

# Portal

WAMP



*Interviews*

Michael Kontraros

*Tutorials*

Painting display bases

Japanese Art freehands

*Portal's World Tour*

**Portal visits France!**

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# Welcome to issue 34



Greetings Portal readers!

So, where to start? Saying thank you to everyone seems to be a good place. We've had some useful feedback and plenty of positives to take forward. We hope to continue with our array of mixed and (hopefully) interesting content, and the more suggestions we get, the more we can provide for you!

I'm also going to start off with an apology. We

had articles provisionally planned, which were mentioned in the back of last month's issue. Call it inexperience if you like, but we just weren't able to get these sorted/negotiated in time.

There are still on-going talks with one or two people to feature regularly for us though, so hopefully this will change as the magazine develops. As I mentioned last month, we're aiming high though, so every now and then things aren't quite going to work.

In good news though, this is officially Portal's third birthday issue! Thanks to everyone who has contributed (whether by downloading it or providing content), it wouldn't have made it this far without your help.

So what can you find this month? There's part two of Daniel's (Nathelis) basing tutorial, featuring a great selection of photos and opening your eyes to a few new tips and tricks. We've also got a piece by Mike Meehan (aka Milosh) on how to tackle tricky freehands. He doesn't do 'simple' freehands, so it's well worth a look.

Most of our regular features are back too, and at the time of writing this I can't wait to see what Stuart's done with his retro models in Blast from the Past, and future paint schemes have been applied to some of the models in our On the Radar feature.

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There are a couple of reviews as well, one of the big kit we looked at last month in great detail, and another from our review team with a surprising conclusion (at least for the reviewer!). We've also grabbed a few words with the guys at Marrow Productions, whose up and coming board game has been getting a lot of interest online with its new take on a Chinese folk tale.

My favourite feature in this month's magazine must go to the World Tour. When I first ran this idea by Brett (before he foolishly let me take over), I had no idea what final format it would take. However Francois, our French tour guide, has done a great first job and spent well over 2 months compiling this information for us! He is one of the key members behind the website Tutofig.com, which I thoroughly recommend you visit. There

are all sorts of tutorials and articles for painters on there. I apologise in advance for any time or money that disappears after reading his guide to France's painting world!

He's also convinced artists to comment on each other's work, which is really kind of him and adds a little more depth. So, if you've ever wondered what Allan Carrasco has to say about Jeremie Bonamant Teboul, read on...

Finally, a quick update on the release date for those of you that don't have access to our Facebook page. We've decided to aim for an end of month release date from here on in. The main reason for this is to help with the timing of features we have planned for up and coming issues, and fits in better with the new team we have in place. Sorry for any misunderstanding, and don't forget to visit and like our page for further updates.

I nearly forgot the cake! Some of it found its way to Germany but kudos really goes to my fiancée who had the idea and went to the trouble of baking it. As we all know, birthdays must be celebrated with cake (and miniatures of course), so this was the perfect solution! The recipe can be made available (on request) seeing as we are unable to send you all a slice...

See you next month!



## Features

- 12 *Base Building*
- 19 *Freehands*
- 31 *Marrow Productions*
- 34 *Unboxing of Cyanolith*
- 47 *Darklands Competition Preview*
- 50 *Interview-Michael Kontraras and Chris Panagiotou*
- 64 *The Weekend Workshop Report*
- 66 *Portal's World Tour*

## Regulars

- 4 *News*
- 6 *New Releases*
- 10 *Crowdfunding Update*
- 27 *On the Radar*
- 55 *Gallery*
- 90 *Blast from the past*

## Reviews

- 42 *Painting Buddha*
- 62 *Erick and Lucius*

## Contests

- 76 *Hasslefree Miniatures 2013*
- 88 *Shimmer-Contest Winner*



## Ben Komets' Hamburg Workshop

*Painting Buddha* still have places available on their Hamburg workshop with painter Ben Komets. The workshop takes place from the 11th -13th of October, and you could certainly do a lot worse than learn from Ben! If you can't make it to Germany, you can do the next best thing and get hold of their painting set, a review of which you can find later in the magazine.

<http://www.paintingbuddha.com//season-1.1-target-identified/13/painting-workshop-october-11-13-hamburg-germany>



## Weekend Workshop

Almost off the back of the last one, The Weekend Workshop is hosting another fantastic weekend of painting at the Scythe and Teacup in Liverpool, England. This one is with Elias Alonso, a painter best known for his work on the Scale 75 box art and for some really eye catching NMM. Again, a report from the recent Cambridge workshop can be found in the magazine. Click on the link to book your place!

<http://theweekendworkshop.com/>



## Frothers Unite Charity Model

The *Frothers forum* have gone all out for their 2013/14 charity model , and you can get hold of a Tank Girl model either with or without tank. Neither of the models have been sculpted yet, but with people like Kev White (of Hasslefree) involved, and the passionate Frothers behind the project, it's sure to be a success! Please click on the link to find out more to help these good causes.

<http://www.frothersunite.com/phpBB3/viewtopic.php?f=5&t=45070>



## Figure Modeller 8

Mr. Black Publications have released the 8th book in their series, aimed at larger scale models. The books have a number of high quality tutorials with lots of text and photos, and you can check out the contents of each book on their website above.

[http://www.mrblackpublications.com/FIGURE\\_MODELLING\\_8/p1000980\\_10795225.aspx](http://www.mrblackpublications.com/FIGURE_MODELLING_8/p1000980_10795225.aspx)



## Avatars of War

Avatars of War are doing some exclusive miniatures to go along with their new boxed sets. The first 200 people to order the **Dwarf Thunder Warriors** or the **Corrupters of the Apocalypse** sets will not only get a 5 euro discount, but also get the exclusive character figure. The Corrupter character looks like it would be great fun to paint!

[http://www.avatars-of-war.com/eng/web/index.php?option=com\\_content&view=article&prodcode=pl03-pr&prodname=Corrupters+of+the+Apocalypse+and+exclusive+Lord+of+Pestilence&mediumcast=plastic&id=118&Itemid=115](http://www.avatars-of-war.com/eng/web/index.php?option=com_content&view=article&prodcode=pl03-pr&prodname=Corrupters+of+the+Apocalypse+and+exclusive+Lord+of+Pestilence&mediumcast=plastic&id=118&Itemid=115)



## Thundercloud Miniatures

Thundercloud Miniatures are pleased to announce their launch this September. Their vision is to bring something a little different to the world of miniature collecting and gaming, providing the very best quality miniatures for use in RPGs, table-top games, or simply for the joy of painting. The first two miniatures can be found elsewhere in the magazine.

To celebrate the launch they are running a special offer on their store to anybody who buys both of their starting miniatures. This offer is only available for September however, so act quickly if you wish to take advantage.

Lead Designer Paul Murphy had this to say:

*"Thundercloud Miniatures is a labour of love. I want to bring the gaming world a brand new table-top experience, both in the tactical challenges our games offer, and the modelling and painting opportunities presented by our talented team of designers. I really hope that you enjoy our miniatures, we still have a huge range of ideas that are making their way through the creative process and onto your table-tops."*

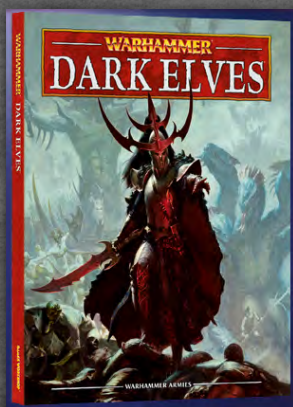
<http://www.thundercloudminiatures.com/>



### Rotten Harvest 2013

Wyrd/Malifaux are running a painting competition on their forums for Halloween based figures. Best in Show can receive \$100 in vouchers, as well as 3 prizes for each of the categories. Follow the link for more information.

<http://www.malifaux.com/RottenHarvest>



### New Marines and Dark Elves

Games Workshop have caused some waves these last couple of months by releasing an entire Space Marine chapter (you know, to save you buying it all bit by bit). There are also more plastic marines of different sorts, with even more useful bits to add to your miniatures. Pictures of the Dark Elves

have also been seen in this month's White Dwarf, and they look very promising!



### GoblinAid

The long running project to help out **Kev Adams** after his ordeal is at a great stage. Not only can you get all of the models (barring the bust, which is being cast) from Ral Partha, but Keve himself has posted a picture of himself looking much better! We hope the recovery continues, and you can pick up some really quirky goblins for a low price from the link above.

<http://www.ralparthaeurope.co.uk/shop/goblinaid-c-123.html>



### A charitable Autumn?

Sorry if the charitable causes seem to be never ending, but there is also a raffle going on to win a painted Space

Marine army, with the money going to Help for Heroes. Lots of various people are offering up their time and effort, and they've already raised a considerable amount of money! Tickets are £1.50 each, and they will post worldwide, so why not buy a few?

<http://www.justgiving.com/Salamanderscharitybuild>

# NEW RELEASES



Squarg the Frog Rider by Blacksmith Miniatures



Assault Bots by Smart Max



Khrom by Draconia Miniatures



Haên by Allan Carrasco (Figone)



Dagathonan Brute by Antimatter Games



Cyclops from Gigantic Miniatures



Black Kunoichi by Taban Miniatures

# NEW RELEASES



Dwarf Fantasy Footballers by Scibor



Imperial Agent: Pheasant Rank by Corvus Belli (Infinity)



Ken by Taban Miniatures



Elf Dragon Prince by Michael Kontraros Collectibles



Nathaniel, Dragon Elfe Prince by Christian Hardy (Figone)



Brik A Brak Pack by Chismah (Figone)



Kazhatdram by Galapagos Miniatures



# NEW RELEASES



Batman on Batpod by Knight Models



Snaker from Tales of War



Zombie King by Taban Miniatures



Professor Sprocket and W.I.D.G.E.T. by Wamp(!)



## A look back at last month's projects...

Last month we looked at a number of active projects so before moving onto this month, let's have a look at who got funded and who is back to the drawing

board. **Fife and Drum** Succeeded in raising over \$24000 in their expansion of the American War of Independence line they do, smashing their target of \$5000. This has allowed them to expand the number of new model types to allow production of the cavalry they wanted, but to also to produce multiple types of Hessian infantry, Highlanders and some French infantry.

