

# Photo

WAMP



*Reviews*

Kabuki Models  
Reaper Miniatures  
Studio 38

*Contests*

Studio McVey  
Army Painter

*Tutorial*

*A Guide to*

# CONTRAST



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# Welcome to issue 30



Happy New year folks. Have you all managed to start writing the correct year on yet? I have just returned from a couple of weeks away from all things Wamp and feel good for the rest but my virtual in-tray is in danger of collapsing under its own weight.

All you regular readers will be aware that Shane stepped down after the last issue but like the Phoenix, Portal has risen from the ashes and is back better than ever. I decided it was the perfect opportunity to overhaul Portal and see if we can hit even headier heights. I have brought in a crack new team with a wealth of design and journalistic experience (you can read more about them in this issue). Having a team means we can make the standard even better and implement some features I have wanted to add for a while. While the magazine

has been redesigned we have been careful to keep the core elements the same. We will continue to bring you the latest news, events, contests as well as awesome tutorials and reviews and lots of superbly painted minis to ogle at. Portal will continue to be the first choice monthly magazine dedicated to miniature painting, and you don't even have to pay for it. I hope you like the new look and continue to download it each month. If you haven't already we would love it if you could help support us by adding our Google + page or liking us on Facebook.

I would like to just say a personal congratulations to one of my favourite Wampers Adam Poots, the twisted genius behind Kingdom Death. Their recent Kick-starter raised a mind boggling \$2m in pledges. Well done Poots!

Hope you enjoy this issue folks

I should say thank you to all of you that have helped Portal hit a rather nice milestone. We have just passed the 100,000 downloads mark. It really is nice to have a hand in something so well liked. Thank you for continuing to download and read our humble magazine.

**Brett**

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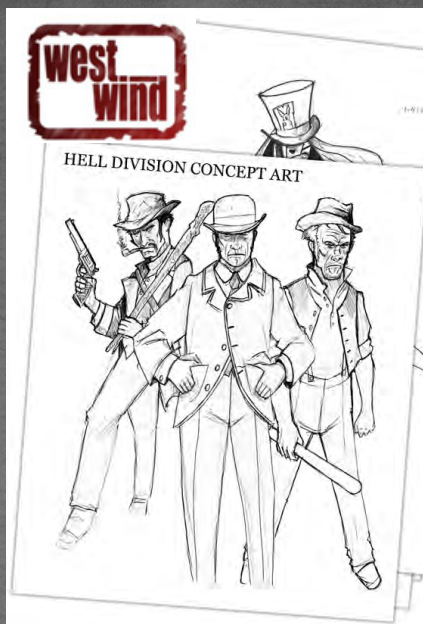
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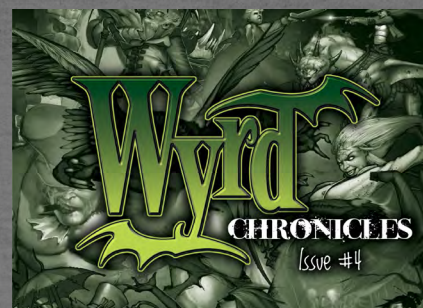
*West Wind Productions launch their new kick-starter named Empire of the Dead: Requiem.*

Requiem is an expansion to Empire of The Dead with Westwind aiming to add over 80 models to the existing sets.

Having already hit its pledge target within hours of launch there are some interesting stretch goals.



*Golem Painting studio* have announced a new workshop. Their 2 day event is focussed on army painting. Full details at <http://golempaintingstudio.blogspot.co.uk/>



Great news to hear that the excellent *Wyrd Chronicles* is back after a long hiatus. Download issue 4 here: [http://www.malifaux.com/Downloads/Wyrd\\_Chronicles\\_v4.pdf](http://www.malifaux.com/Downloads/Wyrd_Chronicles_v4.pdf)

**VEPAMINIATURES.COM**

*Vepa Miniatures launches*

A new company specialising in 1/72 scale lead figures has gone live. Having launched with their Lebanon 1982 and Iraq/Afghanistan 2012 ranges they promise upcoming ranges featuring SOCOMS, Russians, vehicles and buildings. Check them out at [www.vepaminiatures.com](http://www.vepaminiatures.com)



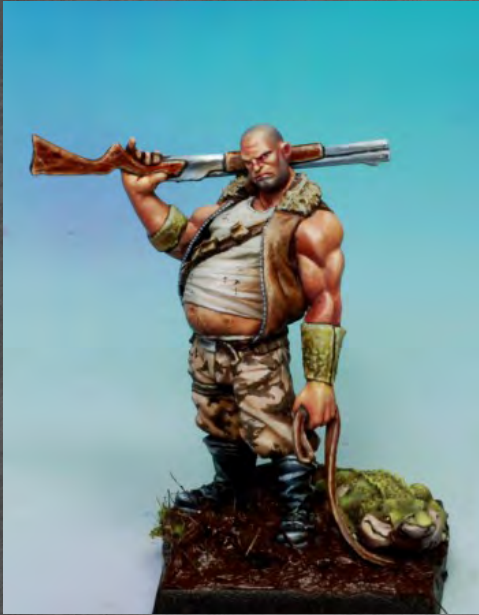
*Kabuki Models* are currently offering 50% off their Luxury Bits accessories range.



The *Weekend Workshop* has a new website and they have released details of their latest painting workshop featuring Rafa Garcia Marin a former member of the infamous 'Spanish Team'. Full details can be found on their new site [www.theweekendworkshop.com/](http://www.theweekendworkshop.com/)



# NEW RELEASES



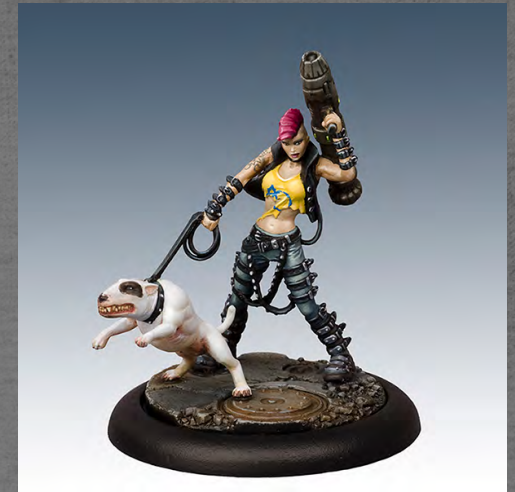
Fon Hunter from Tales of War



Ra'eesah Desert's Guard by Pegaso



Maria poppets and Albert by Guild of Harmony



Siouxeie and Diesel from Studio McVey



Wraith from Dark Sword Miniatures



Victoriana by Bombshell Miniatures



Forest Guardian and Broadfoot from Ax Faction



# THE ARMY PAINTER

## Giveaway

**Fancy grabbing yourself an Army Painter Mega Paint Set for free? Well courtesy of Army Painter we have one to give away to one of you lucky people.**

The Mega Paint set includes one of each of the spectacular War paints: 27 colours, 1 Anti-Shine matt varnish, 5 metallic and 3 Quickshade Inks plus an additional 6 of the popular War gaming Brushes: Insane Detail, Detail, character, Regiment, small Dry brush and Vehicle brush. It also contains the Army Painters 24 page "War gamers Army Painting guide" stocked full of tips and tricks on how to finish your armies in record time. This is a fantastic deal and last while stock lasts, so get yours now and look no further for paints and brushes again.

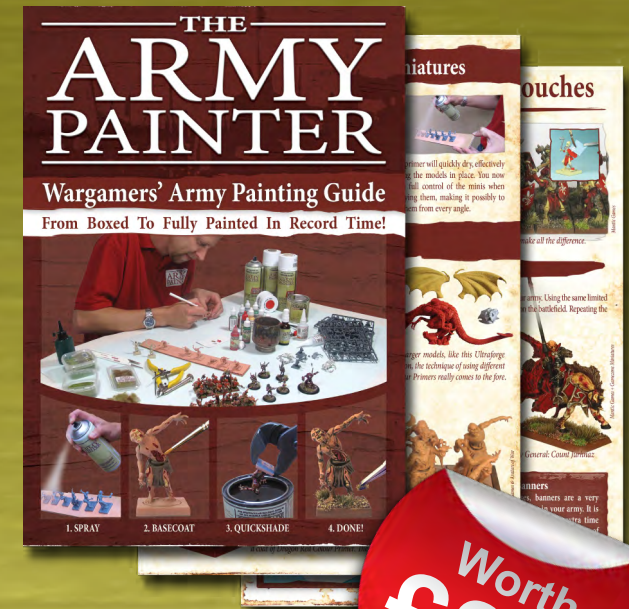
### How do you go about winning this awesome prize?

