
- All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- You give Wamp and Studio McVey permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by Studio McVey.
- Submissions must be posted to the Studio McVey album located [here](#).

Why Advertise with WAMP?

With over 500 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention a brand new magazine whose first 2 issues reached over 2500 downloads within 8 weeks of launch. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

If you have products relevant to Miniature Painting, Wargaming or Roleplaying then WAMP members are your targeted market. If not, our audience are also interested in related products such as Fantasy, Science Fiction, Historical and Military related media as well as Art and Photography so it is still a good idea to advertise with us because WAMP is a vast community and for a lot of its members the first place to seek advice on books, video games, movies and much, much more.



Apart from classified ads, which are black and white only, all adverts are full colour. If need be we can even design it for you free of charge. It will include your company logo and any images or text you require plus direct weblinks to your company's website.

For more information go to
www.wamp-forum.com/advertise
or email us on
portal@wamp-forum.com

Portal
an insight into **WAMP**

Review: Dwarves by Four A Miniatures



REVIEWED BY SHANE ROZZELL

Manufacturer

Four A Miniatures

Price

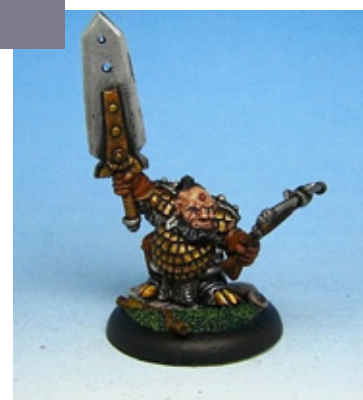
£3.50 each

Material

White Metal

Contact

www.fouraminatures.com



Ok I like Dwarfs, some might even say I look like one; my reply.... good, they're hard, trustworthy, reliable and did I mention hard! This is why I was pleased to receive a set of Dwarves from "Four A Miniatures." Some of them are master castings and so are still awaiting the tooled mould to be made so don't appear on their website but I know that will be sorted out as soon as Four A have the time.

These Dwarfs are based on the old [Chronopia](#) fantasy setting by Target Games from back in the 90's and are, in my humble opinion, how Dwarfs are supposed to look. They are a similar size as the Game Workshop dwarfs so with a lack of good Dwarfish sculpts these would fit into any Dwarf army as skirmishers or character models.

There are a total of six Dwarfs but for now I will concentrate on the two that have been fully released and they are Bruenor Odinson, Dwarf Tracker and Flint McGoreblade, Dwarven Merc.

Both of these come in three pieces, main body, head and arms with each hand separate and are supplied with a 30mm round lipped base. Both Dwarfs are captured in a dynamic and dramatic

pose and like you'd expect, ready for battle.

The hands will need pinning as the miniatures do not have fixing lugs like some other multi part miniatures do but on the plus side each piece fits snugly in place so hardly any filling will be required later on.

Looking at the miniatures closely they have lots of character and Adam Gayford aka, Whiffwaff has done a brilliant job sculpting them. Each Dwarf face is superbly sculpted and weapons and armour follow a simple dwarfish design, function over form. This is something I quite like as the style is completely different from most other dwarf ranges that seem to follow a more contemporary design.

The cast quality is very nice and the surfaces are pretty smooth, although on Bruenor some smoothing will need to be done on his cheeks and head but nothing out of the ordinary and a lot better than some miniatures that cost a lot more. The detail of each piece is nice and strong making them a good miniature for painting and each part fits together well with a minimum amount of fuss.

QUALITY: 8/10

Very nicely cast with good detail

ASSEMBLY: 7/10

The addition of fitting lugs would have made putting the miniatures together easier for beginners but not a problem for the more experienced modeller.

VALUE FOR MONEY: 9/10

At £3.50 each I think they're very well priced for the quality of cast and sculpt.

OVERALL: 8.5/10

Overall I think these little guys are very good, both as gaming pieces and with a bit more prep-work, strong display models.

They are very reasonably priced, well sculpted and well cast and I'm looking forward to painting them.





Here's me. I'm the grown up. The kid with the mouth full of crackers is my boy Max. The wood panelled basement is mine. Jealous? Thought so.

Profile: ScottRadom

Real Name: Scott Radom

Alias: ScottRadom (See that, no space between the two names. Like when Superman puts on glasses it fools EVERYONE and keeps my identity secret)

Website: Wamp

Wamp member since: 26-11-2008

Bio: I was born in Prince George, British Columbia in Canada on May 9, 1976. That was mothers day that year! I have a wife named Kathryn who is FIVE years older than me (gross!) and a 6 year old son named Maximillian Von Radom and my daughter Emerson Ripley Radom who is 3. My wife and kids are ALL born in september which is stupid. That means I spend an assload of cash in september and by the time I recover BAM! Christmas. I am in the meat business and am currently in sales. I am a full on trained butcher and I've been with my company for 14ish years. I beleive animals are delicious, and would kill you if given half a chance. Really it's either us or them. Eating them is just a bonus. I have a single sibling who is my Brother Chris. Currently his biggest hobby is growing long hair and a viper style beard so he can look "more bad-ass". I live in Saskatoon, Saskatchewan. My province is very easy to draw. Google it up! Super easy. We live in a house, it's 'aight.

Paint, sculpt or game? Paint. Easy. It would have been gaming about three years ago but that's when I caught the painting bug hard. 3 years ago I thought that anyone who painted for any reason other than gaming was touched in the brain. Maybe I was right. Sculpt? I think sculpting is basically magic and have NO concept of how to do it. I can make little snakes out of green stuff, and I can make little balls too. That's it.

Favourite mini company? This is a tuffy. There's a ton out there I like. Kingdom Death, Avatars of War, Red Box Games, Wyrd. Truthfully the one I find painting the most and spending the most cash on is still Games Workshop. Folks love to hate 'em for whatever reason but I still like their product.

Favourite sculpt? This one is actually easy. It's the "Goblin King" by Avatars of War. I like the style, the bulging flesh, and the face. With all the choices out there I find myself very eager to start the next project and experience something new. The lure of this mini is strong enough that I have painted it four times I think. It's also kinda special to me as it was on this sculpt I tried going "balls out" on a mini for the first time. It didn't look great by the global standard, but it was a big jump for me.

How long have you been in the hobby? Off and on, mostly on, since '1989 yo. Until the last 3 years or so the emphasis was defo on gaming. I painted, and took pride in what I did but army painting isn't the same as working on individual mini's to your fullest potential. I took a couple years off in my early twenties to get drunk and chase women. Man did I strike out lots! My approach was the carpet bomb approach. Like 1000 monkeys typing on 1000 typewriters you know eventually you'll find a girl who is drunk, having self esteem issues, and needs to prove something to her ex/dad/friends. Man, those were good times.

How often do you visit Wamp? Once a day at least. More often if I can swing it. Usually it's while the kids are doing something that I should really be involving myself in. The other night my daughter grabbed a stick of chalk (Why do we even have chalk in this house? There's isn't a black board around at all. It wasn't even thick sidewalk chalk. This was regular skinny teachers chalk. Who the hell brought this here? Why?) She drew all over the damn house. Sure it wipes off porous surfaces (like the TV) but it REALLY got dug into the non porous surfaces (Like the rug, and supper).

Best thing about Wamp? The people and spirit of cooperation towards building a community of painters of all levels. I think there are stronger groups of painters out there but nowhere is there a group as committed to helping each other get the most out of the hobby as the individual defines it. The competitions, the ladder, and the general vibe is really one of inclusiveness that I find shadows any other board I have been a part of. There are of course other boards that I think are fantastic (Chest of Colours is awesome! CMON is a strong resource) but I really think WAMP represents everything I wanted to find on the net for improving as a painter.