96 **people** backed **Impudent Mortal's** second terrain Kickstarter, reaching over \$10500, \$7500 more than the initial target.

**RN Estudio** beat their \$4500 target comfortably to produce Jawfling and Gamorek teams for their **Star Bowl Fantasy Football** project on Indiegogo. Along with the two teams, there are a number of famous faces (and masks) getting the star player and staff treatment.

Not all crowdfunding projects are successful, but from the ashes of failure a project can be reborn, and the creators of both **Dying Star: Oblivion** and **Hangar 18 Pinups** on **Kickstarter** are planning new and improved projects for the near future to try and part you from your money.

## What shiny projects are there this month?

**Warploque Miniatures (and friend of the magazine- Ed)** launched their first **Kickstarter**, a fantasy skirmish game called [ArcWorlde](#). With a £5000 goal, it had received £1300 within 10 minutes of its launch and sailed past its target within 2 hours. The models will be produced in white metal with a select few in resin, and the products should be launched in February 2014. **(Pictured below: The initial Halfling Warband, one of 4 Warbands at launch).**

**Studio Miniatures** are attempting to produce a 28mm line of white metal miniatures based around [The Sikh Wars](#) on **Kickstarter**, requiring £5000 to produce an initial collection of British and Sikh infantry, before moving to artillery and lancers in stretch goals. If successful, they have an optimistic estimated delivery date of October 2013.

Moving to another historical project and **Mike Burns** is back on **Indiegogo** for his second [Egyptian Harem](#) collection. Between the initial models and the planned stretch goals, these

28mm white metal miniatures depict many of the characters you might find in an Ancient Egyptian harem, from the ladies themselves to their guards and potentially the likes of an assassin and food taster. No delivery dates are mentioned but on the up side, worldwide postage is free.

Also on **Indiegogo** is **Willy Miniatures' Ultimate Halfling Fantasy Football Team**. After a previously successful **Chaos Fantasy Football Team**, they are back, this time with the little and large combination of Halflings and Treemen in white metal, looking for at least \$5000 of funding. If stretch goals are met, your Halflings could go to the pitch with the support of a chef (and what self-respecting Halfling team would be without a chef?) and a certain Coach Del Bosque running things. Delivery is expected early November 2013.

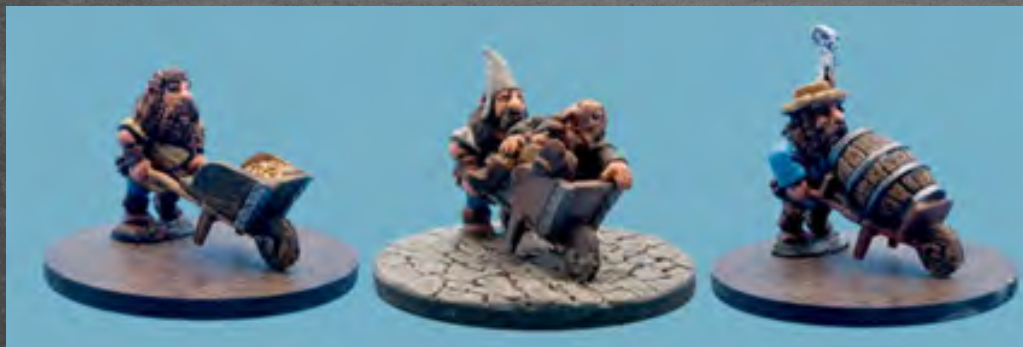
**David McCormack** of **Miniature-Tek** is aiming to raise £5000 to create a selection of [Textured Resin Base Stampers](#) for 25mm and 40mm bases on **Kickstarter**. These come in sets of 4 and there are a variety of different design types, from graveyard to tiled streets. Simply add a ball of greenstuff or other putty to the top of



a base and press the stamper down, giving an instant texture effect. If funding is successful, the estimated delivery date is September 2013.

**Worldsmith Industries** are looking to develop some 32mm resin [Wrecked Vehicles Terrain](#) for a sci-fi setting on **Kickstarter**. While they are initially only looking to produce some “Galactic Marine” vehicle wrecks, they want to expand to include other styles such as “Human Corpsmen” and “Space Elves” as stretch goals. If these are a success they are potentially going to look into vehicle wrecks themed in other ways, such as those for “Egyptian Robots” and “Galactic Orcs”. With the very modest target of \$1000 already met, it is merely a question of seeing how far into these themes Worldsmith can get before their campaign ends on August 31st. The delivery estimate is apparently conservatively states February 2014.

**Joel Gregory** of **Iron Hill Miniatures** is trying to gain funding on **Kickstarter** for a very beardy and alcohol based project. He is trying to raise \$10000 to produce 28mm scale **Dwarven Brewery** terrain pieces. To help fund production, there are also a number of dwarves in various beer related poses, from drinking Ale to pushing



casks in wheelbarrows. There are also t-shirts, and the brewery terrain itself. There are various shipping dates for different rewards, ranging from October 2013 to February 2014. (Pictured – Workers set #2).

**Jim Bailey** of **Grindhouse Games** is looking to raise at least \$75000 to release the second edition of their World War 2 board game [Incursion](#). The **Kickstarter** is for both the main Incursion box, containing a number of German zombies and the US “Lucky 7th” APES, heavily armoured almost mech style soldiers, to counter them and the SNAFU expansion pack which includes reinforcements for both US and German forces, as well as a fresh British force. While the models in the boxes are plastic, there are some options to get selections of them in metal. The people running the project seem optimistic, laying out stretch goals to over \$1 million. Once funded, the delivery date is scheduled for March 2014.

**CoolMiniOrNot** have also made a mad last minute dash into this month’s proceedings, with their **Wrath of Kings** finally making its way onto the web. They’ve already made a great start, and are well into the stretch goals.

There’s more than a hint of Confrontation in the range for former Rackham fans, no surprise given they have former Confrontation artists on board.

## Updates from some already funded projects...

**Mantic Games** have kept up a steady flow of information about their **Deadzone Kickstarter** which was successfully funded (and then some) in early June, releasing some renderings of their Goblin Stunbot (Pictured).

Thanks to the success of **CoolMiniOrNot’s Rivet Wars Kickstarter**, they have had to shift delivery dates back from their initial target of September to November for the core box and to Q1 2014 for everything else they managed to fit in. This shift is said to be due partly to the scale of the number of add-ons that were achieved and given that their final pledge total was **2300%** of their initial \$25k target, it is quite understandable to have a production delay or two.



Don’t forget to check out our ‘On the Radar’ page for some sculpts from up and coming releases, some of which are absolutely jaw-dropping!

You can also find out more about what it’s like to be involved in running a Kickstarter campaign later in the issue!

# Base Building

with Daniel 'Nathelis' Gutl

Hi folks,

Hello and welcome to the second part of my fantasy basing article. This will be quite a picture show, so let's get started right away. If you're not familiar with the work so far, check it out in the last Portal magazine!

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1. Painting of the base using an airbrush and a lot of different colours. After the airbrush part, drybrushing and washes were used. It doesn't matter to paint it perfectly at this stage, we will adjust everything later on.



2. Then I started placing moss from Mininatur all over the place. I used two different kinds of it. I also used AK interactive's 'Gravel and sand fixer' to fix them onto the base. No superglue needed!.

3. To get a realistic green grass feeling, I also prepared some tufts out of Polak model stuff. You can see on the picture there is a wide variety. The tufts are glued together at the bottom with a bit of superglue.





4. By adding the tufts to the base one can get a realistic base done very quickly. But it still looks really artificial because there is not yet enough of it.



5. Added even more of Mininatur and Polak models tufts. It's starting to move in the right direction. But now to another big point of the base.



6. The tree needs its leaves. These are done with Polak Models Naturex/Superfine (as seen in the photo). To prepare it I cut it into little pieces of 2x2cm and pulled them in shape.



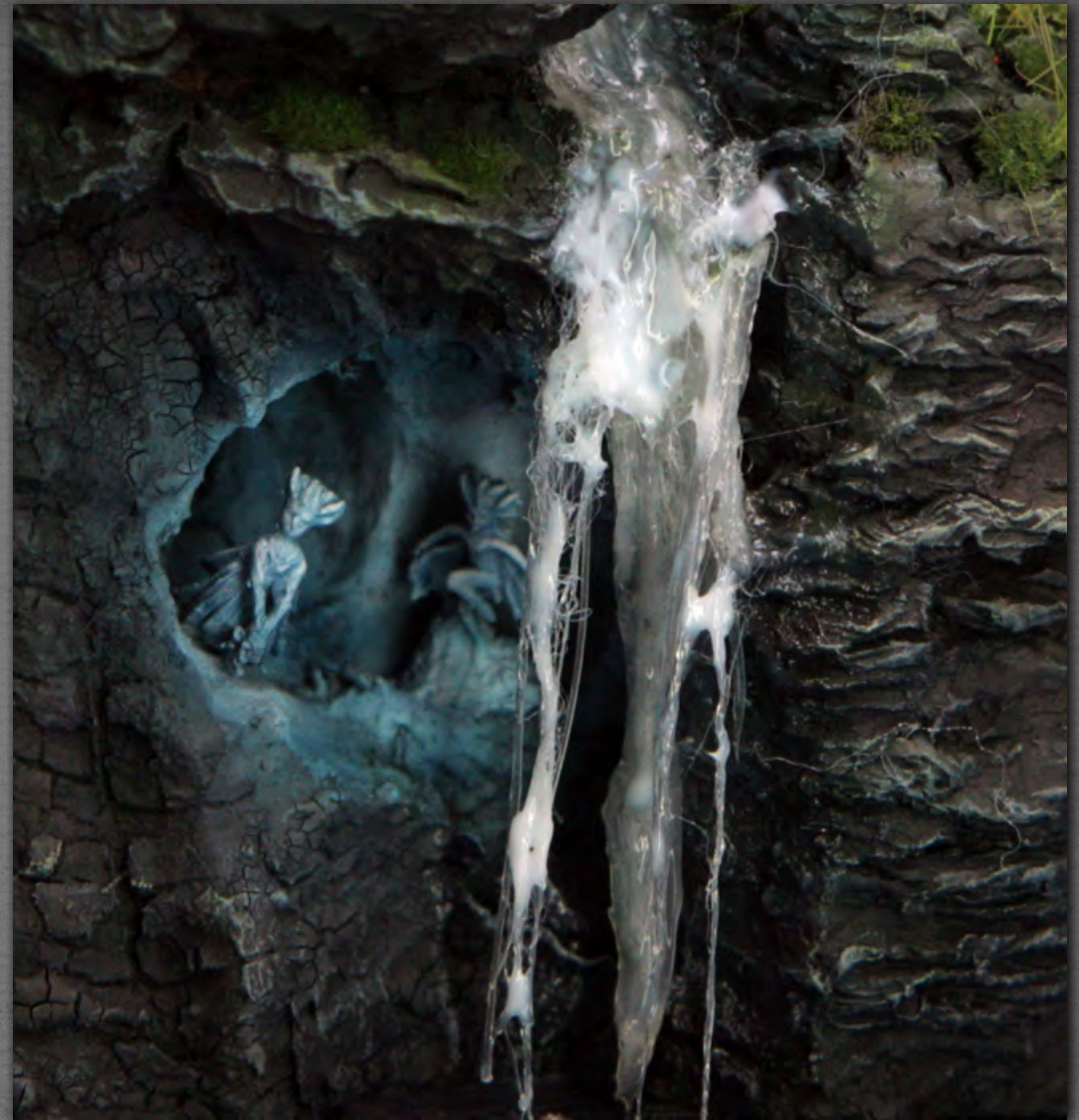
7. Add one after another to the outer branches of your tree. ↩