Well it's very simple (Not like the milk a beaver contest). All you have to do is go to either our Facebook or Google+ page and like and share the Army Painter post we've put up. On the 10th March we will pick a winner at random from all the likes, shares and g+'s. For every action you do you get name in the hat another time, so sharing and liking more will increase your chance of winning.

Army Painter do a great range of products designed for painting armies quickly. Check their site out to see what they offer.

[www.thearmypainter.com](http://www.thearmypainter.com)

*Even if you don't win check out next month's issue as we review the Mega Paint Set*



Worth  
**£80!**





# Review

## Reaper Pathfinder: Valeros Male Iconic Fighter v2

### Manufacturer

Reaper

### Material

Metal

(Bones version available soon)

### Price

\$6.49

### Contact

[www.reapermini.com](http://www.reapermini.com)

### Sculptor

Bobby Jackson

### Quality

8

• Good model with lots of detail

### Assembly

9

• and pretty much one piece

### Value

8

• Fair price for this mini

Another solid one from Reaper.

Wamp

Overall  
8.3

Officially licensed from Paizo Publishing, Reaper's line of Pathfinder miniatures bring characters from the books to three dimensional forms. This is the character depicted in the Fighter section of the Core Rulebook. Unlike many Reaper miniatures, this line of minis has tabs on the feet and slotted bases. This requires a little bit more modelling effort to get the miniatures ready to play (sometimes it's just sticking the foot tabs in the slotted base) but also makes it easier for more imaginative bases by the more experienced modeller. The Pathfinder line claims to be "25mm heroic scale" but this guy is 32mm to the eye.

The mini is two pieces consisting of the main miniature and a separate bow and quiver that can be attached on the back. This could easily be left off or replaced with a shield or another sword. Based on the two swords he already carries in each hand, I doubt a shield is Valero's style. The cast of my copy is clean with only a few pieces of flash that twist off easily in my fingers. The mold lines are small, but they are there, so you'll be better off doing your due diligence of following the seam around the miniature with a file or scraper.

There is another version of this miniature in a more dynamic pose: swinging his blades as he lets out a battle cry. The pose of this miniature is rather static and flat with not much depth. Maybe this is the post battle version as he stands proudly over those he defeated. The detail throughout is fine with armour plates and lots of straps holding various adventuring gear. No good adventurer would leave home without a bed roll and a mug to enjoy some fine brew after a long day of questing!

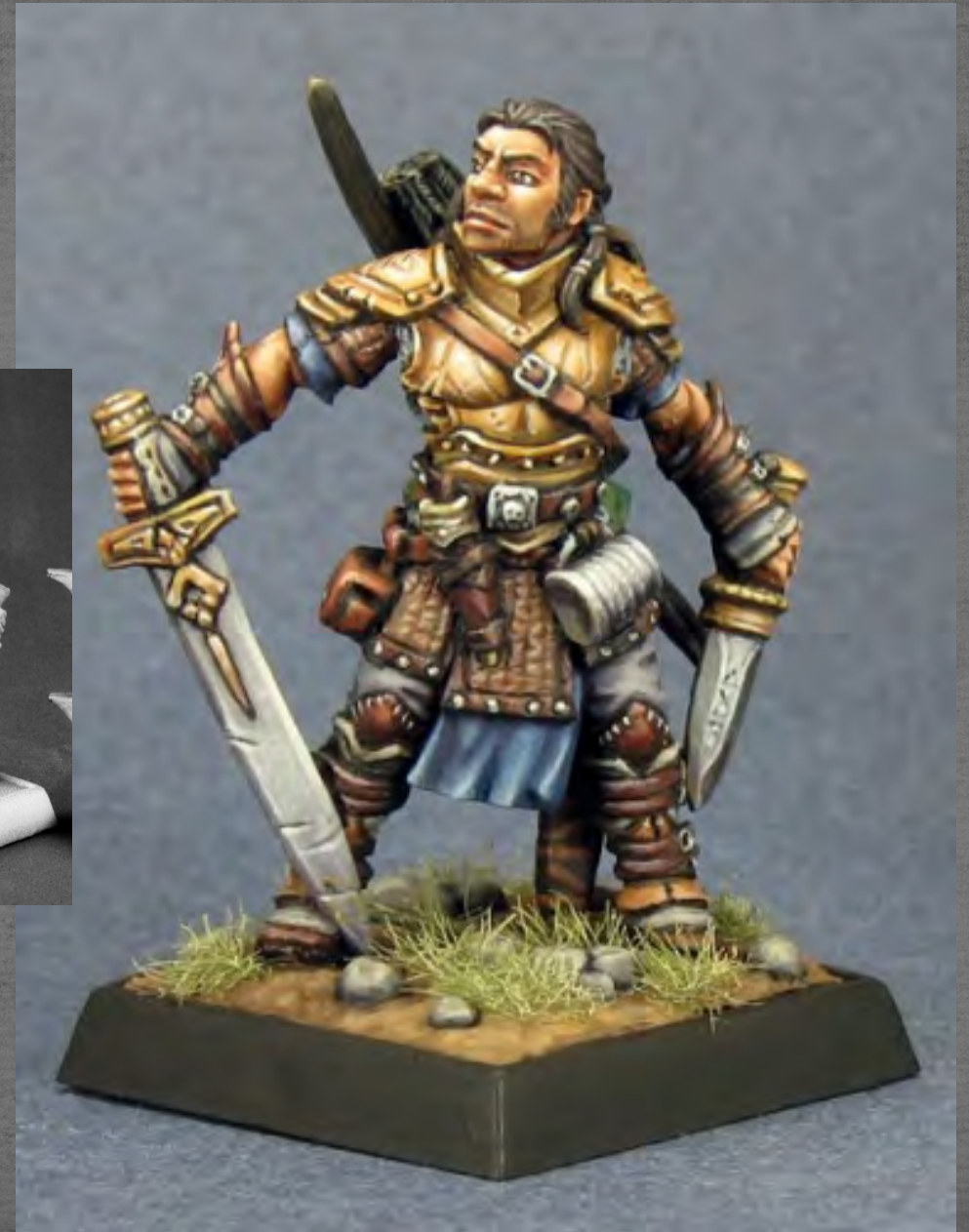
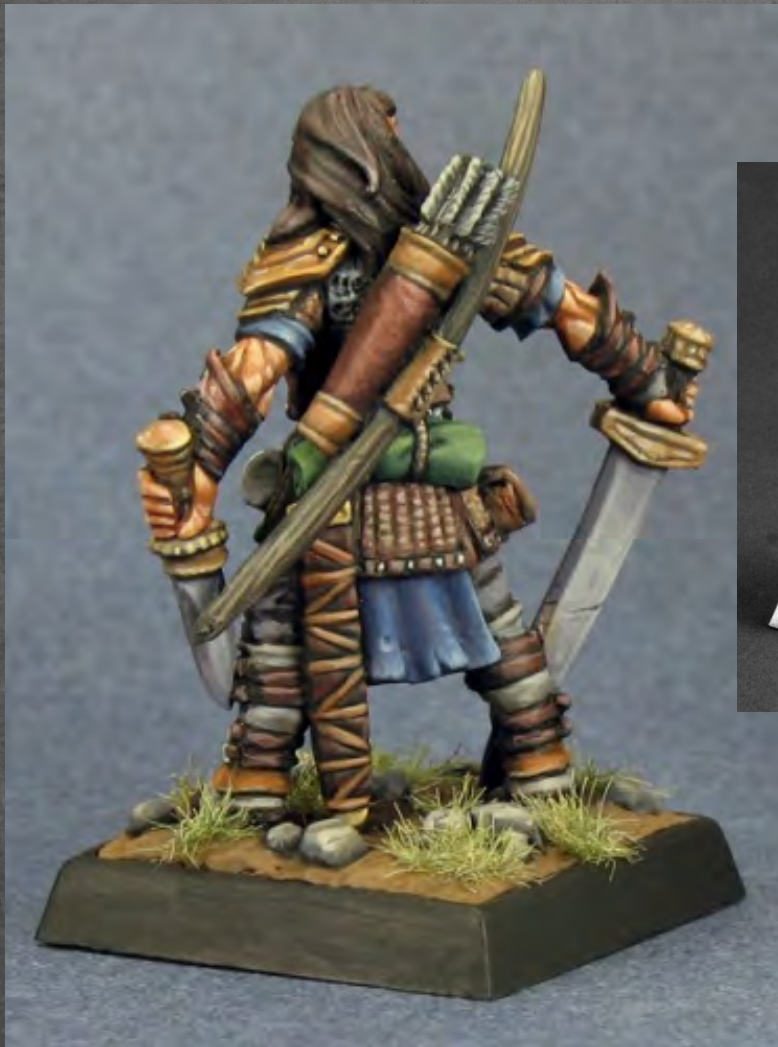
Painting the mini should be straight forward. There are many details to pick out but no large surfaces to negotiate. Metallics and leathers make up most of the detail on the mini. The face is strong with a high cheek bone and a chiselled jaw and his hair falls straight back and down over his ears. If you are a fan of having a miniature with a predominant face, this is a great choice.