Tell us something interesting about you? I like to sell mini's on eBay. I used to really enjoy seeing how much my mini's would go for. Usually it's less than 40 bucks, which is like a dagger in my nuts. Why? There is a homeless guy in town we dub "Sailor Dan" 'cause he wears a sailor hat, swears like a sailor, and sells pictures he draws of sail boats on poster board for \$40 a shot. I often humiliate myself by realizing I dream of making that "mad sailor Dan bank" when I eBay a mini. My painting skills have been judged by the open market as beneath that of the homeless crazy guy who sells art for 40's of malt liquor. So that's something. Totally true story. Unfortunately.

GIMP the Basics

BY
WAR GRIFFON

Continuing on in the Series of Articles about miniature photography, this month War Griffon explains the in's and outs of photo editing using the popular open source application GIMP.



GIMP is an Acronym for GNU Image Manipulation Program not somebody running around in a rubber mask as a lot of people may think. GIMP is a free package along the lines of Photoshop and can be easily used for tasks such as photo retouching, image composition and image authoring, you can even download an animation add on if you want to dabble on that side as well.

Downloading the files. The amount of files you download is up to you and what you want to download the latest version is 2.6.11 which will work on versions of windows from XP sp2 onwards (including 64 bit systems, and you can also get versions for Mac and other operating systems). Version 2.8 is currently being worked on and will be released in due course when it is ready.

In the past you would have needed to download the GIMP program and GTK+ these days though the download can be done in one go and is about 19.4Mb.

<http://www.gimp.org/downloads/>

If you want the user manuals as well these are available to download from the same link and are language specific and each one is about 41Mb in size and there are a selection of tutorials available at.

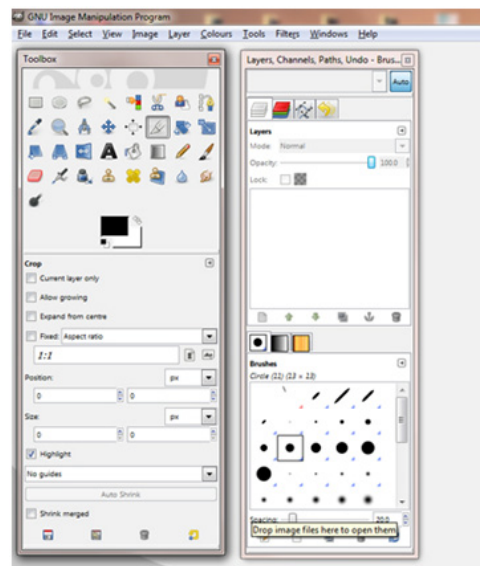
<http://www.gimp.org/tutorials/>

Once you have downloaded the main setup files it is then just a case of double clicking on the program wherever you saved it to and then following the instructions.

USING GIMP

Launch GIMP either from the icon on your desk top or from the start/programs menu. One of the nice things about GIMP

is that your two main toolbox panels are movable so you have an option from the menu's to either lock these in place or leave them floating so that you can drag them around the screen to keep them out of the way of what you are working on. Also depending on the size of the monitor you have you can add or remove tools and even combine the two floating menu's into one. Also if you minimise the main window the two floating menu's act as separate windows.

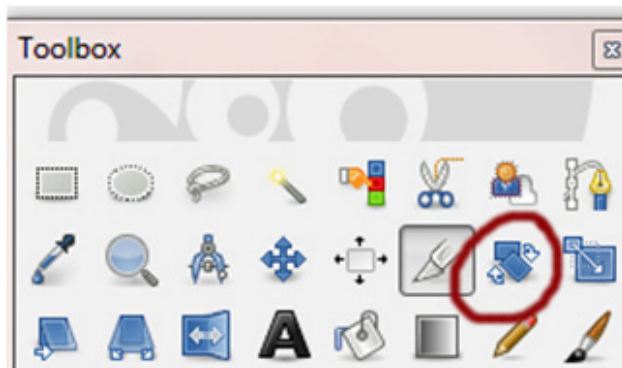


I have moved the two floating windows close together for this opening view otherwise you wouldn't have seen the second one in this photo as I use a 23 inch widescreen monitor! Also for the sharp eyed amongst you in future views you will notice I have moved some of the options on the right hand menu to the left, this is just how I like to arrange my work area and not something you need to do yourself although you can if you want to.

For those of you who have used Paint, Photoshop or Elements or some of the other photo editing packages there are a few differences in how you use GIMP but these are mainly in the different tool symbols and where to find things but you will soon get used to it. For those that have used a previous version of GIMP or read the article I did on this several years ago you will also notice there have been several changes to the UI.

OK onto the nitty gritty, we have taken our photographs and downloaded them from the camera to our computer and we are ready to load them into GIMP. Assuming you have been following along and have opened GIMP select file from the main screen menu and then select open. This will open a folder for your system (desk top, computer etc) and allow you to search for the image you want to work on. I am going to work on an image of Libby the Barbarian for this tutorial but what you choose to work on is entirely up to you, once you have highlighted the file(s) that you want to work with click on open and the image(s) will appear on the main screen. If you open several photos to work on each will open in a new window and if they are not on screen altogether you find them on the windows menu bar at the bottom of your screen or wherever else you chose to put it.

ROTATING AN IMAGE



I normally rotate my images before I put them into GIMP using Windows Photo Viewer, or once your image is loaded into GIMP if you click on the Image menu in the top bar and select Transform then you can rotate the image this way as well. Although either of these methods only allows you to rotate the image 90 degrees at a time, if you haven't taken the time to set the camera up correctly and the image is leaning this can be taken out using GIMP by selecting the Rotate Tool from the toolbox window (circled in photo) this will allow you to adjust the layer to remove that slight tilt/lean the figure may have.

CROPPING THE IMAGE



At this stage I usually like to crop my image, nobody wants to look at a photo whereby most of the view is of the background and you can only just make out the figure or subject of the photo.

Select the crop tool (circled in the photo) it looks like a scalpel, this replaces your mouse pointer with a cross hair with the scalpel symbol next to it. Then by choosing a point on your image hold the left mouse button down and draw the area you want to crop leaving the part you want.

Don't worry if you don't get this exactly right first time, by hovering the cross hair on the boarder you wish to adjust you can enlarge or shrink the area until you get it how you want it to look.

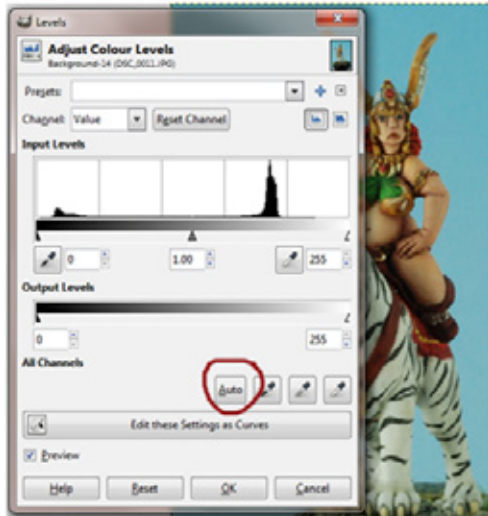
Once you are happy with the crop area (the image inside the box) Left clicking will remove all the unwanted area, if you make a mistake at this stage just click on the edit menu and select undo crop image and you are back to where you were before you cropped the image.

At this point don't worry if the image looks small, by selecting the zoom tool from the toolbox (magnifying glass) you can make it bigger by hovering the zoom pointer over the image and left clicking (to make it smaller hit the minus key on your keyboard).

ADJUSTING THE LEVELS

Moving on then next we want to adjust the levels of our image as it is straight from the camera, Images can look different from monitor to monitor so what might look good on your screen may look completely different on somebody else's, even going from my lap top to my main machine I can have the same photo look completely different, not everybody calibrates their monitor so this doesn't help either.