8. The tree in all its glory. But something's missing. It's too uniform in colour. So I used the airbrush and painted the underside of the leaves dark green, while using a light green on the upper side. Afterwards I painted white dots on the tree to represent flowers. →





9. Using the airbrush to get an OSL light effect in the cave with the fairies. Light blue and pure white. First OSL in my whole life...so no good tips for you here from me, sorry.



10. Building a waterfall: Use vallejo water paste (not the clear water still variety) and cotton wool as a basis. First put on a thin thread of cotton wool and fix it with superglue, afterwards you can put the vallejo water on it.





11. As a final painting step I did some more airbrushing and glazing with a brush to blend the green grass parts in with the rest of the base.



12. A friend, who gave me feedback on the base, commented that a little eyecatcher in the tree would be a good idea, and he suggested to build a bird's nest. So I sculpted it out of Magic Sulpt and put an owl from the Busch Kleintierset (small animal set) into it.



So that's it folk for this little article series. Thanks for tagging along and if you have any questions, feel free to ask them on <http://miniaturefairytale.blogspot.co.at/> or on <https://www.facebook.com/MiniatureFairyTales>



# Freehands

with Mike 'Milosh' Meehan

The key to getting good results in your freehand paintings is to go in with a well thought out plan. You will want to have all of your reference photos ready, and a general idea of their placement on the figure.

---

The figure I painted is a little over the top but it is good to show that the general rule can be applied to the simplest freehand to the most complicated. For this guy I looked on my Google machine for interesting Japanese style paintings, once I found them I printed them off and kept them handy.

I then studied the figure to determine the placement and size of each of the five paintings I wanted to paint on him.

When I first started with freehands, I would first get out my sketchbook and draw them to the scale I wanted to make sure I was comfortable that I could achieve the desired results. Once I was comfortable, I would sketch the outline of the image with a very fine paintbrush and thin paint.

After doing this for several pieces, I have become comfortable enough how I should start on the figure saving me the time of sketching it first, you too will get there faster than you think.

I am convinced that anyone can do nice freehand designs, you just have to break it down in steps instead of only looking at the end result. So much cleaning and refining goes into freehand designs that mistakes are easily fixed as you go. It isn't as daunting as you think.

1



Let's start with the process. I have chosen my designs and how I want them to be placed on the figure (five in total). My favorite is the dragon versus the tiger so I have made this the focal point of my painting.

Here I have done a rough sketch and started loosely filling in the area with color (pics 2-8). It is not imperative to be exact with this stage because all the while you will be fixing and correcting the painting as you go.



2



and I was...  
the king...  
ed for my... baby, who  
beautiful smile...



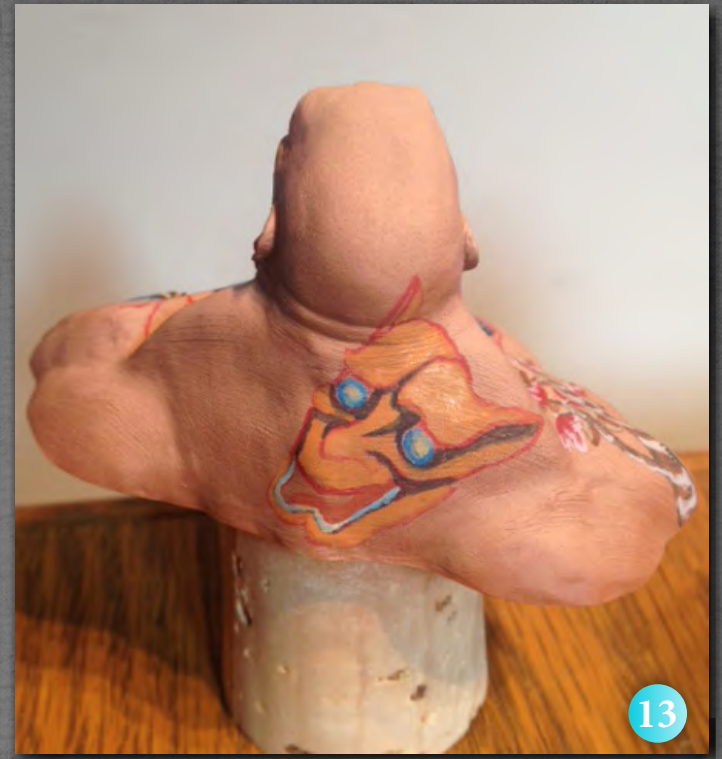
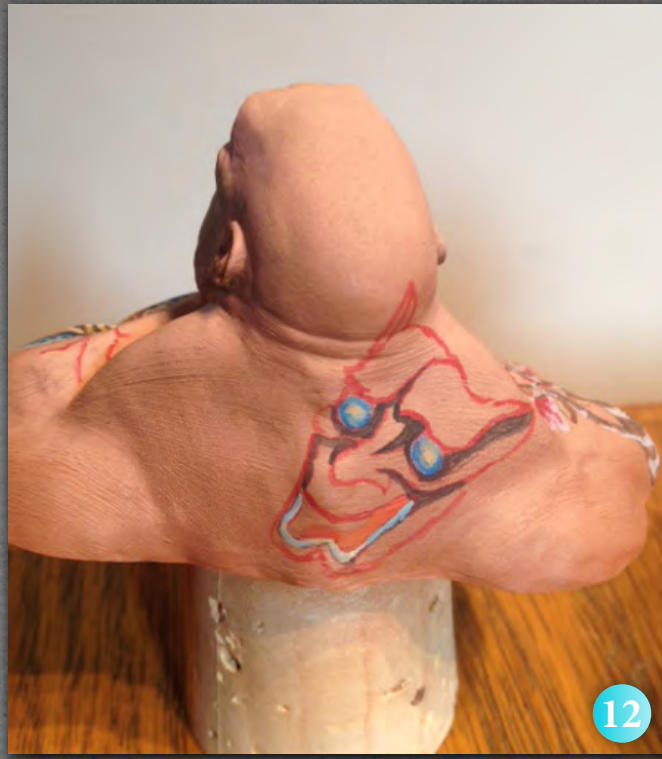
9

I then repeat the process for the next painting; all the while I am fixing and correcting mistakes and stray brush strokes (pic9-10).

I'm not finishing anything at this point, I am still working in the rough phase this helps me stay focused on the design and makes it easier for your mistakes to stand out.



10



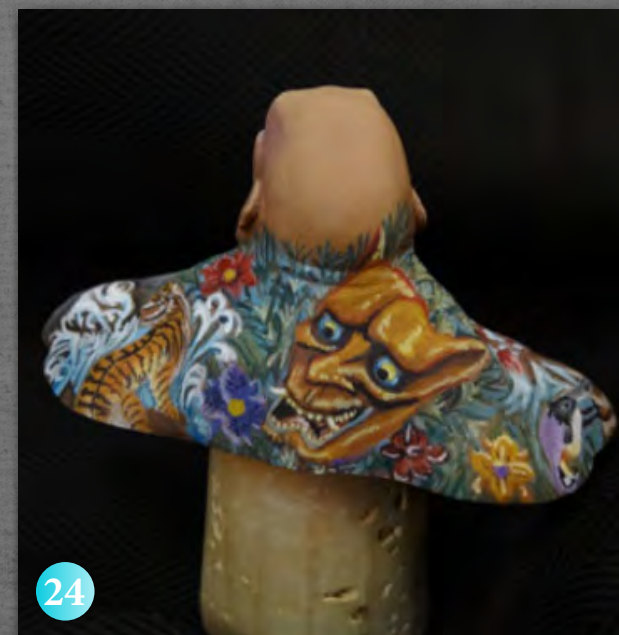
On the next painting I sketched in the design with paint a little darker so it is easier to see. I then repeated the steps by loosely filling in the color and refining the picture (pic11-13).



Here I start refining the paintings and tightening everything up. The key to good freehand is to make sure it is very tight, by this I mean the edges are sharp and crisp. If they aren't tight the edges will look blurred, messy and loose. Even if you think you can't draw, you can still make only a decent freehand design look very good by making sure it is tight. **(pic14-24)**. I'm not claiming these paintings are perfect, but they are eye catching and that is the true purpose of adding freehand to your figure.







...the king who said  
...ed for my little baby who  
... beautiful smile



Here is the final piece. As you can see there is no magic to creating complicated freehand designs, seeing in a SBS shows how these paintings started out as just shapes and were gradually filled in with color. Just make sure you go in with a plan realistic enough that you know you can complete it and don't be afraid to make a mistake.

# On the Radar

In this issue, we've had two months to pick out a selection of those models that are close to release. There have been quite a few, so forgive us if we missed some!