# Review

This mini would make a great RPG character for any dual wielding melee class that wears metal armour. The fact the he's mainly one piece will make him great for table top play and transportation since there's not much that can really break. The bow attaches with two pegs so, once that's attached, the mini should be as solid as the character it represents.



...ed for my little baby who  
... beautiful smile...



# Socialise

*What was the first mini you painted?*

- **Pis Lumaque**

*The Wrath of the Blood God*



- **Christopher Sheets**

*I think it was a Necromunda Redemptionist Heavy.*

- **John Jack**

*Grenadier model Drider out of a Dungeons and Dragons box set around 1980.*

- **Andre Koonings**

*I think it was the fellowship of the ring .. from Mithril Miniatures*

- **Donald Morton**

*One of the figures from the Clerics and Druids box set by TSR, back around 82.*

- **Jeff Enevoldsen**

*Ork Warboss with attack Squig*



- **Clive Dudley**

*Airfix American Civil War - 20mm plastics in about 1970!*

- **Dylan Spero**

*Oh man, a high elf phoenix guard when they first came out from GW. It was so terrible, I leave it on my desk to inspire me to always try to get better. Testor model paints for the loss.*



# Review → The Hunter

## Manufacturer

Kabuki Models

## Material

Resin

## Price

12.00 €

## Contact

[www.kabukimodels.com](http://www.kabukimodels.com)

## Sculptor

Gael Goumon

## Quality

8.5

• Beautifully rendered details

## Assembly

8.5

- Attaching the arm is very easy- just be careful to get it at the right angle or it might look weird
- Small hole in the hair that needs to be filled
- Very small amounts of flash, but delicacy of details means a practiced hand is required

## Value

7.5

• At just under \$16 US it is a reasonable price for such a large figure

Wamp

Overall  
8.2

*The Hunter is a very nice looking figure with some great details, but some of the details are almost too delicate to work with unless you are a competent miniature painter. While there is nothing bad about this piece, there is also nothing about it that really makes it stand out. If you like the look of her then you won't be disappointed, but if you're on the fence I don't have any compelling reasons for you to pick up this piece.*



Walking tall with a net bag full of heads slung over her shoulder and wielding a battle axe taller than she is, the Hunter strides forth from the creative minds at Kabuki Models as one of their newest releases.

This is a 2 piece resin kit that also contains a 30mm lipped, slotted base. I'm not sure why the base has a slot, since the miniature does not come on a tab, but that is of little concern. The main piece is her entire body, except for the battle axe and left arm, which comprises the second piece. She has an integrated base which is very small, being just large enough to give her stable footing; it is stony ground with a skull added as embellishment near her left foot. It's a very simple base and could be easily removed if you desire but, as shown on the cover art, it could also easily be integrated with a more scenic base quite easily.

She stands 35mm from her feet to her eyes, which puts her out of scale for most wargames unless you want a particularly tall female hero unit, which could be appropriate depending on your game. When I first looked at her I couldn't help but see a resemblance to Halle Berry as the Hunter has a similar short, spiky hairstyle and thin face with high cheekbones. The hair is very well detailed, with all of its little spikes coming out at different angles, but I noticed a small hole on the back of her head that looks like a small air bubble may have been trapped close to her scalp. It causes just enough of a difference to be noticeable and was quite challenging to fill without obscuring any of the hair details.

Her costume design is very stylish with bits of scale and plate mail for her shoulders and arms. Her cover art shows that she is wearing tights under her pants and this is reinforced by the very fine fold lines sculpted along



the back of her knees and the emphasized seam running down the side of her legs. The finest detail on the entire miniature has to be the bows of her shoelaces which are rendered in perfect detail, proving Kabuki's mastery of casting.

The axe is pretty plain, providing a good canvas for any extreme NMM or TMM work you decide to use. The resin used to cast this miniature has a good amount of flexibility, but if you bend it too much it will snap quite easily. The lower blade on my copy had a lot of flash that came off pretty easily, but it took some careful work with a hobby knife to smooth the blade's curve to match its twin. There was also a small amount of flash between her arm and the axe's handle. The leather wrapped portion of the axe's handle has a very fine crosshatched pattern that could easily be overwhelmed by paint that is too thick, so be careful when painting that section.

The Hunter, like most of the miniatures produced by Kabuki, has a pretty static feel to it, but it is still beautiful. I am bothered a little by the lack of any sense of character in the face. Something as small as tugging up one side of her mouth into a smirk would have elevated this from a figure to a character. All of the details were very well rendered and carefully sculpted. Some of the details are very, very fine, though, and could easily be covered up or ruined by bad paint consistency or badly applied primer. For this reason, I would not suggest this figure for anyone who does not possess strong intermediate skills.

This is what I would call a "Painter's Figure" as everything about it is made for a painter to show off their skills. There are good details, but the way they are presented seems to say that it is up to the painter to determine how to emphasize and make use of what is provided on this canvas. This is very true with the face as well, because the eyes and mouth are very lightly defined on the sculpt, so great care will need to be taken when painting her face.





# Wamp



## Studio McVey contest

Our latest contest is here and we welcome back one of our favourite sponsors in the form of Studio McVey, Mike and Ali have offered up some McVey goodness in the form of prizes for our winners.

### Prizes:

**1st Place:** £75 credit @ Studio McVey and your entry featured on the cover of Portal Magazine

**2nd Place:** £40 credit @ Studio McVey

**3rd Place:** £25 credit @ Studio McVey

The contest is open to all Studio McVey miniatures including Sedition Wars and the contest will be judged by The McVey's themselves.

Deadline for entries is: 23rd April 2013 4pm GMT

[Contest details](#)

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# A guide to contrast

John aka Darkmessiah explains.....

Hello everyone, my name is John, most people will know me as Darkmessiah. For the last 3 years I have been attending many competitions and workshops around Europe. I have been learning many new skills, techniques

and ideas from some of the best painters in the world, this has drastically improved my hobby skills. This article will take you through an in depth look at the seven different types of contrast that I have learnt about on my travels!

---

Before I start, just a quick note, this is not meant to be the definitive guide to contrast. The hobby of painting miniatures has a huge collection of very talented people, the majority of my knowledge has come from such people. However, there is still so much more for me to learn. Use this guide as a starting point to improve your painting skills but realise there is always more to learn and there will always be new ideas, new interpretations of old ideas, new materials and mediums. Make sure you keep an open mind, never let someone tell you something is impossible and PRACTICE, PRACTICE, PRACTICE! Reading about an idea or technique is no substitute for sitting down and actually trying it a few times!

There are 7 forms of contrast that I am aware of, some types of contrast you will use be able to use quite often, some are a little bit more specific, what they all have in common is that if you use them correctly, the contrast on your model will increase. I will explain the idea behind each type of contrast and then give you an example of a model where it has been used.



# 1. Light and Dark Contrast

---

Light and dark contrast is the most widely known form of contrast, when painters talk about a model lacking contrast on a miniature forum, this is usually the contrast they're referring too. The idea is if you place a light colour next to a dark colour the difference between the two colours will create contrast. You'll see this contrast really exploited in NMM, zenithal lighting, directional lighting and object source lighting.

Pretty much everyone uses this when they paint highlights and shadows. You can stretch the contrast by adding pure white and black into your shadows. Be careful though, as a dark blue can look darker than a heavy black shadow. Another way it can be used is actually a much simpler way of using it and thats actually just placing a dark colour next to a light colour and vice versa.



**Alphonso Giraldes' Iron Man Bust**

In this example you can actually see a step by step of a fully NMM Iron Man bust, from the initial 'sketch' in white/black/grey to the final image where white and black are used heavily.



Alphonso Giraldes' Iron Man Bust

**Alphonso's Count Dooku**

Here is an example of a light/dark contrast used in zenithal/directional lighting, the face has a lot of white and black in it, the contrast on the face really helps make it the focal point, especially as large parts of the model are muted.