There are several ways of adjusting the levels of a photograph but for this tutorial we are going to use the levels tool. The file



I have used is straight from the camera so first off we are going to adjust the lighting levels.

From the menu on the picture window, select Tools then choose Colour Tools and Levels (Tools/Colour Tools/Levels) this brings up another window called levels which we can use to adjust the levels of the photo.

With this window on the screen we have two options of adjusting the levels by far the easiest is to use auto (circled in the photo) or if you are feeling confident in your abilities and you know your monitor is calibrated you can use the slider controls under the input levels graph. Using the sliders you will see the changes as you move them but using either method if you are not happy with the results you can hit the reset button and start again. Once you are happy with the colour levels then click on the OK button.

We now hopefully have a photo that is good enough to post on the web but isn't quite ready just yet we need to make sure that the image size is acceptable.

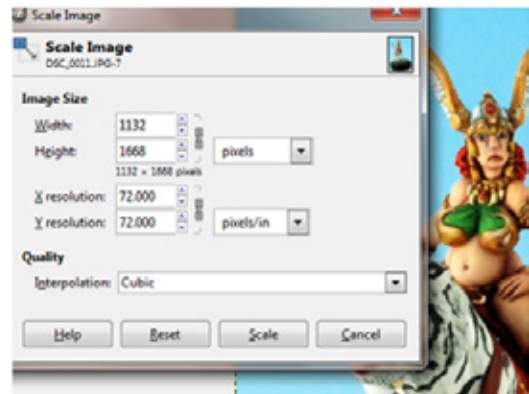
ADJUSTING IMAGE SIZE

When you take a photo with the camera, depending on camera abilities and settings your initial photograph is going to be about 3Mb in size, having made the adjustments we have so far the current image could be a lot higher, as an example the image I am working on at the moment is shown on my screen as 50% of its actual size and because of the adjustments we have made it is currently the better part of 61MB in file size!!

So our next stage is to bring the size down to something that we can post on the web, at the moment my image despite being cropped is something like 1132 pixels wide by 1668 pixels high or in other words its huge!! From the Image menu on the main window select Scale Image... this will bring up a window titled Scale Image.

From this window we are interested in the width and height, as you can see from the photo this gives us the actual image dimensions. Most websites will have a pixel width limit and some will even have a height limit as well. This doesn't

mean that we want our photo to take up the maximum size permissible, if we do this and the photo is of a 28mm foot figure it could make it that you will be showing your figure in a photo that is 600 times its original size and unless you are a top class painter your paint job isn't going to hold up to this sort of size so bear this in mind when you choose your image size after all you want your hard work to look its best.



So for my image I am going to select a width of 600 pixels by selecting what is already in the width box and over typing it. You will notice that when you do this the height box doesn't change so once you have typed in your width click on the chain link that you see between the width & height box and the pixels box. As soon as you do this the height should auto change in proportion to the width that you have set (it will work vice versa as well) then click the scale button which will reduce your image on screen. To see this in its new full size use the zoom/magnify tool, at 100% this is the size of the image that you will be posting to a website, if you are unhappy with how it looks at this stage click on the edit menu of the main screen and choose Undo Scale Image and you can then go through the process again until you get an image you are happy with.

FLATTENING THE IMAGE

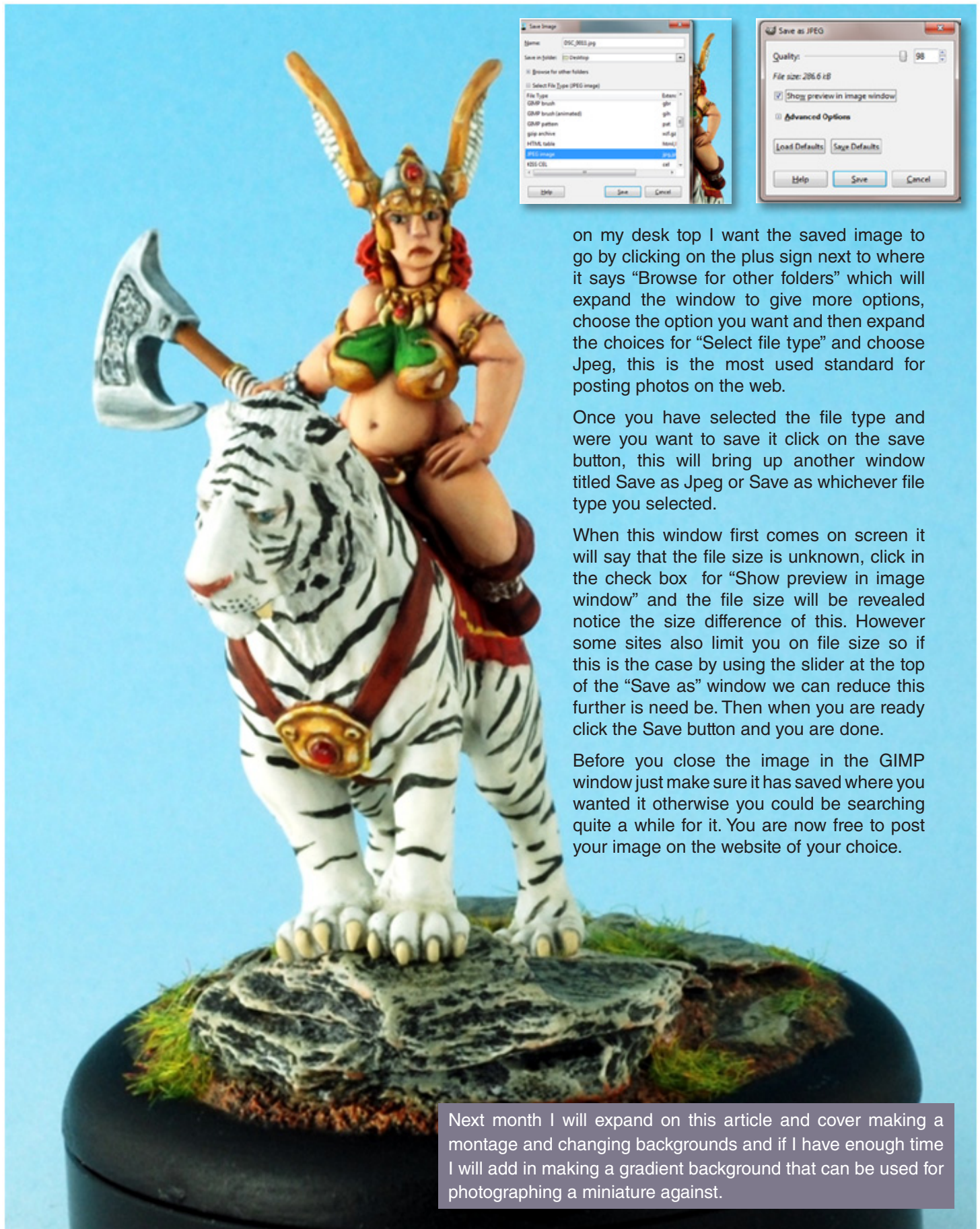
But it's a photo it's already flat I hear you shout at me!

It is yes but at the same time all the adjustments we have been making have been increasing the file size, reducing the image size took off a couple of Mega bytes but not much. A lot of sites will also impose a file size limit as well as a photo size limit. This step is needed more if you have changed the background of your image or turned several images into a montage but it doesn't hurt to do this in the basic stages.

To do this click on Image from the main menu bar and select Flatten Image, you may not see much of a change at the bottom of the screen in regards to file size but don't worry.