First up is the ever productive **Hasslefree**. They've got a variety of rather cool looking minis on the way, and we can't wait to see what the big skeleton thing turns out to be! Next year's competition on Wamp is going to be even more varied than this year's!



**Ammon Miniatures** have revealed their next WIP project, and for any of those that like to combine Monty Python with their hobby, **Jack Da Lumberjack** will be available soon. Great cartoony style on this one, and we're sure we're not alone in picturing some interesting dioramas to go with him!



**Godquester** is one of **Megalith Games** up and coming releases. A strong pose and a severed Gorgon head. Firmly in-keeping with the growing range, and again potential for a good base to match!



Scibor's been as busy as ever, but we spotted this model with a bit of potential, and can't wait to see the finished result!



Darklands range has expanded rapidly since their Kickstarter, and here are a couple more off the press that caught our eye. That hydra is really something else, and the birdman is something you don't often see.



Apologies for the continued Bonner love-in, but JoeK

minis have recently been given permission to start a very interesting project, and in collaboration with **Roberto Chaudon** (one of the busiest sculptors out there!) has created this troll, which if all goes well will be the start of a much bigger range!



The **Arena Rex** range is also shaping up to be quite special (not a surprise when you hear some of the people involved mind!), and here's one of the more interesting sculpts- part horse, part snake? Either way, looks like it would be fun to paint!



There are also some paintjobs appearing on some of the masters, looking rather impressive as well! Even better, they're going to be hosting some tutorials too!



No idea on when this will eventually be released, but artist Wayne England has been releasing images of his concept art for Avatars of War. This ogre shaman looks like it would make a great mini!



We also couldn't resist showing a couple of the ArcWorlde Kickstarter WIPs, which should be the start of many...



And finally, another piece of Ax-Faction concept art (there are some other crackers on their Facebook page too). It's causing some mixed views so far, but it's certainly something different and has a bit of potential, so make up your own mind:



*There's been a lot of buzz about Marrow Productions on Facebook over the last couple of months. We featured them in last month's 'On the Radar' and they've even sent us some things to send out to some lucky readers, check out our Facebook page in the next fortnight or so to find out more!*

*We decided to contact them to find out a little more about their unique take on the famous Chinese folk tale...*

### *1) How did the idea come about?*

The idea of creating a game based on "Journey to the West" was always there, but we never really had a chance of doing it. We were not quite sure which was the best way to present it either. About 6 to 7 months ago, Ray and I felt that rather than just "thinking" about it, maybe it was the time to actually make it happen. And we thought that creating a miniature board game might be an interesting way to tell the story. (Although we have twisted the story quite a bit)

### *Why did you choose that particular story?*

We were fascinated by the story and the characters a long time ago. It is filled with monsters, mythical gods, dragons, and other creatures. There are many elements inside that make you like the story.

As a miniature hobbyist, I find that there are so many fantastic games or miniatures related to western fantasy and Japanese folklore, but there isn't that much about Chinese folklore or fictional characters. So we wanted to create something different and hope people will like our ideas.

### *2) Where are you guys based?*

Both of us are from Hong Kong.

### *3) Is it just the two of you?*

Yes, it is just the two of us. From creating the game, rules, graphics to most of the photo shooting, sculpting, painting, and advertising.... But we do have a few people helping with the videos which are coming soon for our Kickstarter campaign!

### *4) When did you start the hobby?*

I guess like most people, it was hard to resist when I saw Gamesworkshop's miniatures. I bought a few boxes when I

was 13 years old but I quit about a year later, because I was distracted by many other hobbies and video games..... And somehow I started the hobby seriously about 4 years ago, when I first discovered an awesome blog called "Massive Voodoo" by Roman Lappat and Raffaele Picca. I was stunned when I saw how much creativity you can put into a miniature!!

### 5) Can you both paint/sculpt?

Yes, both of us can sculpt and paint, but I prefer painting more.. Actually I am one of Ray's students! Five years ago I attended his sculpting class, and that is how we got to know each other.

Ray has been sculpting professionally for ten years already.

### 6) Did you choose Adrian Smith to do the concept sketches, or did you have many other ideas in mind?

Yes, personally I'm a big fan of Adrian Smith and we both thought that his style fitted our characters and the mood of our story. We thought that it was a good idea to have cross-culture elements in our design. And we are really honoured that Adrian Smith was interested in our concept and did some fantastic artwork for our four pilgrims and some other characters' artwork.

### 7) Now that you have seen so much interest, are you tempted to release the models separately?

As we have prepared many pledge options and stretch goals for our Kickstarter campaign, please wait and see what we have got for you guys. (Painters take note, they are very tempting models! – Ed)

### 8) What are you hoping for from your kickstarter?

Most importantly is hoping we will have enough fund to make the production happen, as it does require quite a lot of money to do so for a small company like us. And I think Kickstarter is a good platform to let more people know about and to be able to purchase our game/miniatures. We're also hoping we can create many more new characters and secret items depending on this campaign!







9) *What expansion plans do you have?*

Oh! We've got a lot of them, but first thing is "if" we reach our Kickstarter target. There still many stories and characters not yet revealed, and we can't wait to show them to everyone. Besides the board game and miniatures, we will create a website later on, and we might create some busts for the characters,

these are more aimed at collectors/painters than to be used as board game miniatures.

10) *There is a definite, slightly dark and possibly 'evil' feel to the work so far. Why have you done that approach?*

Mostly is because we love dark fantasy style! And since we have recreating all these characters from a well-known story, it will be interesting to have a totally new approach to them. Even though this is a fantasy story, we would like it keep certain level of realism within the game.

11) *Who is your game aimed at? Painters, gamers, wargamers, boardgamers?*

This might sound a little ambitions, but we are trying to aim for all of them. We are trying to find the balance and hoping either painters or gamers will find something they are interested in our game or miniatures.

12) *How do you feel about the feedback from everyone so far?*

Most of the feedback has been really encouraging and positive, actually we

are overwhelmed by all the support so far!! It is really great as it gives us some confidence in what we are doing so far. We hope we are on the right track and the feedback helps to push ourselves to make it even better.

13) *What can we look forward to in say the next 6 months?*

Fingers crossed, if we succeed in our Kickstarter campaign, we should be in the middle of productions, launching our website, and Ray sculpting lots of miniatures like a mad man! I will be painting most of the studio paintjobs, and creating more items for the game to make it more interesting.

*Thank you for the interview!*

We obviously wish these guys the best of luck. Ray and Hon were able to provide us with a few images to show us the process from concept to final sculpt. We chose the Monkey King as he's possibly the most iconic to a Western audience, and also happens to be a really cool model, full of dark, brooding character.

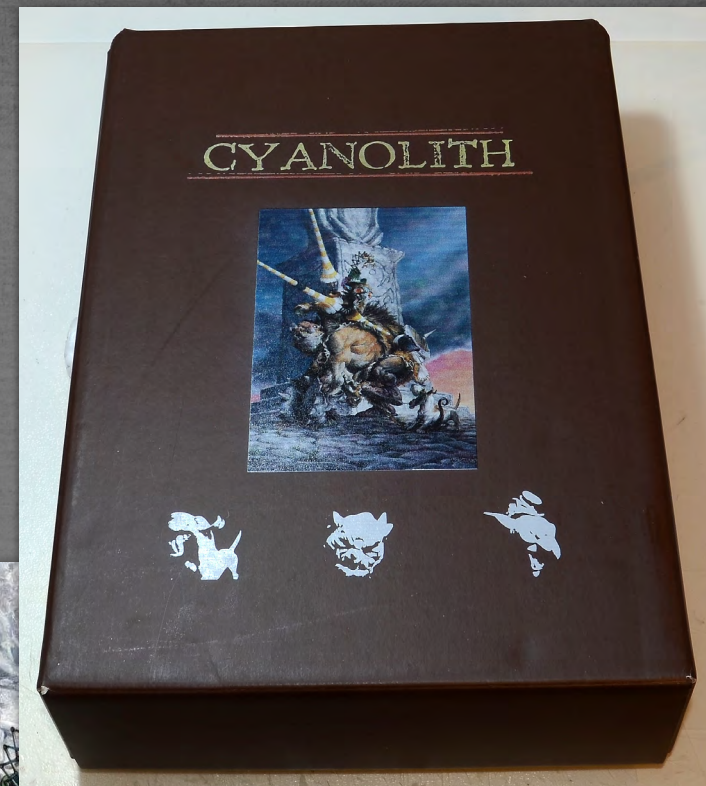
Keep your eyes out for many of these appearing around the internet in the months to come. Roman Lappat has been working on one over at Massive Voodoo, and I can imagine there are numerous painters waiting to get their hands on them!