**Seb Archer - Chevalier Des Baronies**

Here is an example of light/dark contrast being used by placing a dark part of the model next to a light part of the model. The darkness of the armour has been placed next to a very bright tunic and cape, the lightness of the face is surrounded by quite a dark lining where the face meets

the skull cap, the contrast is further exaggerated with the use of strong highlights and shadows on his face and tunic. The tunic itself goes from white at the top to a very dark brown at the bottom, the shades in the folds of the tunic are also a dark blue.

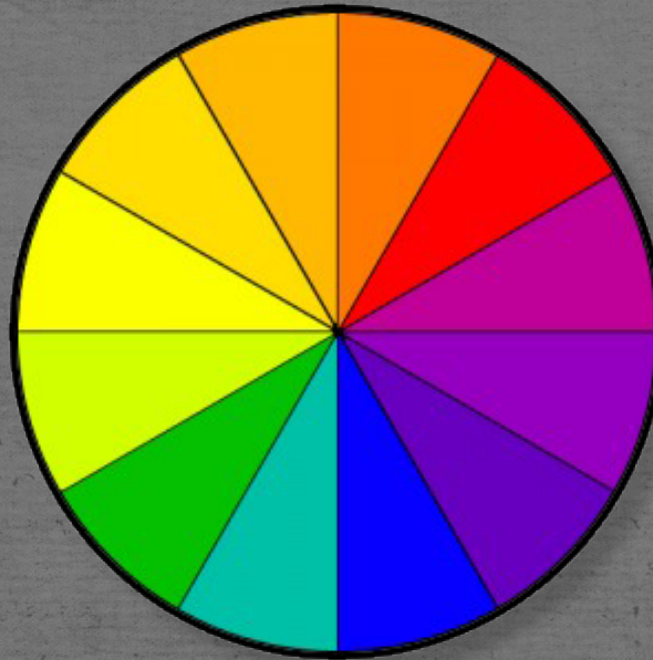


## 2. Colour

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Colour contrast and colour theory pretty much go hand in hand, colour contrast is a corner stone of colour theory. Now, whilst colour theory can be made to be very complicated and challenging, colour contrast can be made to be very simple!

So below is a colour wheel, colour contrast is about picking two complimentary and using them on your model. A complimentary colour is the colour opposite the colour you have chosen, if I wanted to use red, green would be the complementary colour, with purple its yellow, with blue its orange etc, etc.



If you want something a little more refined and interactive I'd recommend you have a look at this site, Colour Scheme Designer, there you can choose complementary from the menu, pick a colour and it will show you its complementary colour and that complementary colour's and lighter/darker variation, picking your colours is no more difficult than that.

Once you have your colours chosen you have the more complicated task of choosing how to use your colours. The following examples are either common ways I've seen complimentary colours applied or applications I've found interesting. Colour in itself is infinitely variable, please don't get tied down to using colours how they are in the examples, play with your colour choices - try new things, try mad things, try crazy things!



*a. Using them your as main colours, but as separate colours*



**Martin Footit – Dragon Knight**

This is Martin Footit's UK Open gold winning model from 2011 and it uses complementary colours (red and green) in a simple but very effective way.



**Jacob Rune Nielson - Chaos Dwarf Sorcerer of Tzeentch**

Here is another example of the same use of complimentary colour, but it's blue and orange.



**Darren Latham – Caradryan**

Finally, another example from Darren Latham using purple and yellow.



## ***b. Mixing your complimentary colour into your chosen colour to create a highlight or shadow***

This idea is used quite a lot by intermediate to high level painters, it can be a very subtle effect but it's very effective because it can add a lot of depth and complexity to your colours.

## ***c. Using both your complimentary colour and your chosen colour to make highlights/shadows of each other***

If you're struggling to get your head around this idea I don't blame you! It's the most complicated use of complimentary colour and requires a good understanding of the colours you're using.



***Chris Octive – Guardian of the Forest***

In this example Chris used purple and yellow as his complimentary colours. He used the purple to shade the yellow and used yellow to shade the purple.



### 3. Temperature

---

Temperature contrast relies on the temperature properties we associate with certain colours, in other words whether we think a colour is warm or cold. Temperature can be a very powerful tool to create atmosphere because the viewer can quickly see the story the model is trying to tell.

As stated temperature contrast is spilt into hot and cold colours. Cold colours are your violets, blues and teals, where as your warm colours are yellows, reds and greens.



*Isidro Moñux*

In this example you can see Isidro has used largely warm colours to give the impression that the farseer is standing under a warm sun on an alien planet.



*Artur – Terminator Captain*

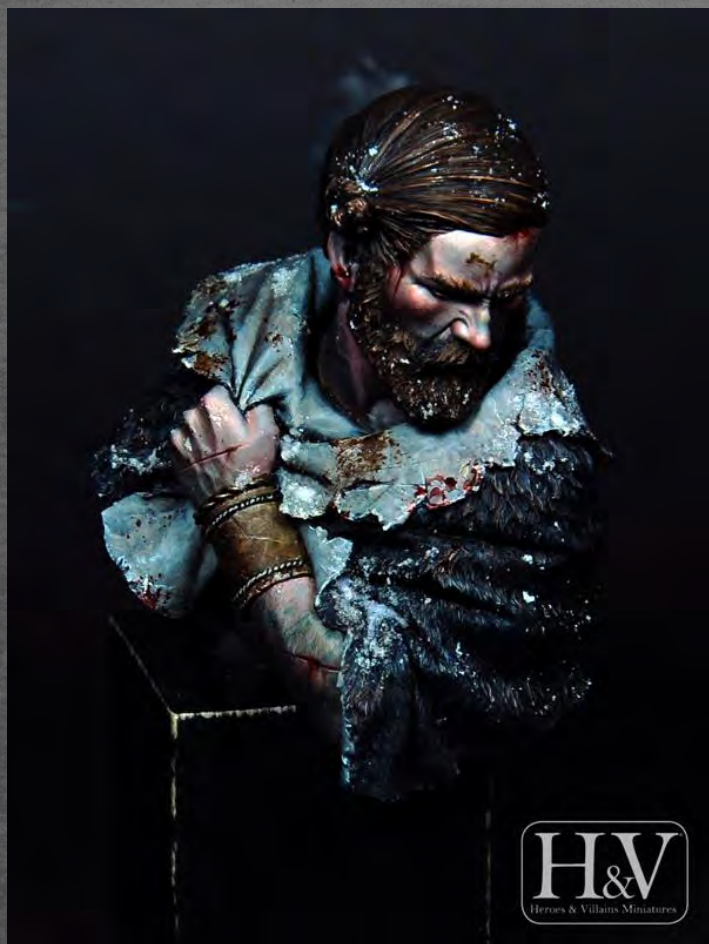
In this example Artur has used a combination of cold colours to place this terminator in an icy wasteland.



A step up from using just cold colour or just warm colours is using them together to further enhance features or details.

### **Diego Esteban**

The example blow is a bust painted by Diego Esteban. It's a fantastic example of how a combination of cold and warm colours creates a powerful atmosphere and story. As soon as you look at the bust a story starts to unfold, the touches of snow on his cloak, the way his hands and face are starting to turn blue shows he is obviously in a frozen, bitterly cold environment, the vivid



slashes of blood red and mud smears shows he must have been in some kind of battle or struggle. Maybe he was ambushed by wolves whilst hunting, fighting a local tribe over land or maybe he is escaping from an encounter with a Roman Legionnaire. What makes this bust work so well is a clever combination of colour, the focus of the bust is the face and his hand, both warm colours surrounded by the cold colours of his cloak, Diego has then combined a blue shadow and mid tone with the warmth of the face to really show how much the warrior is struggling.



### **Isidro Moñux**

Another example of combining cold and warm colours to create atmosphere is this bust by Isidro Moñux, it is a much more subtle paint job, but for me it is no less dramatic. Isidro has combined subtle blues and warm orangey browns to create a bust of a Spartan travelling through the night. One

component that really helps sell the night scene is the direction of light from left to right, the colours subtly shift from warm and neutral to cold colours. This colour shift is most obvious across his chest, if you compare the arm on the left, which is mostly warm colours shifting to neutral to the arm on the right, which is entirely cold, mostly blue in fact. This shift in colour is evident on all the components of the model, on this neck and face and his cloak and helmet.



And here are 2 examples of miniatures with a similar combination of cold and warm colours.



**Seb Archer – Lathiem**

Seb uses mostly cold colours on this model, however a subtle use of red in the skin really helps add life.