SAVING THE IMAGE

Last part of this tutorial is saving our image, there are several steps to this, firstly from the file menu on the main screen select save as which will bring up the Save Image window. In this window name your photo and choose its destination folder, I have chosen desktop and I can choose exactly where



on my desk top I want the saved image to go by clicking on the plus sign next to where it says “Browse for other folders” which will expand the window to give more options, choose the option you want and then expand the choices for “Select file type” and choose Jpeg, this is the most used standard for posting photos on the web.

Once you have selected the file type and were you want to save it click on the save button, this will bring up another window titled Save as Jpeg or Save as whichever file type you selected.

When this window first comes on screen it will say that the file size is unknown, click in the check box for “Show preview in image window” and the file size will be revealed notice the size difference of this. However some sites also limit you on file size so if this is the case by using the slider at the top of the “Save as” window we can reduce this further is need be. Then when you are ready click the Save button and you are done.

Before you close the image in the GIMP window just make sure it has saved where you wanted it otherwise you could be searching quite a while for it. You are now free to post your image on the website of your choice.

Next month I will expand on this article and cover making a montage and changing backgrounds and if I have enough time I will add in making a gradient background that can be used for photographing a miniature against.



The Black Prince (1330-1376)



No Quarter



UNWELCOME VISITOR



VIKING RAIDER 793 A.D.



CENTURION I B.C.

Female Drone



Male Drone



SEDITION
WARS



Female Conscript Terrorist



Male Conscript Terrorist





Hello Cathy



Boar Hacker



The Grinder



French mounted Officer of Chausiers a Cheval de la Garde 1804 - 1815

www.sanddmodels.co.uk

* KNIGHT MODELS





REVIEWED BY WAMP Team

Manufacturer

Morland Studios

Price

\$9.99

Material

White Metal

Contact

www.morlandstudios.com



Morland Studios is a brand new company, so it was nice to be asked to review their first offerings and these will be examined by several reviewers at once.

The second piece from Morland Studios is Odila, The Swan Maiden.

DARKLORD:

Odila is a 28mm piece cast in metal. She is a very striking piece. Very Goddess like with a delicate and gentle poise. She carries a Lyre and is dressed in a flowing full length gown that harmonises well with her long locks of hair that cascade down her back. Her head is crowned by a jewel encrusted tiara that helps draw focus to her delicate face. The sculpt is by Julie Guthrie who is well known for her work for companies such as Grenadier and Reaper.

Technically the sculpt is good and flows well the details are well placed and crisp and the casting quality is very good too with mold lines barely visible. Assembly couldn't be easier with Odila being a single cast piece, simply attach her to a base. Odila is priced at \$9.99 which is around £6.30, around average for a metal mini of this quality and scale; it's a price I would happily pay for this figure.

Overall it's a lovely piece both technically and visually, and if the rest of the range

continues this trend Morland Studios will do well indeed.

HINTON:

This is a very nice looking sculpt with plenty of details. Things like the tiara and the swan harp give this a unique presence. The long flowing dress is an excellent chance for working on blending and even presents an opportunity to try out some sheer work if you feel so inclined. One thing that will be interesting to see is how people will paint the swan harp as it can be open to many different interpretations.

For a mini with such detail and recessed areas, the cast came out wonderfully. The details are crisp and there's hardly a mold line to be found. In fact, if it wasn't for a couple of places where there are the tiniest mold lines, I'd think someone had already cleaned it. It's also a single piece mini, so no assembly is required.

The price on this is definitely worth it; I highly recommend picking it up once it becomes available. It's a great sculpt and the cast is one of the best I've ever seen.

CAPTAIN SPROUT:

The mini is small, at 3cm in height and is finely sculpted and cast with all details showing and distinct. Comparing the green shown on the website to the



mini in the metal, the transition through the moulding process has been well achieved with no sign of miscasting or slippage. The only visible mould line is tiny and removing it will not compromise details in any way.

Being a one piece cast there is little possibility to change the mini to anything else, conversion possibilities are limited to a head-swap, for those who enjoy changing minis up a bit. The bodice detail could also be filled in, if the modeler wanted to create a thoroughly classical robe look. This would be easy to do and make the mini cross from fantasy to historical with ease.

Subject wise this is a mini with lots of uses, it could be used as a character for gamers, it will reward good painting, or it could even be painted up as a statue for a diorama or vignette in scale. As it is has a 'classical' feel it could be used as a historical or fantasy piece with no significant changes.

For those who like a straight up one piece model this one exudes good quality and fine sculpting.

The tiny harp is particularly well sculpted and the strings do actually look like strings and will be further enhanced by some clever painting. The flowing robes have a sense of movement and the folds are realistic; it's a very good example of rendering cloth in miniature. The hair is also worth mentioning as its been sculpted and detailed really nicely and looks realistic. Long hair can be over done in miniature, sometimes looking like it has been sculpted for the sake of it, not the case here.

I think this would be a fun model to paint and it has enough detail to be interesting, while striking a good balance for painters who like a bit of

space on a potentially freehand surface.

I like this mini, it's not my usual sort of model and when I first got to review it I was uncertain whether I was going to like it. Having had time to look at it in detail and realise how well it has been sculpted and cast, with the fine details really well rendered, I think it's well worth adding to a collection.

SHANEROZZELL:

After much anticipation the miniature arrived on the doorstep packaged in a sturdy jiffy bag and double wound in bubble wrap which took a bit of getting into. After a few minutes struggle with the packaging (which I think is a good thing) she was finally in my hands and first impressions showed she was worth the wait.

Odila is posed as if she is playing her swan shaped harp, she wears a small tiara on top of her head and has long flowing hair and to continue the flowing lines and the water theme, her dress is similarly sculpted. Now I remember the sculpts that Julie Guthrie did back in the day for Grenadier and they were always some of my favorites and Odila follows on with that great tradition, the balance of the miniature is really good and its smooth clean lines offer painters a nice challenge and a good base to produce a really nicely painted miniature.

The casting quality is very nice and the miniatures surface is smooth with well defined details. The mould was very well thought out as the smallest of mould lines are in places that are easy to get to and very easy to remove. My only bugbear on this is the mould lines across her hair which took a bit longer to sort out but again nothing drastic.

Odila can be purchased through Wamp's Tradeport

A pretty unanimous liking for this miniature. All four of us agreed on the quality of both the sculpt and of the casting with fine details throughout. The price is around average for a metal miniature of this quality.

Morland's initial offering, Aria & seals was a very good standard; Odila has surpassed that. A highly recommended piece and one you wouldn't be disappointed with.

Quality: 9.4/10 Superb casting of and

sculpting.

Assembly: 9.5/10 Only assembly is attaching to the base, little prep work to do.

Value: 8.5/10: Good value for a quality offering.

OVERALL

9.3/10 Fantastic piece that offers something special, well worth buying.

Darklord

Quality: 10/10 The metal pieces are top notch, excellent sculpting and casting.

Assembly: 10/10 The only assembly needed is to join the piece to the base. Mould lines are practically non-existent.

Value 9/10 Good value for money.

Overall 9.5/10 A top quality miniature worth picking up.

Hinton

Quality: 9/10 A lovely sculpt with a very nice presence. Outstanding quality in the sculpt. Few mold lines and details are crisp.

Assembly: 10/10 As a single piece mini, no assembly is needed.

Value 9/10 Great value; the price matches the quality of the mini very well.

Overall 9/10 An excellent mini that is highly recommended.

Captain Sprout

Quality: 9.5/10 Exceptionally well cast with fine detail, the small model offers a detailed and well proportioned sculpt. The metal feels good quality and there are few mold lines.

Assembly: 9/10 No assembly required, a one piece cast.

Value 8/10 \$9.99 / approx £6.25; A fair price for a well cast boutique mini in metal.