# Unboxing of Cyanolith

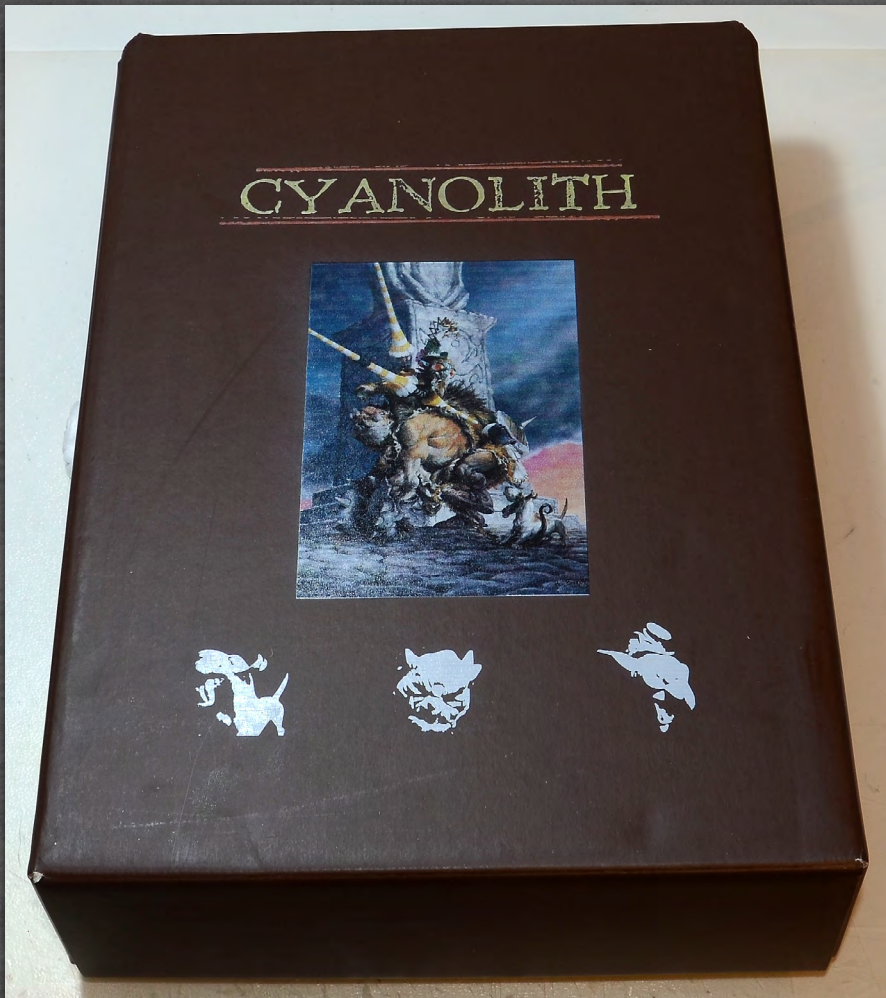
*I believe I am one of many who grew up (figuratively) with the miniatures of the now defunct Rackham, and flipping through the volume 2 and 3 of Cry Havoc (Rackam Magazine), has never asked if anyone had thought to sculpt the skit, based on the comedy of Cyanolith scene.*

*When a few months ago, pictures appeared on the web of the sculpting work in progress of Carmine "Thor" Giuliano, the first thing I did was to pick up the phone and dial the number of Carmine.*

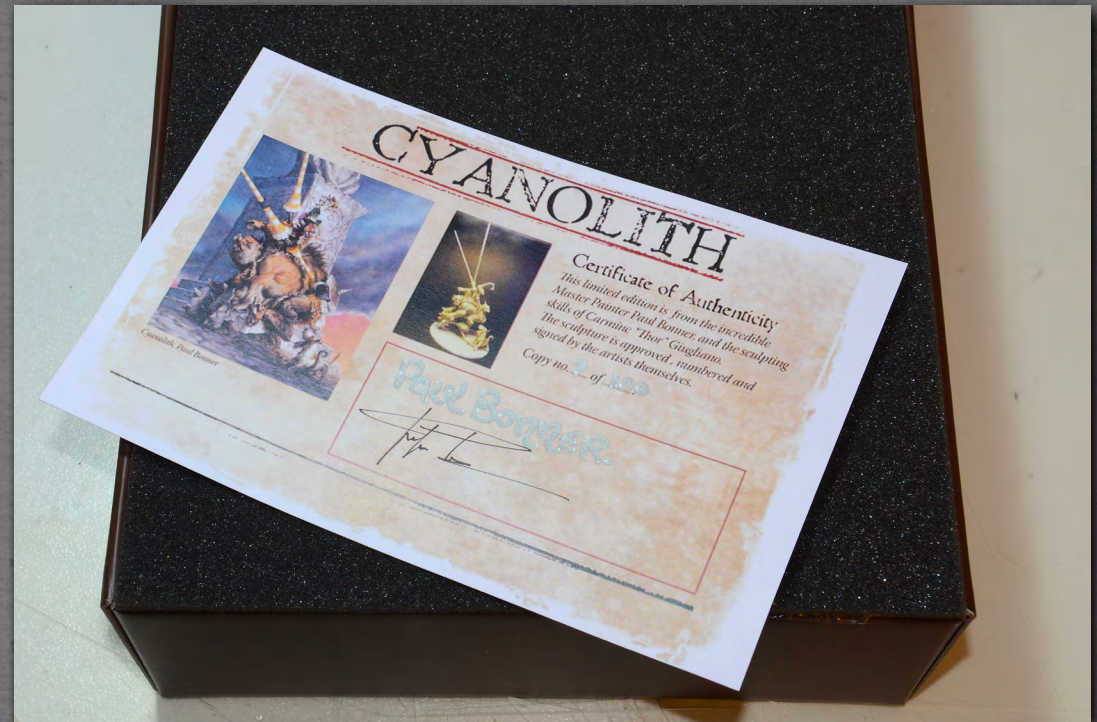
*After various pressures, not only mine of course, something moved..and as you may have read in the last number of Portal (number 33) the kit was born, almost a garage kit for the size, with the full approval and cooperation of Paul Bonner..but you already know what happened.*



## UNBOXING OF CYANOLITH



The only thing I can say is that watching the sculpting progress was just a crescendo of emotions, since I am so fond of Rackham's illustrations. It was love at first sight!..Sorry maybe it's more correct to say love at second sight. Also this time, I checked my wallet and I immediately ordered a copy. And a few weeks later, the package was right on my desk. The package itself is very well presented: dark brown with a nice shiny colour print of the drawing, three black and white faces of the characters and a big CYANOLITH title.



But the real first impression was the weight of the box...it's heavy! And the first thing I found when opening the box is the identification card: as promised there is a printing of the Cyanolith drawing by Paul Bonner, the number of the copy (limited edition of 100 copies) and the signature of the artist himself.

# UNBOXING OF CYANOLITH



After removing all the layers of foam and bubble wrap, I took out the main body, and saw that it is a huge chunk of resin (it's only when you hold it you realize how big it is)!



I started off by checking all the pieces and arranging them on my table.

After the main body, I took out the circular base and the six smaller bags with the remaining pieces:

- The 2 ogre arms with the 2 sprues of spikes for the armbands
- The head of the ogre with the spikes for the collar
- The 2 arms and the 2 lances for the goblin
- The goblin head, the frog and its spring mechanism, the frog's legs
- The 2 lion's pelt paws, the head and the tail
- The helm, the shield, the spike and the shield boss
- The dog with a body, front legs, head, ears and tail

Let's take a closer look.

## The Ogre's body



In the WIP pictures we could all see on the internet, we could see a good deal of the details and care in the sculpt. But holding the real thing in my hands, I am shocked by the quality of the sculptor's work, not only in following the concept/drawing, but in keeping all the proportions and sizes correct. Especially the rear side of the model because the drawing shows it at an angle.

Such ample surfaces really let a painter play with colors and effects, giving you the opportunity to paint it as faithfully as the drawing.



The belt, the two bags, and the long nailed feet are quite effective, while the fur and the head on the lion's pelt are incredible.



The knight goblin's body was practically invented from scratch, because the drawing shows us only the collar, an arm, and a part of the knee. But the result is great since every detail is cared for: the jacket, the buttons, the waistcoat and the boots.

## UNBOXING OF CYANOLITH

The 2 ogre arms with the 2 sprues of spikes for the armbands



The muscles, the swollen veins, the bandaged gorilla-like hands and the metal armbands are just synonyms of raw power. The pictures explain exactly what I mean. The swollen veins I think were added later since the WIPs didn't show them. It was a worthy addition.

The head of the ogre with the spikes for the collar



This is the focus of the original drawing, it's the main character that draws immediate attention. The sculpture represents that, there is a sense of stoicism and anger with the jaw and the frown. The folds and the wrinkles are just like the drawing.

The 2 arms and the 2 lances for the goblin



The lances are split in two parts, I think they were split so it was easier to pin them and avoid any damage. The textured surface is really nice and as painters and modellers we can all really appreciate the effort that Carmine "Thor" Giuliano has put into this piece and all of his own pieces. The arms are sweet, since the drawing shows us only the stripes, while the sculptor has worked a lot more detail into the sculpt.

The goblin head, the frog and its spring mechanism, the frog's legs



The effort that Carmine "Thor" Giuliano put in the face and the hat was clearly shown in last month's Portal. Now, I just want to show you the cast, which perfectly matches the sculpt.

There are some real treats for the eyes such as the mouth with the sharp teeth (no mould lines here), the hat feathers, the leather cap, the goggles (that he re-interpreted) and the frog moving in a surrealist way. That's one of my favourite parts of the entire piece.

## UNBOXING OF CYANOLITH

### The 2 lion paws, the head and the tail



This is where Carmine's skills really start to show. He loves to insert a personal touch into the details, and he leaves nothing to chance. For example, the paws in the picture are just hinted at because of the enormity of the ogre. Well, in the sculpture he made them entirely and with details such as the claws and the footpads. The tail, where the ogre and the dog "meet", was well thought. The two parts lock together easily and that's a plus when you build such a piece.

### The helm, the shield, the spike and the shield boss



There are two elements that enhance the characterization of the protagonist. It looks like the ogre and the goblin were going to or just participated in some kind of medieval tournament, like a kind of errant knight. That's how crazy Paul Bonner's concepts are!!!

There are hidden details here too.

For example the shield now has leather straps. And it was given wood texture on the inside, while the helmet is hollow and already dented.

Plenty of little treats for the painter!



## The Dog with a body, front legs, head, hears and tail



The scene without the dog would be incomplete. It's like the cake without the icing. The dog is a stylized Jack Russell Terrier and many fell in love with it, even asking if it was possible to buy it separately. He is playful, dynamic, muscled and short haired. His pose just says "I want to play!"

This is, really, the part I most like. Not only in the drawing but its 3D counterpart.

The only problem is the time I'm going to need to properly paint it!

## Conclusion

The figure is huge. And that means lots of time needed to clean it. The building will take a few hours, and you'll have to plan out how you are going to paint it. In fact the building itself will be assessed when the instructions are released (which will be soon).

There are very few casting residues and some mould lines. But rest assured, the operation is really easy since the lines are in strategic points and the material is resistant.

The price could be seen as steep. And the economic recession doesn't help. But this is a piece that shouts Fantasy and Bonner together. Furthermore it is a limited run, the packaging is somehow unique in the sector and there is the identification card signed by Bonner himself. That's big value.

I believe every collector and painter should buy one. It is worth every cent.



# REVIEW



## PAINTING BUDDHA

For over a year now, a movement has been growing in the painting world. Michael Bartels has worked hard to establish his blog Masterminis, and even more so to get his dream project into place.