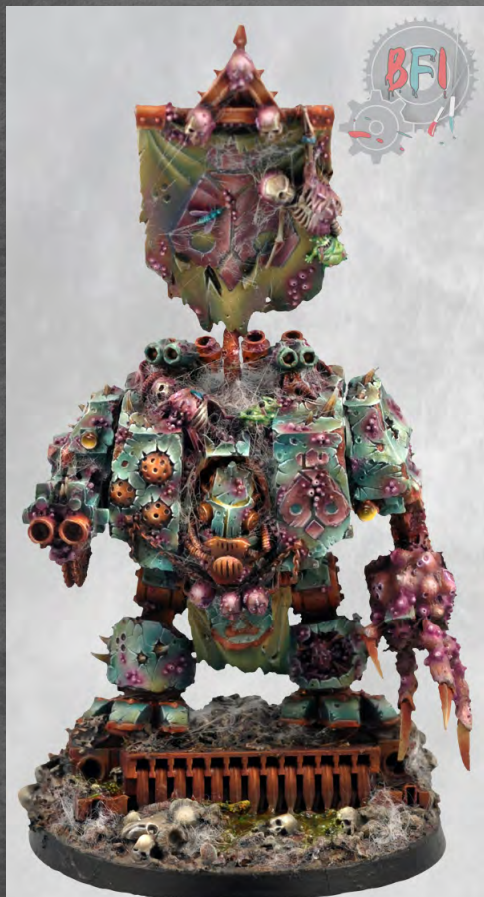


**Alfonso Giraldes – Anakin vs Obi Wan**

Anakin vs Obi Wan by Alfonso Giraldes, the heat of the lava evident on Obi Wan's back and the cold light of his light sabre makes for a fantastic combination of light and temperature.



One last example is from Bohun, he uses temperature in a very interesting way. Before I go through the examples, I need to explain that any colour can be made to be hot or cold. If you take a warm red and add a cold blue, the red shifts towards a colder purpley red, if you take a cold blue and add a warm green, you take the blue towards a warmer teal. This is something Bohun uses heavily.



*Bogusz Sputnicki - Nurgle Dreadnought*



*Bogusz Sputnicki – Gordad Ironclaw*



*Bogusz Sputnicki – War Spider Exarch*

When Bohun paints a model he will have 3 different variations of the main colour, a cold version, a warm version and a neutral version (the cold and warm version mixed in equal amounts). He places them close to each other in almost a random way. He uses this combination of colours to create very high contrast paintjobs



## 4. Texture

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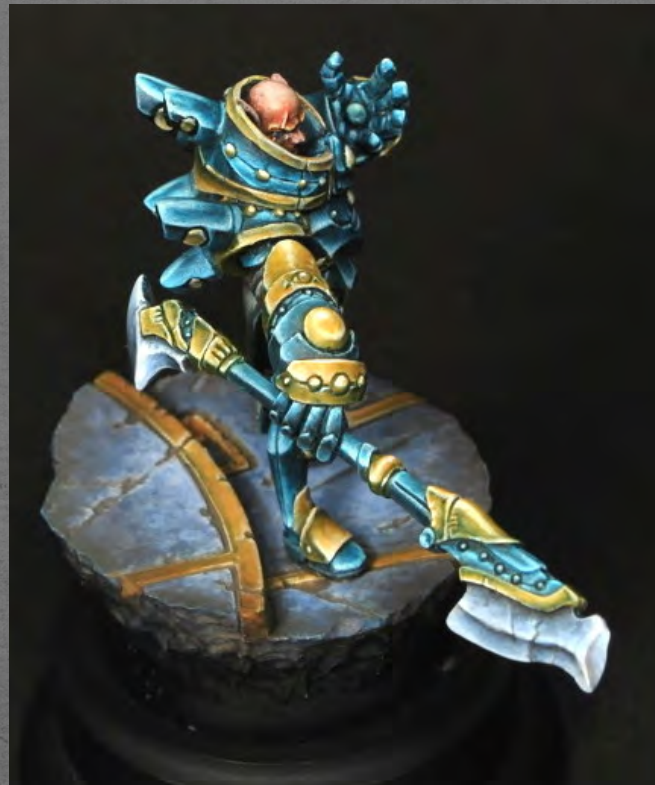
Texture is a type of contrast that has been used in the historical side of the hobby for many years and has started being used by more and more by painters on the sci fi and fantasy side of the hobby. Texture is about creating a random pattern, usually with sponges or paint brushes. Texture is usually used to recreate the look of leather, fabric and paint chips, although is becoming increasingly popular in creating the texture of stone and heavily used armour.

Texture is a great form of contrast when used against or with smooth surfaces, it helps add depth and variation to a model. I am going to go through a few examples and quickly talk about how the texture was created.



### **John Keys – Dawn of the Apocalypse Truck**

Here is a work in progress picture a flatbed truck John painted, (he is a member of the Wamp forum and uses the name megazord\_man) no doubt some people will recognise it. You can see on the inner wall of the back of the truck the dark brown chips, this effect was created by sponging paint on to the model. It's quite a widely used technique and a highly effective one.



### **Conrad Mynett – Adeptis Rahn**

Here is a great rock texture from Conrad, he uses variety of sponges to create this rock texture. Conrad also heavily uses texture on his models.



### **Aitor Molero Pujalte – Abyssal Warrior WIP**

This is also a WIP image from an up and coming Spanish painter called Aitor Molero Pujalte. He used an old brush as his

random pattern tool, stippling several different colours over the top of each other to create a shield that has been used, abused and neglected. Aitor uses an old brush, I have seen other painters use a cheap flat brush that's had its bristles cut short.



## 5. Matt/Gloss

---

Matt/gloss contrast relies on how reflective a surface is or isn't, it relies on the difference between a glossy surface and a matt surface to create contrast. Most hobbyists would have used a similar type of idea on their metallics. The key to realistic metallics is to have the highlights very reflective and to have the shadows quite matt. Most people achieve this with washes or successive glazes of acrylics. The difference between the highlights and shadows creates a more realistic look. A similar idea can be used to help increase contrast on areas of a models.

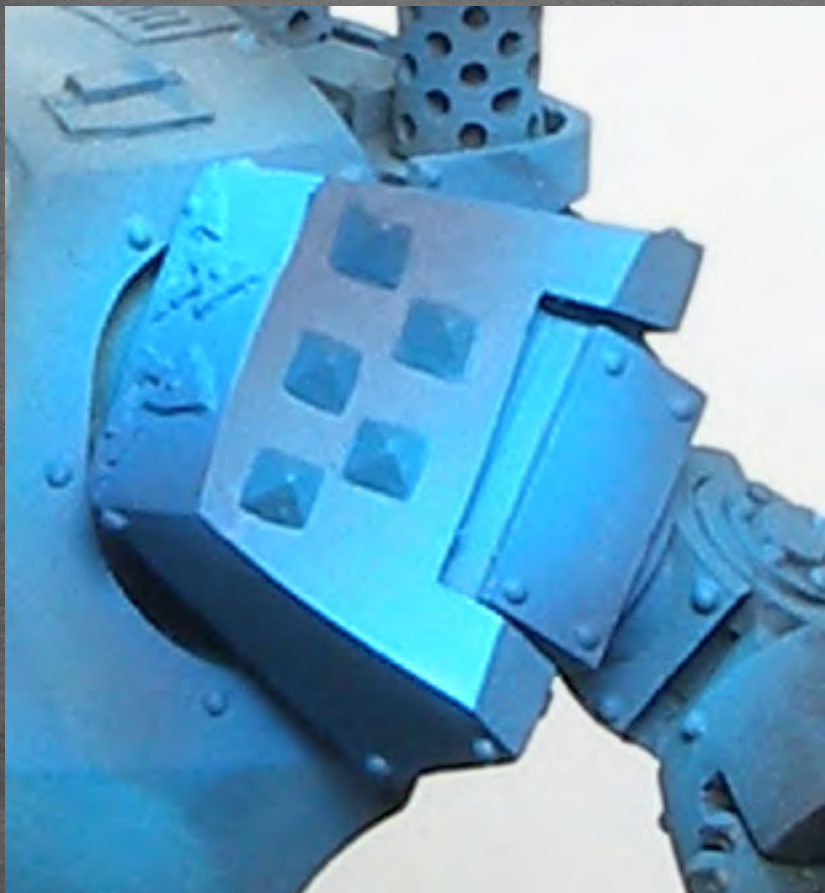
If you use an ink or glaze on your model they can add a satin or gloss finish to the area you have painted. A gloss or satin finish can help add depth to the colour it has been glazed over because the surface will reflect more light and therefore more of the underlying colour, especially in comparison to a matt colour. I use this contrast to help enhance my shadows. I glaze with the old Games Workshop glazes and inks, pushing them into my shadows, because the shadows now have a satin finish they reflect more light and so therefore more colour, they appear darker and more intense, this helps give my models a darker atmosphere. Alfonso Giraldes does the opposite, he uses inks and glazes in highlights, this helps him create models which appear brighter.