Overall 9/10 An interesting subject, well sculpted, well cast; small but very well formed.

shanerozzell

Quality: 9/10 Odila is a lovely sculpt and very well thought out casting.

Assembly: 9/10 No fiddly bits to glue and only the smallest amount of preparation needed before she's ready for an undercoat. Highly recommended for both the beginner and experienced painter.

Value 8/10 Certainly not the cheapest of miniature but by means the most expensive and more than worth the \$9.99 price tag.

Overall 9.5/10 Over all Odila is a very nice miniature a certainly a good addition to anyone's collection. She has lots of appeal and possibilities for the display painter as well as a good character model for any role-playing game.



Minipainting Wiki is a community project set up to create a place of information on all aspects of miniature painting and its related aspects. The content is entirely driven by you the users. Each month in Portal we will highlights a some of the information people are adding to the wiki.

The more information we can gather the better, anything from details on painting contests, tools, painting and sculpting techniques, clubs, games and even famous painters, sculptors and miniature companies. You can add as little or as much as you like from a single sentence to entire pages of useful content, its all welcomed from everyone.

Here's just a few of the things added this month:

Cool Mini or Not

Cool Mini or Not - often abbreviated as CMoN or cmon - is billed as the largest online gallery of painted miniatures.

Inspired by sites such as HotorNot, David Doust started Cool Mini or Not in 2001 with an image voting script that would allow people to rank or score submissions from miniature painters around the world. The site quickly grew in popularity as word spread throughout the miniature painting community.

After problems began arising from people submitting photos that weren't their own, David contacted Ng Chern Ann about a revised script that he was using on his own site. The two came to an agreement and Cool Mini or Not received a major overhaul, including putting the photo approval process in place.

Cool Mini or Not has grown since then to include its own webstore with miniatures from several different manufacturers, a forum for members and items such as featured auctions.

DILUTION

Dilution involves mixing pure paint with a diluting agent to achieve a thinner consistency.

Due to the size of surfaces involved in miniature painting, most painters will dilute pure paint in order to improve control and consistency. But dilution is also useful for creating special effects with [washes](#) and [glazes](#) and for enabling the process of [wet blending](#). Dilution is also essential when using paints in an [airbrush](#) or spray gun.

For painting with [acrylic paints](#), water is the usual dilution medium of choice, although some manufacturers, including [Formula P3](#), sell a purpose-designed mixing medium.

For painting with [oil paints](#), [white spirit](#) is the most common medium, although [linseed oil](#) is said to give a smoother, less abrasive and more manageable texture.

SCALE

With the metrication in the United Kingdom, United States manufacturers began to describe miniature scale in the metric system rather than fractions of inches in order to match military models with miniatures for table-top wargaming. Miniature figure scales are commonly expressed as the height of a six-foot (183 cm) human male. In 28 mm scale, children and short characters such as dwarves, hobbits, and goblins will be typically be smaller than 28 mm, whereas large characters like ogres, trolls and dragons will be taller.

Scales of 25 mm, 28 mm, 30 mm, 32 mm, and 35 mm are the most common for role-playing and table-top games. Smaller scales of 10 mm, 15 mm, and 20 mm are used in wargames representing massed warfare. Larger figures of 54 mm and more are commonly used for painters and collectors. The use of scale is not uniform and can deviate by as much as 33-percent. A manufacturer might advertise its figures as "28mm," but their products may be over 30 mm tall. A contributing factor is the different methods for calculating scale. Some manufacturers measure figure height from the feet to level of the figure's eyes rather than the top of its head. Therefore a 6-foot (1.83m) figure in 28 mm scale would be 30 mm tall. As a result, 15 mm figures are interpreted as 1:100 real-life height by some and 1:120 by others. A further complication is differential interpretations of body proportions. For example, take a 30 mm figure from Privateer Press and compare it to the accurate scaled proportions of a real person, one sees that the figure has exaggerated proportions making it look much wider, with bigger features like the head, hands and weapons. Figures from other manufacturers display similar deviations. Some of these began as concessions to the limitations of primitive mold-making, but they have evolved to artistic and stylistic choices over the years.

[Link to page](#)

Pages doesn't exist

PAINT MASTERS

Alys by Scott Hockley

Morning all. Well, if you're with me this far then congrats and thanks!

This issue we are going to finish off the base painting, so here we go.

The last pic in the previous issue is a bit deceiving in that it is quite a warm colour all over, where by now you should have something at the peak that looks mostly sort of off white. However, this should be more obvious once you do the next couple of stages anyway.

As mentioned a last issue, we have our shading colours ready mixed, so we start with the base mixed with the extra tan colour and starting from under the lip we brush some thin strokes over the edge and up to about 1/3 of the way towards the centre of the cap - It is best to have the toadstool unscrewed here, with the centre of the cap held by your thumb, and the end of the bolt held with your middle or index finger, this will allow you to spin it in your hand and not change your brushing angle.

You would do well to use a splayed brush again here, with the brush well blotted 1st to avoid pooling.

Once you've done that, do the same with the Bloodstone shade but only go about a quarter of the up and space the strokes out more, and finally do the same with the darkest shade, concentrating on the underside of the lip and barely painting the upper surface of the cap, apart from the odd stroke here and there.

Once you're reasonably happy with this, I would suggest that you paint in the base colour of the spots before you go any further

1st fix the toadstool back onto the plinth, and then base coat the spots using P3 Sanguine Base. You can always adjust the stripes a bit once you get the spots in place, but also you can decide whether you want to emphasise where the lightest part of the base is going to be, to suit the model - in my case I have made it brightest just immediately in front of where Alys will stand.



Once the spots and shades are dry, you are hopefully looking a bit like this...

PAINTING THE SPOTS

Right, we have the base colour on, so let's highlight them...

Mix up some reds starting from P3 Sanguine base and then up from there. I used a mix of P3 Khador Red Base and Bloodstone to give a slightly orange/brown red colour as the mid tone, Khador Red Base on it's own as a 1st highlight and P3 Khador Red Highlight (which is essentially a bright orange colour!) as the final highlight.

So, I painted the mid tone over the base colour in strokes from the edge towards the centre across the whole spot, but thin enough to leave some base colour showing through on the lower edge, then the same with the 1st highlight, only painting over about 1/2 of the spot, and the last highlight over the top 1/4 of the spot.



To shade I just used some really thin GW scaly green and brushed from about 1/4 up to the bottom edge.

Finally, a glaze of the mid tone over the lot brings it all together.

You must be careful when painting the spots not to get it on the toadstool cap if at all possible, cos it is just tedious repainting where you've splashed red onto the cream part!

If you wish to adjust the shading and/or highlighting on the cap, you can carefully do this now - I would recommend using a small brush and doing small, individual stripes of the highest highlight and also of the shade colours.

Once you are happy with your tweaking, you should have a finished toadstool that looks something like this...



PREPPING AND PRIMING

Ok, I'm not going to teach you to suck eggs here, so I'll briefly go through what I did.

1st I put her in a vice and chopped off the tab under her feet. I can't remember the last mini that I didn't de-tab, so I'll not go too deeply into that other than to say that sawing off the tab allows you to have a nice flat finish to the bottom of the feet and then you can pin the feet accordingly.

Now, the pic right shows that this wasn't the cleanest copy that I've ever seen, but fortunately the metal used by Griffin moulds for HF's stuff is nice and firm, with just a little give, so filing isn't going to be a huge chore. That and the fact that there aren't huge amounts of details to be caught up in the mould line.

Here's the tools that I used to file and smooth the mini.



The coarse sandpaper was used to smooth off the bottoms of the feet, the manicuring sponge was used after I had filed the mould lines down, the sculpting tool can be used where filing isn't necessarily feasible. If you keep the edge quite sharp on the tool it can easily scrape down a mould line.