After many giveaways, and cryptic clues, he revealed his master plan. Painting Buddha, Season 1.1 is the result. The premise is simple- provide a painter with 2 perspectives from world-class painters of the same model, and give them the models to practice themselves.

In this first ever season of what will hopefully be a successful and long running series of DVDs, Painting Buddha has managed to get two fan-

tastic painters, Slayer Sword winner Ben Komets, (White Rabbit) and snappy dresser Rafa Garcia Marin (Volomir) to get their project off with a bang!

“I’d far rather be happy than right any day.”

The company itself consists of Michael Bartels (the frontman and Intergalactic president), Ben Komets (painter) and Mati Zander (sculptor), and has some very high aspirations for its future.

First and foremost is their vow to deliver the greatest quality for the lowest possible price. As you’ll see, they’ve clearly worked hard to deliver this. While their pricing point is potentially hampered by basing it around the answer to life, the universe and everything (42 for the uninitiated), it does make it memorable, and ties in nicely with the ethos of the project. Furthermore, the quality does the price point justice.

There are two packages in Season 1.1- Target Identified, to allow both collectors (Michael is pretty much a pro-collector himself, so knows how to cater for the crowd!) and plain old hobbyists to get a glimpse into how these painters work and think.

This particular review is of the more expensive Supporter’s edition, which comes in at 84 euro. The ‘Budget Box’ comes in at 42 euro, and contains the 6 DVDs and 2 models, in the tin that you can see pictured later on. The Supporter’s pack comes with some additional extras, most of which you can now buy separately from the site.

### *The package*

It says something about the hype around the product that I was certainly excited merely to open the box, despite having seen plenty of photos online! Obviously, the main draw is the tutorials themselves, but the effort gone into every detail is commendable. The sleeve is well produced, and looks sleek. The branding is really strong, and I’m sure Michael has applied some of his former life experience to this part of the design!





Once the sleeve is removed, a sturdy black box (yet again with a shiny Painting Buddha logo-in case you lose your sleeve I suppose...) awaits you. There is a magnetic strip along one side of the box to keep it firmly secure, which is a nice touch and ensures that the box will have a much longer lifespan than it might otherwise have.

Within each box is a letter from the guys, thanking you for your purchase and detailing their aspirations for the future. I hope they are able to maintain this as the project gains momentum-it's a lovely personal touch and makes you feel like a valued customer.

The 'Supporter's edition' comes with some stickers and badges (pictured), and the badges are part of a larger set (of 42, naturally). This is another touch clearly aimed at the collectors' crowd. Personally, they don't do a lot for me, and would not be a deal breaker in upgrading from the budget edition to the



supporter's edition. However, I know lots of painters who have badges and other memorabilia from events that will enjoy owning these. That said, I do actually have a soft spot for the 'I love weathering' badge...

If it's possible, it might be worth posting a picture of what the 42 badges look like, so that people will know what they 'might' get- just like that nostalgic feeling of knowing there was a



certain sticker out there that might appear in a random pack. Still, it's a further sign that they know their market and are willing to produce those little extras to keep their product fun and unique.

The tin with the models, the DVDs and badges, etc. are tightly packed within the box so there is no space for them to rattle around. There is also a certificate of authenticity, and some lucky owners out there will receive a Wonka-esque golden ticket, which again is a great touch and adds to the initial excitement of receiving and opening the box.

## The models

The models come neatly presented in a metal tin, again leaving you with no qualms as to whose product this is! After seeing that happy Buddha face everywhere, I'm sure a beard starts to appear and Michael's face replaces the one on the image!

Anyway, the models are well protected at both levels with the same tin. At the Supporter level, you get the display base thrown in as well (available for 14 euro separately). The two models are a sniper duo, one spotter and one sniper, Yanet and Brad. They are an interesting mix of steampunk (lots of leather and the style of pilot's cap and goggles on Brad) and a futuristic feel, with lots of clean lines and smooth open surfaces. Nothing ever seems to be a coincidence when these guys are involved, so I im-



agine these were made with the intention of allowing the painters to show as many different surfaces as possible.

The models I received differed slightly and were in a very slightly different coloured resin. Brad himself is almost perfect, with no mould lines. Yanet has a couple of mould lines that are nothing an experienced modeller cannot deal with, but from other reviews I don't think this is the norm. There are also some tricky lines to remove from the sniper rifle sprue, and if I'm being really picky, there was a tiny air bubble in



Yanet's hand (Michael told me to be honest!). Again, this is not difficult to fill, and could just be my particular set.

What does terrify me (though this is a personal issue, as I cannot cope with delicate resin pieces!) are the weapon sprues, and these will take some very sharp knives to ensure you get the pieces off without any damage. The resin seems quite flexible (I haven't chanced it yet), but care is definitely required when removing these pieces from the sprue. This was also an issue on the signpost, and one of the tabs that attaches it to the wall snapped off as soon as I looked at it! The same applies to removing the models from the tabs themselves; however in-

structions are included on how to do this properly!

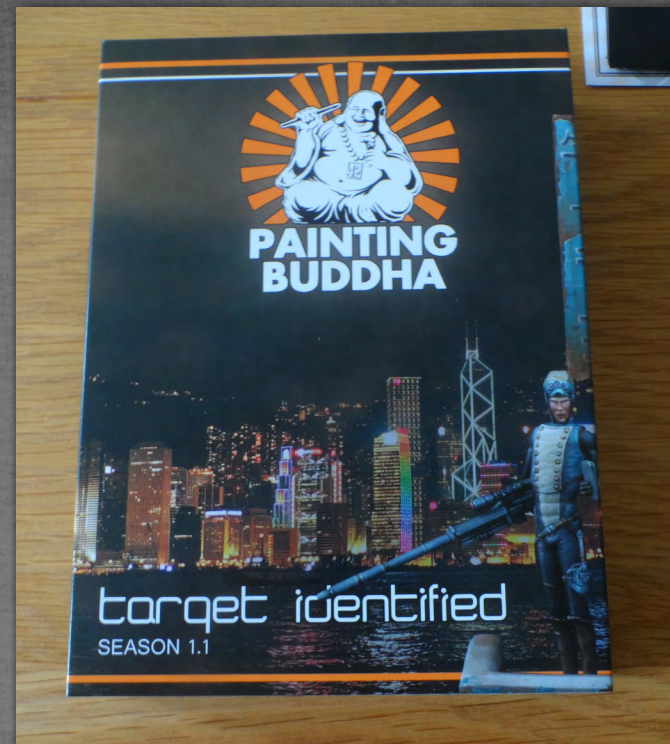
In terms of style, they're not my usual cup of tea, and if there was a solo DVD option in the future I think in this instance I might have gone down that route (it's the painters that are involved that excite me, not so much the figures) but after seeing what Ben and Rafa did with them it certainly makes you forget about any worries and you just want to have a go at emulating their work!

### *The DVDs*

The DVDs, for me, are the stand out element of this product. They are the main draw and why I hope that Painting Buddha continues for a long time to come!

I have had a subscription with Miniature Mentor for a long time now, so I was quite used to the format of different chapters, an introduction interview and good quality footage. What Painting Buddha does differently is twofold-one unique feature is that they have the main shot of the model, but simultaneously show a shot of the painter and more importantly of the palette the painter is using. The second is that the sheer amount of information available is almost overwhelming compared to a Miniature Mentor download.

At the time of writing this review, I have only managed to watch the 2 discs concerning Brad, and the final disc including the interview with both painters. Each disc has at least 10 chapters, and each chapter ranges from around 10 minutes to half an hour (most being around 20



minutes). The dialogue between the painters/presenter is clear throughout, and both of them give a clear idea of what, how and why they are doing something. In comparison to the Miniature Mentor DVDs, the painters seem to do more of the input and explaining themselves. The English of all three commentators is fantastic, and subtitles have also been included for German and Spanish customers.

The chapters are also much shorter than Miniature Mentor, which allows you to pick out specifics for different projects. Finally, the footage also looked great on my lowly 26" screen, so I imagine it would only look even better on anything bigger!

Now it is such a bizarrely improbable coinci-

dence that anything so mind-bogglingly useful could have evolved purely by chance...

You get a glimpse into two very useful approaches to tackling miniatures, both with brush and airbrush, and both of these are covered in a great deal of depth. Ben's 'wet-in-wet' technique and Rafa's use of an airbrush both come across as deceptively easy, which is great for aspirational painters. No doubt a lot of practice and experience is needed alongside to reach the results seen on screen though. A slight criticism is that perhaps a chapter could've been included as a video glossary, as beginners picking the set up with the intention of improving might not understand some of the terms used (and in fact allows for language differences too).

As with any video tutorial, there are some downsides in that it feels strange watching someone paint in silence (which is obviously a necessary evil), and that if you wanted to get the absolute best out of it you would need everything to hand to try and best imitate the painter you wish to be. I don't intend these as criticisms of the product though, more of the video tutorial in general. Of course, the techniques applied to Brad and Yanet are equally applicable to any range of models as well, and as I don't own an airbrush, I got a lot more out of Ben's. However, what was great to see in Rafa's in particular was that a) mistakes happen, and b) don't panic!

What was really great to see is that the DVDs were designed to cover EVERYTHING. NMM, OSL, fabrics, leather, faces, buttons, weathering, freehands, painting walls and bases are all covered over the 6 discs (technically, they're covered twice over the 6 discs as each

painter does this!). It's comprehensive and for that reason alone is worth the purchase. If anything, it leaves me wondering where they'll go next!

### Overall

Overall, I'm a massive fan of the ethos, the style and the intentions of what Painting Buddha are striving to achieve. You know that it is a product made by painters and collectors for painters and collectors. They are tireless in their efforts to get the word out there, and rightly so!

The standards they have set themselves are incredibly high, and so far they have perhaps exceeded themselves in terms of what they have been able to produce.

In terms of value, I believe that the Budget Edition is fantastic for the money. The only disappointing thing is that it doesn't come out at £42 shipped to the UK! Shipping is relatively expensive at 10 euro, but understandable given the weight of the package.

Getting 2 54mm resin models and the DVD set for 42 euro is pretty impressive, and confirms Painting Buddha's initial objective.