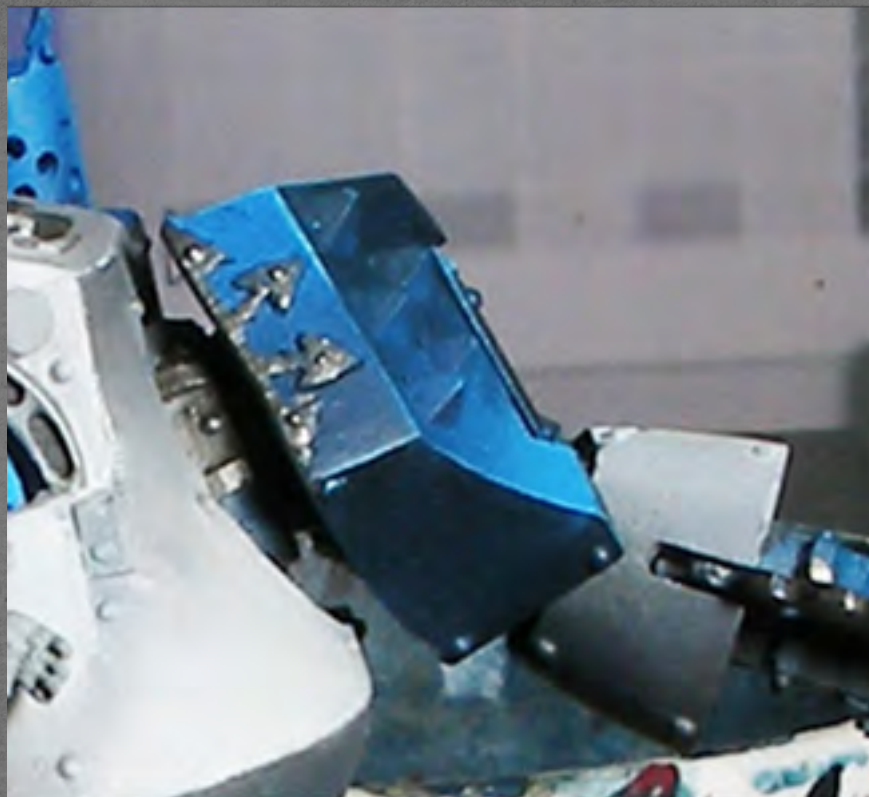
*Chris Octive – The Kraken Hunter*



This is a WIP shot of the Pre Heresy World Eater Contemptor I converted and painted last year. I used an old GW glaze to smooth the transition I placed with my airbrush. I also used it to give the shadows a satin finish to increase their depth.



In this picture you can see the initial gradient. Take note of the near black colour in the shadows, especially on the side of the shoulder pad.



Here you can see the pad after glazing but before weathering, the shadows are now far more intense and have far more depth. In reality the shadows are now slightly lighter than the initial black shading in the above picture. This isn't an easy technique to show because taking accurate pictures of glossy/satin surfaces is next to impossible, but hopefully you can see the effect with the difference between the two pictures above.



## 6. Saturation

Saturation contrast relies on using saturated and desaturated colours, either side by side or together. A desaturated colour is any colour that has had, or you have added black or white too, they tend to be darker or lighter colours, a saturated colour tends to be a pure colour, a strong and vibrant midtone.

**Saturated** models can be extremely vibrant and stand out, though unfortunately it can be difficult to make purely saturated models look realistic. In the example below, the model really stands out because of its really strong, vibrant, saturated colours.



*Gareth Nicholas – Prince Althran*



*Psyker – Darren Latham*

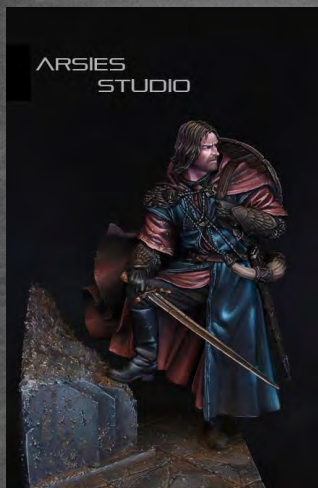


*Alfonso Giraldes - Demon Prince*

**Desaturated** models are a lot more realistic, they also tend to be more atmospheric, although they can lack the punch saturation can bring. Painters who use desaturated colours tend to end up using different types of contrast to help the model stand out. In both examples the painters have used texture and colour harmony to add more interest, Alfonso goes a step further by using light to help focus the eye on the face of the demon.



A combination of saturated and desaturated colours often can create a model with a lot of contrast. In actuality the majority of painters will have used this combination of saturated and desaturated colours when they use lighter colours to highlight and darker colours to shade.



Javier Gonazález – Boromir



Joe Tomaszewski – Marneus Calgar

← Here are two examples where the painter has not only pushed the light/dark contrast on the model, but has also pushed the saturated/desaturated contrast

In these two examples you can see how the painter has used saturation to draw attention to areas of importance on the model



Alexander Eichhorn – Little Red Riding Hood



Bogusz Sputnicki - Meteor of Aegis



Jaroslav Drabek – Space Marine Sergeant

Here Camelson goes the other way, he uses the desaturation of the white to draw focus to the helmet



## 7. Brilliance or Luminance

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Luminance is about a colour's ability to reflect light. All colours reflect light in varying amounts, white is the most reflective colour and black is the least reflective. The more white a colour contains the more reflective the colour will become. This can be especially useful for making light appear more realistic on reflective objects, such as gems, armour and swords.

<http://monkeyman7x.com/articles/metals-silver/>

In this article Chris speaks about an experiment with metallics, he mixes metallic paints and standard acrylics to increase contrast. Chris starts his metallics in a pretty conventional way, using acrylic glazes to shadow the metallics, but he moves away from the conventional method when he paints his extreme highlights. Chris uses standard acrylics to paint his brightest highlight, he uses Vallejo model colour's Light Flesh, taking advantage of its light reflecting properties being higher than the metallics he uses to attain an even brighter final highlight, which is pretty cool, especially considering the Vallejo model air metallics he uses are extremely reflective. Here is an up to date picture of Chris' Colossus, it is still WIP but you can see how much the metallics stand out. You can see further examples below .

And that is all I have for the moment! Hopefully you enjoyed the article and are able to take away and apply some of the ideas I have talked about and really improve your skills!

*John*



*Chris Octive – Colossus*



*Alfonso Giraldes – Iron Man mki*



*Seb Archer – Kelian Durak*



# On the Radar



STEAM KNIGHT - KABUKI MODELS - SCULPTOR: JAREK



VOID REAPER - SODA POP - SCULPTOR: HECTOR MORAN



AQUILA - GUILD OF HARMONY - SCULPTOR: SEBASTIAN A



# Review → Studio 38 RIXE Packs

## Manufacturer

Studio 38

## Material

Resin

## Price

21,00€ each set

## Contact

[www.figurines-studio38.com](http://www.figurines-studio38.com)

## Quality

6

• Many issues with proportions and casting quality

## Assembly

6

• One piece models that would require considerable clean up for anything other than TT paint Jobs

## Value

5

• At 21 Euro (@\$27) for a pack of four minis, I would expect higher quality

*I'm left hoping the game is better than the minis.*

Wamp

Overall  
5.7



These minis aren't quite like any I've ever seen before. I first noticed the irregular scale: following the name of the creator, Studio 38, the minis measure in at about 38mm. One of the unfortunate things about irregular scales like this is they will be limited in what games you play with them. The only alternative I can think of to use them for is some interesting dioramas of street folk. But the real reason they were made is for the game Rixe or "Brawl".

I translated the page from French and got a rough idea of what it's all about: Urban skirmishes with various street gangs. You recruit punks, rastas, gangsters, bouncers and Japanese school girls and beat up the next crew for control of the streets. The game sounds fun enough and I think you can download the rulebook for free. There are also some scenarios and game board grids you can snag off their site as well.

## Brawl Pack 5

The quality of these minis is fifty-fifty at best. Most of the detail is actually really good when it's good and when it's not, it's pretty bad. The hair is finely detailed and the dreadlocks on the one lady are sweet, but then the pants are just confusing. I've never seen pants like that. Are they supposed to be baggy pants that are sagging? Is this a style in France I don't know about? It looks strange to me and doesn't help with proportions.