Once this was done, I drilled out the holes for the pins and pinned her feet using a paper clip and some super glue.

Last bit of prep is that I used a dremel type rotary tool, with a wire brush attachment to polish up the model. Be careful to only do this lightly, because it can start to wear off details.

At this point I imprinted her feet into the base (as mentioned in the other step by step article) whilst the putty was still soft, so as to get the best possible join when the model is mounted to the base later on.

Before priming, I washed the model with a toothbrush and some soapy water, before drying it with a hair dryer on the warm setting.

Having done all that, I primed her (and some other models that I have prepped) using Tamiya Light Grey Fine Spray. It's a great spray if you can get hold of it. Really smooth finish and so far (*touches wood*) I haven't had any issues with it (unlike that useless GW white spray and even some



automotive sprays...).

Leave it to dry over night to get the best results and we should have something like this

The little chips are where I found little bits of dust or snots of filings that didn't show up when I washed the model off... They are quickly covered up later.

For painting I will transfer her to one of my cork painting assemblies. I have several ways of making up the corks, all involving them being glued to a gaming base of some sort, but I often find it useful to cut a cork lengthways (a synthetic cork is best for this by the way) and glueing it to a cavalry type base, or a 40mm square base.

You'll actually see that I changed corks part way through. I don't know why, I'm just finnickily like that for some reason!

I'll do this as a short step before moving onto the proper painting process.

So, paints, brushes and anything else that I use whilst painting...

For this step by step, I am going to use mostly P3 paints. There are lots of ranges, and everyone has their preferences, but P3 has been a staple range for me for the last couple of years, along with Vallejo model colour. I do also use some GW paints still, and sometimes 1 or 2 Coat D'Arms colours, but I keep coming back to P3 for whatever reasons...



As a quick list, here are the colours that I will be using through the article...

- » Cat - P3 Coal Black, P3 Bastion Grey, VMC Silver Grey, P3 Arcane Blue, VMC Black, GW Ogryn Flesh wash, VMC Brown Rose.
- » Dress - P3 Cygnar Blue Base, P3 Coal Black, VMC Silver Grey, P3 Cygnar Blue Highlight, VMC Black.
- » Socks - VMC Silver Grey, P3 Frostbite, P3 Greatcoat Grey, GW white.
- » Shoes - VMC Black.
- » Skin - P3 Hammerfall Khaki, VMC Mahogany Earth, VMC Silver Grey, VMC Brown Rose, GW Ogryn Flesh, P3 Arcane Blue.
- » Hair - P3 Rucksack Tan, VMC Silver Grey, P3 Menoth White Base, P3 Menoth White Highlight, GW Gryphonne Sepia, P3 Coal Black, VMC Mahogany Earth.
- » Matt Medium, for if the colours were too glossy.
- » GW Ardcoat Brush-on Gloss Varnish at the end.
- » Tools...
- » Plastic Well Palettes
- » Rosemary & Co Brushes - Sizes 3, 1 and 0
- » Black Latex glove!!

I use the latex glove, which I wear on my right hand to avoid passing oils from my skin to the model and to use my hand as

a quick mix palette, as will be seen later! I am a bit OCD with regards to having dirty hands too, so this stops me going off to wash them every 15 minutes!

THE CAT

As mentioned above in the inspiration post I like the look of the Cheshire cat in the latest Alice in Wonderland film, so that's the sort of scheme I'm going to go for. The dark fur is a nice little challenge, and the cool turquoise like stripes will really stand out, especially against the colours on the toadstool.



So, to start, I mixed up a base coat of Coal Black and Bastion Grey (approx 50/50). Both are misnomers really, as the coal black is more like a very dark turquoise and the bastion grey is more of a brown!

Anyway, that aside, I got a good base coat down of the base mix like so.

You can see the colour nicely on the paper, and the bastion grey in the background too.

Whilst waiting for the base coat to dry, I set up the highlights for the cat. I put a few drops of VMC Silvergrey in the palette and mixed up increased amounts of the base colour to it, so that I had about 4 highlight stages from the base up to pure silvergrey (you are going to see this used a lot as it is the highlight colour of choice that I used throughout the model. If you don't have this colour, use some form of off white, but again be consistent and use it right across the model).

You could go for more transitional colours to be even smoother, but for a model this small, plus with the details going over the top, it's not really worth it...

So, concentrating on where light will fall on the cat I built up the highlights using each of the colours, making sure that I got at least 3 or 4 passes on for each colour and working the colours from dark to light. The face and top of the cat's back got a bit of extra highlighting, so that it looks like it is getting the most light falling upon it, with less highlighting of the tail, paws etc.



Once happy with the highlights, I quickly tidied up the blends and folds with the base colour, before moving onto the stripes..

The stripes are super simple, just need to be fairly steady handed, use a smallish brush - a size 0 for me - and paint the stripes in by working from the middle of the back down to the flanks, or from the top of the head down towards the face. Why this? Simple, it allows you to lift the brush at the end of the stroke and naturally make the stripes "pointed" at the end, just like a cat's stripes should be!

The colour - P3 Arcane Blue - is just perfect for this particular model. I marked in the stripes with reasonably thick paint, maybe 2 drops of water to 1 drop of paint, as it allows good control to get the stripes on, plus it won't puddle in the creases etc.

So, you should get something like this...



Shading next. 1st shade was simple, just some slightly diluted GW Ogryn flesh pushed into the folds and up against the parts where he is in contact with Alys. Next take some very dilute VMC black and push that right into any folds, especially on the face, between the toes and in the mouth where we will get to the teeth later. Finally, in terms of the fur, I took the base coat colour and painted really fine lines on the fur, following what I would expect to be the natural lines of fur, breaking up the highlights and the stripes, and creating the impression of a textured finish - as the sculpt is basically smooth. Like this...



Highlighting is simply done by adding increased amounts of silvergrey in about 3 highlight tones, concentrating on the face and back mostly, but it's good to add a bit of interest across his knees and where his front paws cross. Again, just try to think where light will fall as to whether to highlight it or not.

DETAILS.

There aren't too many details to do, other than the teeth, nose, eyes and paw pads.

For the paw pads, I simply used VMC Brown Rose, highlighted by adding a bit of silvergrey and shaded using a little Ogryn flesh. Same for the nose, and I glazed a VERY thin bit of brown rose onto the face either side of the nose.

The eyes are tiny, so I dotted in some arcane blue, then a little centre stripe in black and a glint of silvergrey to finish.

The teeth were simply painted in carefully using silvergrey, painted from gum to point to get the shape right.

And now you should have a finished cat!!



In these pics, I used the brown rose to establish a base tone for the flesh, which isn't worked on any further until later, but I hate wasting too much paint, and it helps create a bit of uniformity of colour tones across the model too.

Gallery

This months gallery opener is from Alison McVey, winner of the Best Painted Miniature in the WAMP awards 2010. Alison has also kindly provided a small insight into how she painted Ar-Fienel.



As soon as I saw the casting of Ar-Fienel I knew how I wanted to paint her. The delicate sculpting on her dress and the overall natural feel of the subject matter said flowers to me. I spent time looking at various flowers and felt that pale petals with bold coloured edges would work perfectly and pick out the different layers in her dress. Even when I'm not painting such a natural subject matter

I often look to the natural world for colour schemes. The pinky purple with the leafy green works pretty well on her I think. I added some freckles to the top of her cheeks and temples to help the transition between skin and the branches/vines that is her hair.

Such a pleasure to paint her. Yannick is a genius!!