The Supporter's set has that sense of fun and excitement that can only come when the right



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84€

type of hype has been generated around it. For that extra 42 euro, you get a T-shirt (21 euro), improved packaging (making it more durable and memorable), the base (worth 14 euro) and the badges and little touches that round out the product. As I said before, for some these will be great, some won't be bothered after the initial excitement.

If nothing else, knowing that your money will be put to great use to fund the painting community at large, to get more DVDs and other projects out there, and to know that some of your money is going to charity is a breath of fresh air in this ever growing market!

Well done to all of those involved in such a big project. Your labour of love was worth the effort. Bring on Season 2!



## Thundercloud Miniatures

Thundercloud miniatures are proud to announce the launch of the new range of fantasy miniatures, starting with the Hiskari Bear Rider and the Shadow dreadlord.

Log onto [www.thundercloudminiatures.com](http://www.thundercloudminiatures.com) to see what we have to offer, and keep an eye out for our future releases



# Portal



"WANTS  
**YOU**"

IF YOU WOULD LIKE TO FEATURE IN A FUTURE MAGAZINE, OR HAVE AN IDEA FOR AN ARTICLE, PLEASE GET IN TOUCH! WE'RE LOOKING FOR REGULAR CONTRIBUTORS OF ALL SKILL LEVELS, FROM ANY COUNTRY! PLEASE SEND ANY E-MAILS TO [PORTALEEDITOR@WAMPFORUM.COM](mailto:PORTALEEDITOR@WAMPFORUM.COM) OR CONTACT US ON OUR FACEBOOK PAGE.

# Darklands Competition Preview

Back in 2011, the Banelegions range made its way onto the scene. Over the last 2 years, the range has expanded beyond all expectations with some iconic sculpts and promises of more. It has also changed name, as regular Portal readers will be aware.

Mierce miniatures have had regular adverts in the magazine, and their kickstarter has seen more fantastic sculpts from some of the top sculptors out there (Stephane Nguyen and Roberto Chaudon and JAG instantly spring to mind, but there are many others too. Keen-eyed readers may have seen that they have also held a number of painting competitions on Wamp over the years, and this year is no exception. With that in mind, I thought it would be interesting to see how the competition has evolved in just 2 years, and take a look ahead to what we might get this year!



## ***Banelegions 2011***

This was an interesting premise for a competition. The winners not only could enter in an online competition, but also at Wamp's first live event, thus having the chance to win 2 prizes!

It was also a fairly limited range at the time, with a few big beasts (and a standout Chimaera model painted by Ben Komets) and a few solo characters. One or two of those characters really stood out as 'painters' pieces,' so it was not surprising to see Ulric the Defiler turn up and also the aforementioned chimaera from the monster side of things. Looking back, you can also see work from Scott Radom (whose musings you will often find towards the end of Portal), and John 'Megazord\_man' Keys, both of which have gone on to make significant improvements in their painting since.

The overall winner was a chimaera, both in the online voting and the live event. It featured on the cover of issue \_\_\_\_, and was voted by the company owners and painters themselves. It narrowly pipped the second chimaera in the competition thanks to its vibrant scheme.



## Darklands 2012

### Round 2

The second year of the competition saw a large increase in the number of entries, as well as the overall quality. The range had developed too, though Ulric still seemed to be a favourite with the painters! Alongside the masked axemen, the animal headed Tarvax and Chabrax featured quite heavily, with minotaurs and beastmen making up a quarter of the entries. We were also graced with a couple of big beasts, in AndyS' Creoda and Xur's (who has sculpted for

the range) Keirioc-Cro. The competition was rounded out with a couple of slithery looking snakes and a couple of muscle-bound, sack-headed Mundos.

Again, the competition was judged by Banelegions themselves. This time, there was a clear winner from about halfway through the competition, and thankfully the judges agreed and Thor's superb Lord of the Gabrax took first place.

It's a great piece, with clean crisp blending, a subtle conversion, a great freehand banner and a base that matches the rest of the colour scheme. In second was Brett's rendition of Vilthiss, and third was Xur's big beast.

What was notable about this competition was the mixture of models that were discussed from concept to finish, and those that just appeared from nowhere to surprise us all (like the winner)! On the forums people were providing suggestions and encouragement, which were taken on board to get some great results.

### Darklands 2013

First thing you'll notice is the name change. Darklands is the new setting for what used to be the Banelegions range, and had a recent Kickstarter to help expand the range. Even since the last competition, the range has grown to a vast array of beasts and single miniatures, some better than others but all catering to different tastes. Mierce miniatures are almost done with their first Kickstarter, and are starting their



second soon. (Editor's note- the second has started at the time of going to press!)

For this year's competition, what can you expect to see? At the time of writing, not many entries have appeared in the gallery! Here's our top pick for some models that have a good opportunity of standing out from the crowd...

1) **Kraan on bear** (above)- Such an iconic model from the range. Plenty of scope for a cool base, matted fur, lots of potential for NMM or TMM armour, nicks on the shield, freehand, all sorts. Plus the arrogance of Kraan atop his mount really makes the model stand out.





2) **Unnolg, Troll Warrior**- Allan Carrasco sculpt, lots of cool skin, leather and metallic textures to paint and an opportunity for high contrast skin tones in any colour you like! New model too, so will stand out as not many will recognise it.



4) **Carrowek** – Needed to have a smaller model in here. Again, contrasting textures, alongside a great opportunity to do some smooth clean flesh tones and really push the contrast on the individual muscles.



over a large model, it won't go unnoticed! We can't wait to see what does appear in the gallery in the month's to come, but we will be sure to feature them in a future Portal!



3) **Galhwch Lladd Llaw, Pendyndraig of Gwaelod** - Good size, interesting dynamic pose, lots of room for snazzy armour plate effects (clean or weathered? Lava cracks? Who knows?!) and colour choice is pretty wide too. Lots of potential here!



5) **Krull**- The mac daddy of the entire range. Just take a look at Orki's rendition and compare with Ben Komet's to see how much variety you can get out of this. Essentially, it's like the others in that you will have similar opportunities to show off your skills. However, you get the added 'wow' factor of the sheer fact that he is massive, and if you can paint that consistently



# INTERVIEW WITH

# Michael Kontraros AND Chris Panagiotou

*Here at Portal, we like to expose you to names you might not have heard of before, and introduce you to some of their thoughts and work. After seeing some photos of their work, we got in touch with Michael and Chris, and they were fantastic throughout! Apparently, they were at Euro Militaire this year, so you may have been one of the lucky few to see these pieces in person!*

---

*Hi Michael and Chris, thanks for doing the interview!*

*Michael / Chris: The pleasure is all ours*

*I have to confess, the first I ever saw of your work was the angel piece at the World Expo (I think!) a while ago.*

*Have I missed out on years and years of high quality figures?*



## INTERVIEW

Michael: Actually at the world Expo I had the “Deck of Cards” display. That was in August of 2011. That was the first time I attended a show abroad. Up to that point I had only attended some local shows in Greece. So you haven’t missed anything before that.

*How long have you been sculpting for?*

Michael: I have been sculpting large scale figures since 2002. But that was mostly for fun... The first small scale miniature I sculpted was back in 2007 (or at least I think so... lol)

*What is it like working as a team?*

Michael: Chris is very good at what he does. We have a great collaboration based on mutual understanding.

Chris: When it comes to miniatures people can be very demanding and that can create a lot of pressure. We both have our own opinion but we always try to produce a result that will satisfy both.

*How did you meet?*

Michael: We met at the “Athens Star club show” 3, maybe 4 years ago. After a couple of years we joined forces for our first project together (the deck of cards display).  
Chris: I am almost sure that it was 4 years ago. Time sure flies...

*Who has more of the artistic license? Do you have a specific vision for each figure in regard to colour schemes? Or does Chris just reveal it at different stages?*

Michael: For a fantasy miniature, the artistic license concerning a project (the concept) is mine. As for the coloring part, I have a basic idea but I always ask Chris’s opinion, since he is an experienced painter and a good friend. For a historical miniature whatever Chris says goes. He is



in charge.

*Do you often get the chance to work together in person? Or is it mostly via the internet?*

Michael: We always meet and talk about each and every project. Never via the internet! A Chris starts with the painting process and we meet at different stages and discuss.

Chris: We always discuss during the painting progress in person. Some-



times Michael comes to my workshop and vice versa. We don't use the internet, because no matter how good a connection is, it never comes close to the real thing!!!

I guess there must be a big level of trust between both of you now.

Michael: Yes, there is! Chris is a very reliable person, I know I can count on him and so does he.

*What has been your most ambitious*

*project?*

Michael: Always the next one...lol

*(Michael) And your favourite from a sculpting point of view?*

Michael: I would have to say the "Deck of Cards". I love busts...

*Which model has Chris painted best from your point of view?*

Michael: By far "Beauty and the Beast". He was able to capture the exact "feel" I was aiming for!

*(Chris) What has been the most satisfying sculpt to paint?*

Chris: So difficult to choose one...If I had to choose one, that would have to be the "Deck of Cards Display".

*Which job are you most proud of?*

Michael: I love the "King is dead"

and the "Deck of cards" display because this was the winning display at the 2011 EXPO, but I am also proud about the new project, "Jules Verne first ride". It will be ready in a few months time.

Chris: I would have to say the "Deck of cards" display and the most recent "Beauty and the Beast".

*What do you paint when you're not painting Michael's sculpts?*

Chris: I mostly do commercial as well as scratch-built miniatures for collectors. When I have some time to spare I paint miniatures for my own personal collection (unfortunately this happens rarely now days...)

*Which paints do you use? Do you use a certain type of brush or airbrush?*

Chris: I've been using acrylics and printer colors (especially for metal parts) for the past 12 years. When it comes to brushes, I only buy natural hair and use anything that is thicker than No. 0. I have been test-driving airbrushing for a couple of weeks

## INTERVIEW

now; we'll see how that goes...

*Is there a specific order when you paint? Some paint from the inside out, some block in the colours and then work on each bit for example.*

Chris: I usually start from the body and work my way out (first color being that of flesh). Painting all the big surfaces at first and then moving on to the small ones. Of course this depends on what the miniature is.