The Gangster in the suit with a cigar, again, is great on top, but the bottom is a mess. Large mold lines are more like mold areas and would take some effort to smooth out. It's unfortunate that someone went to the trouble of making these and then the bottom half of the minis are so poorly cast.



# Review

There's a very androgynous person that has a rather large bubble or gap on the back her leg but the cast otherwise not bad. But I'm confused on what this mini represents. Most of these represent some sort of stereotype. Is it possibly some sort of club kid wearing a cup, which is responsible for his bulging crotch? The last girl has very nice hair detail and moderate mold lines all around. The proportions look a bit exaggerated and a couple of the hands seem really big compared to the bodies.

They come with bases which is a nice addition to the pack. The bases are neat and depict different sections of streets with drains and patterned brickwork. There are no bubbles or casting issues on the bases. I'm puzzled about how the detail can be nice in certain areas like hair and bases and then totally shoddy in the legs.

## Brawl Pack 3

The first thing that jumps out at me about the miniatures in this set is their arms look really short, especially from the shoulder to the elbow. The hands, again, seem big and many proportions just look strange. I would say the quality of these is little bit better than the last pack.

A few casting issues exist, especially in the legs of the miniatures where it looks like resin has been broken off. I see this flaw in areas like armpits, crotches and pant folds. In this pack you get a tough pirate looking guy, a wrinkly old faced gypsy begging for change, a rocker with a broken bottle, and some chick who is voguing. I fail to see any cohesion within this set.

Pack 3 also comes with four nice looking resin bases depicting street grates and urban sections. I'm guessing because the bases can be cast in a single mold they are not subject to the challenges of the two part molds of the figures.

I imagine painting these could be trouble. Between the casting issues, the awkward proportions and the somewhat larger scale, I bet these minis will be tough to paint and still look good. I believe these minis were made to be used playing a light hearted game rather than to hold a pretty paintjob.





# Gallery

2nd  
Red Box Games Contest



Bruiser Gus by dpowell  
2nd: Red Box Games 2012 Painting Contest

3rd  
Red Box Games Contest



Lesser Undead by Jabberwocky  
3rd Red Box Games 2012 Painting Contest





Red Box Games Viking by Nameless



Red Box Games paladin of Shelyn



Eyes & Teeth...the eyes...the teeth.. by John Pope



# Gallery



Woldvagner the Wise by Corgan



Bowling for Evil Gus by kdlynch





Red Box Fighter by ScottRadom



Sverreulf the Red-Handed by Sparks



# Gallery



Dark Angel by Camelson



Sad Panda by Vargz



OUT OF HELL by phatkid1966





Cobra Commander by Undave



Dredd by bensnewman



Malifaux Wench by bensnewman





Welcome to the glitziest awards ceremony this side of the Oscars. Expect excitement, joy, disappointment and 10 minute long tear laden speeches as winners thank their mum, God and the school dinner lady.

The aim of the Wamp Awards is to give recognition to the things in our hobby that really help push it forward, be that a product, person or event. Our hobby is filled with so much quality that whittling down to the select few is a tough task in itself. Indeed just making the final 5 nominees in a category represents a real achievement and one that all nominees should be very proud of.

To find our winners we took the vote to the public and you lovely people have been helping pick our deserved winners. So without further ado let's reveal the winners!



# Best Product



**MODEL  
COLOR**

**1<sup>ST</sup>**  
WAMP AWARDS 2012

**AV**  
vallejo



**2<sup>ND</sup>**  
WAMP AWARDS 2012

**milliput**<sup>®</sup>  
STANDARD YELLOW-GREY



**MASTER SERIES  
PAINTS**

**3<sup>RD</sup>**  
WAMP AWARDS 2012



**REAPER**

**09230**  
Soft Blue  
Non-Toxic  
Water Soluble  
Shake Well  
Made in the USA

**MSP**  
MASTER SERIES  
PAINT  
For Your Model  
Masterpiece  
1/2 Ounce

# Best Event



**SALUTE**  
www.salute.co.uk  
**2012**



**1<sup>ST</sup>**  
WAMP AWARDS 2012



**2<sup>ND</sup>**  
WAMP AWARDS 2012

**INDY**



**GEN CON**  
THE BEST FOUR DAYS IN GAMING!



**EURO MILITAIRE**  
POUR LE M



**3<sup>RD</sup>**  
WAMP AWARDS 2012



# Best Publication



# Best Miniature Range



Marvel (Knight Models)



# Best Blog



# MASSIVE VOODOO

The Happy Painting Jungle welcomes all Banana Lovers!



# VOLOMIR'S BLOG



# Best Historical Sculpt



Lakota Chief Warrior (Pegaso)



Viking on Horseback (Andrea)



British Official - (JMD)



# Best Steampunk Sculpt



Steampunk Tinkerbell - Sebastian Archer  
(Guild of Harmony)



Steampunk Alice - Sebastian Archer  
(Guild of Harmony)



Dr Watson - MIKH (Infamy miniatures)

# Best Sci-Fi Sculpt



Nikkita Perostek (Studio McVey)



Poppy Come Lately - Andrew Rae  
(Statuesque Miniatures)



FDV I - Fil Dunn (Filbot)



# Best Fantasy Sculpt

# Best Painted Historical



Alice - Alfonso Gozalo (Nocturna)



Henry VIII - Alfonsito



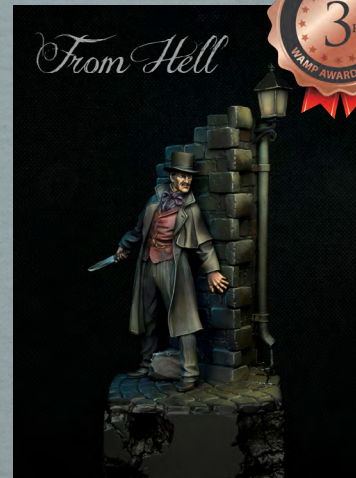
54mm Kriemhildis Revenge  
Sebastian Archer (Morland Studios)



Lion Knight - Juan Navarro Perez  
(Kingdom Death)



German Sniper stalingrad 1943  
Mauganra



Jack The Ripper - Iguazz



# Best Painted Steampunk



Steampunk Alice - Sebastian Archer



Capt Amelia Steam - Morsi



Abigale - Marike Reimer

# Best Painted Sci-Fi



Desperate Measures - Sivosplay



Space Wolves Relic Dreadnaught - Bohun



Necron Overlord - Dk Suwit



# Best Painted Fantasy

# Best New Miniature Company



Krull - Ben Komets



So Close - Maskians



Farewell To The white Tower - Beren556





# Best Miniature Company



So folks those are your winners and worthy champions they are I am sure you will agree. My heart felt congratulations go to our winners and we must also give homage to our other nominees. It really has been a strict process and to even make the list is a deserved accolade that rewards the outstanding quality put forth by our nominees.

I would like to say thank you to everyone involved in the process, from those that gave us nominations in the first place and to those of you that have voted for our winners. I encourage you to go check out the companies and miniatures on offer, you won't be disappointed.

I am sure there are other companies, artists or miniatures you thought deserving that didn't make the list, in which case make sure you nominate them next time.



# Warploque

## MINIATURES

***Tell us a little about your company:***

Warploque Miniatures is (currently) a one man operation based in East Yorkshire, England, run by Alex Huntley, a student who studies at the University of Nottingham! I specialise in characterful fantasy miniatures, and I'm working on a skirmish tabletop fantasy wargame, ArcWorlde, which I plan on releasing via Kickstarter in Summer 2013!

***What genre would you say that most of your miniatures fall into?***

All of my minis I would say were Fantasy - with a bit of a twist! With the over-saturation of "Grim-Dark-Everything-Is-Going-To-Die" fantasy and Sci-Fi around at the moment, I try and make the style of my sculpts a bit more light-hearted and less serious. I sculpt because I love it, and I hope the fun aspect comes out in my work!

***You say that you received a lot of encouragement to start your own miniatures company. What was it that eventually inspired you to take such a major step?***

I did indeed! As well as the massive amounts of encouragement from my family and friends throughout the years, the support I've had from the internet has been immense! Before I officially started selling figures, I had a few blogs on a few websites, most notably The Warhammer Forum and Warseer. I always got great and constructive feedback on my models, and eventually



I decided to take the plunge! Up until now it has only ever been a small scale project for a little extra money, but I hope to make it a fully fledged small business next year!

***How long has it been going?***

Just over two years! I started in the winter of 2010, when I was 16 and just starting 6th Form!