Alison McVey





Grenadier Beholder
by vikotnik



Dain Deepaxe
by dargrin



Neroli, Female Half Orc
by MamaGeek



Zombie Horde
by Lady Argent

Asgard Half Troll Chieftain
by Relic



Einstien
by ralfmetal

Impasse - The Test Card Piece
by lacton



Yu Jing Starter Finished
by varagon



Figureworld 2011 Dwarf bust
by Adrian



Anglosaxon Warrior by Romeo Models - 54 mm scale
by trevis_11



Heresy Ghouls Cult
by jnr



old school Skaven
by megazord_man



Heresy Colossus
by weareblind





Paint Wars is pretty simple in essence. Its a team based knockout contest to test your painting skills to the limit!

The contest will be made up of teams. Each team will be drawn against another team. A theme is announced and every team has 2 weeks to get their entry in. After the 2 weeks are up the public will choose a winner from each pairing and the winning teams go through to the next round and so on until we have a winner.

How do we raise money?

Simple. All entries are auctioned off for charity.

PRIZES

Each team will pay a £10 entry fee (or £5 if its a 1 person team) this money is all pooled together and at the end of the contest the winning team will receive 75% of the money with the runners up claiming the other 25%

There will also be spot prizes awarded along the way for teams meeting certain criteria (for example using a certain manufacturers product in a certain round)

Teams that have been knocked out are encouraged to play along and are eligible for these spot prizes.

TEAMS

This is the fun bit! Each team can have up to 5 members in it or as few as 1 if you prefer to play on your own (single persons pay 50% less registration fee) It is up to you who works on what each round - not everyone has to be involved in a round so it may be that just a couple of people work on an entry 1 round.

Each team will have a leader, a team logo and team slogan if wanted for maximum smack talk opportunities!

Any team you can think of. The more teams the merrier and the more money we can raise for charity and have a ton of fun in the process.

Please don't think your not good enough to enter. Everyone is good enough to enter, the theme element levels the field and at the end of the day its all for charity.

£10 registration fee is only £2 each for a team of 5 - it's not much. If you can't pay the fee then donate an unpainted mini or 2 instead.

WHATS THE CHARITY?

The Charity is [Candlelighters](#). Its a charity that focuses on helping fight children's cancer providing hospital equipment, support for sufferers and their parents and also funds research into preventing cancer.

THE RULES

- Registration for teams will remain open until 6pm 31st March 2011 (GMT)
- Each Team must comprise between 1 and 5 members.
- Each team member must be registered to wamp (registration is free and can be done [here](#)).
- Each team must choose a team name and assign at least 1 team leader
- Each team may also supply a team logo and slogan (keep them clean please!!) and a url link.
- Teams may be sponsored by a company, forum, etc and the sponsor pay the registration fee on their behalf.
- A sponsor may have more than 1 team.
- Each team member may only be on 1 team
- Contest draw will take place 1st April 2011
- Each team will compete against another team drawn at random. The team receiving the highest score on public vote will advance to the next round
- There may be additional point scoring opportunities available throughout the contest. These will be announced at the relevant time.
- All entries must be new work
- All entries must be auctioned and the profits donated to Candlelighters via Wamp
- Registration fees must be paid in full before the draw is made.
- Each contest round will feature a theme drawn by event organisers.
- The contest will be overseen by Wamp Administration and their decisions will be final.
- Rules will be modified if deemed necessary.
- All entries must be uploaded into the relevant gallery before the round deadline else the team will be forfeit.

So folks there we are. I really hope you get involved with this contest. It's all for a great cause and the team element should create some fun. Please help us out by spreading the word. Twitter, facebook, blogs, forum sigs, anywhere you can think of, let folks know about this and see how much we can raise for a worthwhile charity.

Use this link: www.wamp-forum.com/paintwars

Any questions feel free to ask.

To Register your team please send the following details:

- » *Team name*
- » *Wamp usernames of all team members*
- » *Url to team logo (Optional)*
- » *Team slogan (optional)*
- » *Team description including link URL if wanted (optional)*

to: [Team Registration](#)

There is also a team finder thread [here](#).

Really hope you join in!

Thanks, Brett

Threadomancy is where we look at some of the most interesting and helpful post from the recent past. Click on a title to go to the thread.

Threadomancy

QUESTION FOR THOSE WHO PAINT ON COMMISSION

Valander

Question for those who paint on commission

(Cross-posted to here and CMON; apologies for those who are on both places, but figured a wider audience would get more responses.)

Been a while since I've really looked at the ebay and other venues for commission painting, but I've been thinking more and more recently about trying my hand at it.

So, for those of you out there who do commissions, mind if I ask a few questions?

1. What level(s) of services do you typically offer? Just "tabletop", just "master", or a mix of all?

1.1. If you offer multiple levels, which do you do the most volume of?

2. What are some typical rates for your services?

3. How did you go about establishing a bit of reputation?

4. How much time do you spend on commissions? Is it a part-time thing for you, or do you do it full-time?

5. What's your average monthly income from commissions?

I know that some of these are really "it depends," which I fully expect, but just interested in a little bit of a survey to get an idea of the market these days, compared to, say, 5 years ago or so when I last kinda looked.

Thanks in advance!

Darklord

1. & 1.1. I used to offer 3 leveles but only offer one now - display level (or best I can do level!) when I offered 3 the mid level was most popular.

2. I quote on a job by job basis, 2 28mm minis arent the same - does it need freehand lots of smooth blends? Is it something you would enjoy painting even. Price is also down to what people are willing to pay for YOU. I can charge more than some but less than others. Mini painting is like art - your reputation is your worth.

3. Paint some real top of your skill level stuff, post it about, enter painting contests, sell stuff on ebay. Ebay is where the buyeres usually are so the best place for new business.

4. Is it a part-time thing for you, or do you do it full-time? very part time for me these days but have done it 40 hours a week as well but not a liveable wage for most people. Depends how fast you can paint and to what level

5. Difficult to answer but again not a liveable amount for most. My comissions do however pay for my hobby entirely, in fact they also supplement the cost of running this place.

Orki

This is a good one for me to answer. After a fashion. :D

1. & 1.1 All from TT to display. TT+ services have had the most interest.

2. From about £4 per std TT figure, £8 TT+, up to silly £'s for display. You can see check out my site (not done anything for ages and very much in progress still) by following the link in my sig.

3. This is where you need to do better than me! Gallery updates, blogs, and net spam in general, though take a leaf outta some of the other guys books and get on E-bay, show yer face at your local gaming groups, and whore it up on all the forums and net communities you can. Take it from me, nobody will come looking for you! I've been advertising (if you can call it that) in my sig for a good 6mths to a year and got nowhere as I have no following, no credentials or track record, no regular local gaming group, no e-bay sales etc, basically none of the above lol.

Reputation is key and a few recommendations from friends will do you well to get some interest up at the start. After that just make sure you deliver.

4. I can do it full time as i'm at home due to invariably poor health. I can knock out TT stuff at a startling rate and if the custom was there could easilly make a solid living outta the time spent doing it. I however have never been paid to paint a single mini yet.

5. None. My mate let me have their leftover bits once for painting up a mini of his. :P I have been offered professional commissions from companies as a result of exposure to my stuff online, but they haven't got going yet.

I guess what little insight that offers you is don't do it like me. ie Not really doing it at all. :P

ScottRadom

1. & 1.1. Only level I ever offer is "I'll do my best".

2. If I like the person or the mini it's maybe 40\$. If I don't really wanna do it it's around 65\$

3. I think getting out there and selling on eBay is best. Besides people I know locally 100% of the commission I got was from people who saw my stuff on eBay. I just put a note "Also available for commissions" in the description for the item and it seemed to work. Also try entering contests and such.