***What were some of the unexpected hurdles you ran into first starting out?***

One of the most difficult things for me as a sculptor was learning how to sculpt castable models! The amount of problems that me and my caster had to work out were amazing... I swear at one point he was going to strangle me! As well as that, trying to gather the funds to pay for the initial costs of the miniature production were difficult, but I managed to make my way by scrimping and saving, and taking on as many commissions as I could! Another problem that I faced, and in some ways still face now, is exposure! Even though



I post on many different forums, such as the Warhammer Forum, Warseer, Frothers, and of course WAMP, as well as a Facebook page, I find it difficult to spread the word and make myself known! However, to promote the launch of ArcWorld I'll be frequenting a few conventions this year, including Salute in April, so hopefully 2013 will be a bit better!

### ***What were some of the unexpected benefits?***

I suppose one of the best things about selling miniatures to people is the satisfaction of having people actually wanting to own my sculpts! When someone is willing to give you their hard-earned cash in return for a piece of your own artwork it feels pretty amazing!



### ***How many employees do you have? Do you have volunteers for busier times?***

Warploque Miniatures is a one-man operation - I sculpt the models, I run the website, I update the blogs, I do everything! However, no man is an island, and I get a lot of help from my family! My Grandma packs up the orders, my Mum posts them, and my Dad helps me with taking and preparing the photographs! I really couldn't do it without them!

### ***Do you prefer to cast your miniatures in metal or resin?***

I definitely prefer casting in resin! I tried with metal once, but I found it difficult to manage stock, as many different models had to be cast on the same "wheel", and I didn't like the results. As a sculptor, and an avid converter, I much prefer resin as a material not only because of the way it holds detail, but also because it is much easier to carve and cut than metal is!



### ***What's the hardest part of running the company?***

I think the hardest part is forcing yourself to sculpt to a schedule! I'm one of those awful people who finds it difficult to stick to one project alone, often sculpting loads of completely unrelated things at the same time! It's also hard trying to judge what models would be successful, and what might not. I have reams and reams of paper with doodled ideas that I know would probably flop if I tried to sculpt and release them, but hopefully when Warploque is a bit more well known they might be brought into the light of day!

### ***What do you do to make your company stand out from the rest?***

As I said previously, I feel that too many miniatures lines are taken down the "Dark and 'Orrible" route, all pain and death and other lovely things... I didn't want to take the ArcWorld game down the same route. Ever since I was little I have been a huge fan of lighter hearted, more comedic Fantasy and Sci-Fi authors, such as Terry Pratchett, Robert Rankin and Douglas Adams, and have taken inspiration from these writers as I created my own Fantasy world! As well as this, I have been told that my style is very unique and characterful, so I hope that makes me stand out a bit too!

### ***Why did you choose to call your company Warploque? And how do you pronounce it?***

I'm not really sure where the name originally came from... but the name Warploque is a nod to my username WarplockMonkey, which I used on the forums! As for pronunciation, it's pronounced "Warplok", like how you would say "baroque"! I admit... it was a mistake having a name so complicated!





***What's your favorite product that you have released?***

Out of all of my sculpts, I must say that amongst my favourites is my Dragon. Even though it's quite an old sculpt, almost two years, I have always been very happy with it! One day I'll have to tidy up the sculpt and improve it!

***Any product you wish you had thought of?***

One of my favourite races of all time are the Skaven by Games Workshop... Wish I could do ratmen! :P

***Have you ever encountered any severe criticism for any miniatures/products you have released? If so, what was it and how did you deal with it?***

To be fair, most of the criticism I have received has been well meant and constructive, and has been taken into account. I often take any criticism to heart, so if someone picks out a flaw I usually have to fix it, or it will bug me! A lot of sculpts have been improved due to this though, so it can't be all bad!

***Why should we buy from you?***

Because you like my models? Haha!

***What does the future hold for you and your company?***

2013 is going to be a HUGE year for Warploque Miniatures. The main reason being that the ArcWorlde Kickstarter project will be launched in mid-summer, which will hopefully open up alot of doors for Warploque Miniatures. From now until then, there's a hell of alot of sculpting, writing, planning and touring to do to get everything ready... I'm going to be a busy boy!

***Is there anything you would like to add?***

For anyone who wants to keep up with news and developments on the ArcWorlde Kickstarter, follow the Warploque Miniatures buisness page at <http://www.facebook.com/pages/Warploque-Miniatures/204477546267049>

***Any sneak peeks?***

Well... it would be rude not to!









# Love Is In The Air

With romance abounding from Valentine's Day we thought we would have a look at a subject not often covered in our hobby, love and romance.

A classic Pin style sweetheart from Andrea



With a name like that and sitting upon a heart shaped chair, what's not to love with this temptress by Kabuki Models?



If that's his wife we think he's hitting above his level. By Metal Modeles

We are not sure if Goblin and Dwarf Civil Partnerships are legal but its certainly something different from Scibor Miniatures.





# RANDOM MUSINGS

BY SCOTT RADOM

Crowd funding! Kickstarter, indigogo, whatever. It is all the rage nowadays and it is prominent in our mini and wargaming world like nobody's business. We've seen some magical triumphs with this type of funding. Just look at Adam Poots and the 2.6 trillion dollars he has raised for Kingdom Death. Don't look it up, that's what the actual amount was! Really it is amazing the numbers that have been generated through the various crowdfunding websites. It's rare I see a project advertised through any of the various internet sources that makes me think "That idea is truly retarded." Most all that I see are projects that look good to me. I've even funded a few and will likely do so again. So crowdfunding should be a good thing right? It's bringing to us projects that might not have existed if the founders had followed traditional methods. So I should be happy. The fundamental concept of crowdfunding really bothers me and makes me wish it would go away.

I am a true capitalist. I believe 100% in the risk/reward rule of business. Meaning if I see someone take their cash and invest in their own ideas and skills then I absolutely love seeing them take off and get rich. If they fail, I hope they dust off and rise again. That's everything in a nutshell that I feel about business and entrepreneurship. So... along comes Kickstarter and flippity flops the whole concept. Now you come up with a concept, show me, and I commit to buy or I don't. In short now I am risking my money

based on some concept work and the reputation of the person or business and months down the road I will get the pay off of getting the product I paid for well in advance. I just don't like it. It goes against everything I know and feel about how the world should work. It just seems to take all the risk off the back of the business and yet still allow for them to reap the reward of making the sale.



For the small business with big dreams Kickstarter seems like it is at the very least a nice shortcut. Where before a small mini company might have taken years of doing small releases and building the capital needed for an ambitious project now it looks like the money can be raised almost overnight. While it bugs me more than slightly as a consumer it appears to be absolute gold for these smaller businesses. They'd be foolish to ignore the possibilities of what this new style of money sourcing can do for them. What about larger companies? Does CoolMiniorNot or Reaper need to use this type of funding for their projects? My guess is no, but then again there is another advantage of using this new type of funding in that the publicity you get is ENORMOUS!! And the whole concept of stretch goals that allow for new mini's to be made yours for just a few dollars more is absolutely genius. It's the equivalent of "Would you like to supersize that meal?" for us leadophiles. There just really seems to be no downside to a Kickstarter project regardless of the financial need for the company involved.

## KICKSTARTER

We as a community are now responsible for handing over millions of dollars to people with who knows what kind of business skills. I'm not even entirely fond of buying anything online as I haven't had a chance to inspect the product before I hand over the eCash. I just prefer the zero risk option of handing over money in one hand and getting my product in the other. With a Kickstarter we're now able and willing to put money directly in the hands of people based on showing us something we like. So we usually get to see a fine display of their applicable artistic talents but rarely do we get to see any kind of business plan that goes past "give me the cash and you will get stuff that doesn't exist until later". It bugs me, right to the bones.

And yet I have happily committed to several Kickstarter projects. Some of them are just too good. I am truly happy to see some of the people I've been lucky enough to witness start off their ventures really find some traction. When I saw the final figures for Poots' Kingdom Death project I wanted to look him up in the phone book and call him to congratulate him. The crowdfunding model is making things happen that weren't possible before. I know of at least a couple people who will be launching upcoming projects that I will be backing. I don't even know WHAT one of the projects is but I have a lot of faith and confidence in the man running the company. And yet I still don't like Kickstarter. I HATE it in fact.



[www.wampstore.com](http://www.wampstore.com)

**Wamp**  
*Store*



*We are pleased to announce that we are now stocking Vallejo Paints, including Model Color, Game Color, Model Air, Panzer Series and Vallejo Washes. We are even cheaper than the major UK retailers!*

*The Wamp Store is constantly growing. We currently stock products from the following companies:*

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At The Wamp Store you can only order what we physically hold in stock, no waiting weeks for us to receive it from the manufacturer. We give you Reward Points for all purchases and we only charge postage at what it costs us to send it.