4. For sure part time.

5. SFA.

I hate doing commissions, and quit doing them except for close friends and then only mini's I liked. Since my hobby was a nice way for me to relax I thought I could make a little cash doing something I loved. But then once I took on work I got someone who had to tell me what to paint, and how to paint it. I had really, really cool customers but still it meant painting mini's I didn't really want to in colours I wouldn't have chosen. Then there was the ammendments to the mini's etc. It just turned my hobby into something I didn't want to do. Now I sell most of what I sell on eBay and usually make little more than the cost of the mini but I'm cool with that.

I sure as **** wouldn't want to rely on painting mini's to make a living. Too, too many variables! If I had to do it I would personally think getting an airbrush and banging out army level commissions at TT+ quality would be the way to go. I don't think even the big guns that sell display mini's for 2-3 hundred a piece are making that much based on their time put into the mini.

Lomar4976

I dont do commissions, but in all reality, unless youre salaried by a game company, theres no way you could ever forseebably make a living from painting miniatures, the customer expectation is way too low as far as price is concerned for the amount of time that needs to go into painting a miniature.

In Chigh

Doing it to 'pay for the hobby' is certainly attainable (even at my level!) and something i try to do now and again.

Example: Bought the Flames of War starter set, painted up & sold the 5 tanks that came with it & now i got the rulebook & dice for free plus some paypal cash to spend on other stuff

mercius

When I used to update my weboage and actually post minis for sale, I would get the most bites on the High Tabletop standard minis...these usually sold from 30-40 bucks a pop. I think I sold 3 ATT minis and 1 TT mini, which sold for 15 bucks.

Prophets of **WAMP**

The Prophets of Wamp is aimed to help build Wamp's reputation by attending shows around the world and spreading the joy of Wamp!

The idea is simple: We will build up a network of Wamper's that attend shows with official Wamp display showcasing some of the work of our members as well as advertising some of the benefits of the site as well as Portal and Minipaintingwiki.com

The network will be overseen by Martyn (Wargriffin) and myself (to a lesser extent) who will help with logistics of attending shows.

Below Martyn (cheeky!) will be regional coordinators that will cover a geographical location. These coordinators will be in charge of attending specific shows as well as providing information on local shows, things to know, etc. They will also be in charge of the display material for that region.

Coordinators will generally be able to commit to several shows in their region throughout the year though attendance to any of these things are of course voluntary!

Below coordinators will be volunteers that wish to help out or display their works when they are able. This is a purely voluntary arrangement, though I'm hoping to get some sort of reward in place for those that help out!

Now this scheme isn't just limited to the uk, Wamp is an international site and I would love for us to be able to attend shows across the globe, so if your not in the UK your still welcomed!!

So if your interested in helping out or even better be a coordinator then let me know!

Thanks, Brett



It's finally here! Wamp's very own event will be taking place this year at

Maelstrom Games in Mansfield, UK on **Saturday 4th June 2011**

The event will be focused around our first 'real life' painting contest with some great prizes and trophies up for grabs!

Judging will be performed by several high class UK based painters and renowned judges. More details will be announced in the New Year.

I really hope you can support the event and help make it a success!

Thanks, Brett.



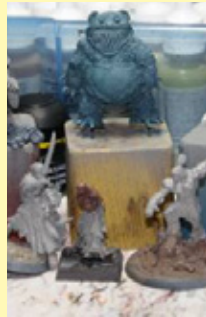
MAELSTROM GAMES

Painting Secrets With Natalya



Cost \$33
 Quantity 1
 Postage none
 Scale n.a.
 Material DVD
 Painted? n.a.
 Condition Excellent

Big box of shame vol 1



Cost \$25
 Quantity 1
 Postage \$15
 Scale 28mm
 Material Metal
 Painted? Yes
 Condition Good

Mens Wamp Polo Shirt



Cost £18.99
 Quantity 1
 Postage none
 Scale n.a.
 Material 100% Ctn
 Painted? n.a.
 Condition New

Ladies 'I could win a demon...' T-shirt



Cost £11.00
 Quantity 1
 Postage none
 Scale n.a.
 Material 100% Ctn
 Painted? n.a.
 Condition New

Kids 'Mini Painter' T-shirt



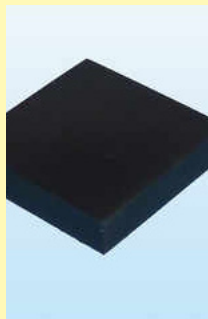
Cost £10.99
 Quantity 1
 Postage nonw
 Scale n.a.
 Material 100% Ctn
 Painted? n.a.
 Condition New

Odila, Swan Maiden



Cost \$9.99
 Quantity 1
 Postage none
 Scale 32mm
 Material Mteal
 Painted? No
 Condition New

50 x 12mm Resin Plinth Square



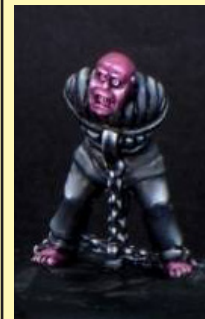
Cost £3.50
 Quantity 5
 Postage £1.50
 Scale n.a.
 Material resin
 Painted? No
 Condition New

Brickyard Plinth



Cost £3.00
 Quantity 1
 Postage £1.50
 Scale n.a.
 Material resin
 Painted? No
 Condition New

The Beast



Cost £19.99
 Quantity 1
 Postage £1.00
 Scale 28mm
 Material metal
 Painted? Yes
 Condition Used

Painted Scibor Dwarf



Cost Best Offer
 Quantity 1
 Postage n.a.
 Scale 28mm
 Material Resin
 Painted? Yes
 Condition Excellent

Wamp Messenger Bag



Cost £16.99
 Quantity 1
 Postage none
 Scale n.a.
 Material 100% Ply
 Painted? No
 Condition New

Mens Neon Wamp T-shirt



Cost £18.99
 Quantity 1
 Postage none
 Scale n.a.
 Material Var.
 Painted? No
 Condition New

whats in issue 8



Coming in issue 8 we'll have the results from the WAMPED painting contest, More of Scott Hockleys brilliant painting tutorial and the next installment of War Griffons excellent series on miniature photography. Plus loads of excellent painted miniatures.

... just as long as you keep posting them :-p

Member Pages

Are you a commission painter or sculptor?

If so and you would like a cheap and easy way to get your info out there without the hassle and cost of creating a full site then we may have the answer, maybe you have your own site but want another way to advertise.

Wamp is now offering 'mini sites' for just **£10 a year**.

What you get:

Full setup of your own page within Wamp.

Your own url at Wamp (yournamehere.wamp-forum.com) or link to it from your own domain name of your choice.

Each page can include text, photos, live cmon ranking, live eBay listings as well as links to your gallery, email and blogs and more.

Pages will be linked via a prominent link visible across the whole of Wamp.

**For an example page visit:
www.darklordminiatures.com**

8 REASONS TO JOIN



While everyone can read the content on Wamp to their hearts desire there are even more benefits to registering on the friendliest mini-painting site around. Registration is simple and FREE!!

1. You can enter and vote on all contests.
2. You can post in the forums, including the Work In Progress and display cabinet sections - great places to get feedback.
3. You get your own personal gallery on the site where people can comment and rate your work if you wish.

4. You can join the Wamp Ladder - a challenge based ranking system for mini-painters.

5. Have your own personal blog space that's fully customisable.

6. Join or create personal social groups with their own 'mini site'.

7. Create articles, reviews or tutorials to help out others in the hobby.

8. Get access to exclusive member only offers.

DARKLORD

MINIATURES

Professional Miniature
Painting Service by
award winning painter
Brett Johnson

- 5x Finalist at Golden Demon UK
- Winner of Silver Monster, Gold Single Fig and Best in Show at IMP2009
- Winner of Avatars of War and Westwind contests at www.wamp-forum.com
- Winner of numerous GW Durham and GW Regional contests
- Finalist Iron Painter 6

For more
information visit

www.darklordminiatures.com