*What is your greatest achievement individually and as a pair?*

Michael: *For me the greatest achievement is meeting and becoming friends with people I have always admired and respected!*

Chris: I think besides winning prestigious awards, the fact that we have met some great modelers. Becoming friends with people whose work we have been admiring for many years.

### Themes

*Your work seems to revolve around quite archetypal themes, taking familiar stories/objects and putting a twist on them. Is this planned from project to project, or is there just a lot of opportunity to put your own vision onto something people instantly recognize?*

Michael: I want my miniatures to tell their own stories and I believe that all the good stories have already been told. I find it very interesting to try and reproduce these stories according to my vivid imagination...

*Where do you find inspiration from?*

Michael: Inspiration is all around us. All you have to do is have a closer look. A good concept can be found anywhere; a movie, a game, books, religion, historical events and so on.

### This new range...

*What plans do you have? Are you sticking to larger scale models?*





Michael: I am thinking about it. I haven't decided on that yet. There are so many projects to do but so little time; can't do all of them. If I decide to make new versions, it will be a remake of old concepts, but something that a modeler can afford.

*What made you start with the Elf Prince? Are you proud of how the campaign's gone so far?*

Michael: The "Elf Dragon Prince" is a miniature I did a while back, but I always thought there was something special about it. I thought it would be a good choice to start with. As for the indiegogo campaign I am very pleased! And I have to thank all those who supported me!

Michael: I like keeping an open mind. That's why I named the company "Michael Kontraros Collectibles" and not "miniatures" or "models".

*Will there be versions of models you've already sculpted? Or have you moved on?*

*What other kinds of models do you have in the pipeline? Do you have any sneak previews for us?*

Michael: Here is a sneak peak...



# Gallery



Genestealer Hybrids by Darklord



Dude! by Vargz



Dwarf king and shield bearer by Pilsbury75



Squigs by Pilsbury75



<http://loserstudio.blogspot.co.uk/>

The Joker's Crew by Lil'Legend Studio





Phoenix by Landreth



Skink Priest by Werewolf



by Corporea



Penthesilea by Century



Dechala the Denied One by lilloser



Yuri by James Barnes



Marauder giant by Pilsbury75



Felix and Gotrek by Pilsbury75



## Red Box Games Painting Contest 2013

It's back!! One of our longest running and well liked contests is here and comes with a free spellchecker.

That's right Tre Manor is in da house!

Red Box Games is run by one of our own Wampers Tre Manor and he's a great bloke with fantastic talent so there's even more reason to support this contest. And just in case that wasn't enough Red Box have laid on some fine prizes to tempt you further. Who wouldn't want lots of free RBG stuff!

### Prizes:

1st - \$100 Red Box Games credit

2nd - \$75 credit

3rd \$50 credit

### Deadline:

24th October 2013 (4pm GMT)

[Follow the link for full details](#)



# Review *Elrick and Lucius*

## Manufacturer

Stephane Simon

## Material

Resin

## Price

€16

## Website

[www.simonminiaturesculptor.blogspot.fr/](http://www.simonminiaturesculptor.blogspot.fr/)

## Notes

4 euro shipping unlimited worldwide  
Elrick only 13 euro  
Lucius only 5 euro

## Quality

10

- The finest sculpting I have ever seen- a true understanding of where to place detail for maximum effect
- Beautiful subtlety and realism to the facial features

## Assembly

9.5

- A small amount of careful gap filling on Elrick is all you have to deal with here
- All mold lines and air bubbles are hand corrected by the artist himself

## Value

10

*As a reviewer, I have always said that I will never give a 10 as a rating because there is always room for improvement. While this is true, I have finally been presented with, not just one, but a pair of miniatures that are so technically well rendered, and so full of artistic life, that I cannot do anything but give them the rating they deserve.*

*I have never said this before, but every true lover of our hobby should seriously consider purchasing these figures. Any attempt at painting with love and at least intermediate skill will result in a wonderful experience and a beautiful work that you will be proud to display.*

Wamp

Overall  
10

Stephane Simon is widely known as a sculptor of enviable talent who creates amazing miniatures that tempt everyone who sees them. One of his releases from earlier this year is the duo of Elrick the Elf and Lucius the Gnome which is a slight departure from the hulking brutes and unspeakable horrors that he normally creates, but the pair are fine looking figures.

I immediately get a Napoleonic feeling based on the look and style of clothing worn by this duo, but that feeling is undeniably stronger in little Lucius. The style of hat, the long coats, and even the weapons add to that feeling for me to the point where I feel I will ultimately be taking my colour choices for them straight out of paintings from that time period as it is only fitting for them. This historical weight is impressed so strongly on my mind that it is easy for me to picture these two fighting at the mouth of some small alley in the warrens of Paris or fighting each other from across a war torn field. Whether by intention or design, using these historical cues in these figures already imbues them with



a psychological weight that makes them noticeable and memorable, two great qualities when you're trying to sell something. Added to this is the sense of character each mini exudes. Arguably Elrick has more character, as his dynamic pose is both threatening and unique. I honestly can't think of another miniature offhand with a similar pose. This doesn't mean

that there isn't one; just that he has sculpted something that feels unique to me, which is always good.

Lucius's pose is more static, but he does not feel wooden. His pose is natural. The arm behind his back is different, and the fact that he's actually clutching a knife back there is a great little detail. Combine that



with the smirk on his face and the character of a stalwart little gnome standing firm in the face of an oncoming tide of violence is portrayed.

These are the kinds of things that make miniatures artwork.

Lucius is a single piece cast in resin. Every detail on this little guy is carefully sculpted and comes across cleanly in the cast. His beard is well sculpted and has good texture and even the tiniest detail of his face is neatly defined. The ball of his left eye is a little too small to fill the socket, but this is a very small critique on an excellent figure.

A detail I love is that the pistol looks too big for him. His hand is small, and sculpted really well, which means his grip barely reaches around half of the pistol's stock. But, his grip looks firm and he can reach the trigger, which means this little gnome is going to spill some blood. His reverse side also has very good details, like a patch on his cloak and some holes to make it look tattered along the bottom edge. Technically this is a nearly flawless miniature as I could not find a single bit of prep work that needed to be done to him.

Now, part of the reason for this technical perfection is that Stephane removes all mold lines and fills any air bubbles in the resin himself. On

Elrick I found a few spots where green stuff had obviously been used to fill very tiny air holes, but this means that the artist himself cares so much about his work that he will not allow inferiority out his door. I have no idea how that decision will play out as his figures become more and more popular, because there is no way work of his calibre cannot, but I hope it lasts.

Elrick is a 5 piece kit with the body, right leg, both arms, and the head. One thing I noticed is that, while there are no mould lines or air bubbles to be seen anywhere, there is a bit of prep work to be done here. The parts fit together well enough, but gap filling will have

to be done on all of them. For the leg this may include having to do a little bit of sculpting to make sure your green stuff matches the folds of the pants leg, but with a piece this beautiful there's no reason not to put in the extra effort.

The resin used is just bendy enough to keep the swords from being brittle, which is excellent. Both of them were perfectly straight for me, something that either attests to the high quality of Stephane's casting skills or the fact that he may have straightened them for me. Either way, I'm not complaining.

Elrick's coat has some filigree ornamentation on the back and on both sides of the lowest corners, which breaks up the open sections of cloth with some great detail. Speaking of great detail, the hair and facial features are just superb. Honestly, both of these figures show a master of his craft doing some of his finest work.

I could go on and on detailing the various details of each miniature and telling you why it is so good, but the truth of the matter is that I have never seen miniatures made with this much love, artistry, and mastery of the craft. Some things have come close, but these are truly the two best miniatures I have seen to date.

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Please note- these pictures are taken from the original sculpts, and not from the models our reviewer received.

# The Weekend Workshop Report



John Harrison, aka DarkMessiah, is the guy in charge of The Weekend Workshop, an initiative aimed at getting UK based (and beyond if they're willing to travel!) painters to improve their skills with a weekend of tuition from a highly skilled painter. This was John's first workshop outside of Liverpool, and having been to one of these before, I can vouch for their usefulness! With that in mind, I contacted him to see if he'd do us a small write up of the experience. Turns out, he already had! So here's the write up taken from his website...Ed

Well, The Weekend Workshop packed its trunk and said goodbye to Liverpool, jumped on the train and headed south!

The first workshop outside of Liverpool has been and gone and what a great weekend it was! I travelled down to meet Chris (Apa) and John (Megazord\_man) on the Friday. John kindly offered Chris and I a place to lay our heads for the evening. Waking up nicely refreshed after a geeky evening of miniature talk we headed

out. After battling through traffic we arrived at the Inner Sanctum in Cambridge. This was my first time at the venue, after several recommendations and a favourable review from Chris I must say it surpassed my expectations, very well lit, and a central location with plenty of space!

I got Chris set up and handed out the ogres so everyone could start, I gave a brief introduction to who I was and who Chris was and then outlined the timetable for the next 2 days. As everyone started to build their ogres Chris took over, he took everyone through how he primes and why he primes the way he does.

Afterwards, Chris took everyone through how he basecoats using wet blending and I took the opportunity to take some pictures.

As the students began to give Chris' wet blending a try, I took the chance to speak with Alan, who along with his wife Jacqueline, runs the store in the day and their son Graham covers the evening shifts. It was great to finally put a face to the name after so many emails.

Before moving on to how to push the already established highlights and shadows further, Chris started working through the students one by one to ensure they were getting to grips with wet blending.

Whilst speaking about extending light and dark contrast he also spoke about temperature contrast and how introducing warm and cold tones can really increase the visual impact of a model. (You can find more about types of contrast in issue 30 by the way! – Ed)

We all then took a half hour break for lunch, raiding the local shops for food!

When we came back the students really got stuck into their ogres, the progress was rapid and the time flew past.

At the end of the day I must say I was very impressed at how well everyone had grasped Chris' wet blending style, the ogres on display were showing some great use of colour and nice levels of contrast.

We retired for the evening to a local Mexican restaurant where we learnt about Polish custard, John's medical history and Luke's own brand of paintball and mentos inspired parenting!







We also found out that Cambridge has some of the best live music bands around!! (Well, maybe not the best, but pretty decent, well, maybe not pretty decent, but, they were probably 'ok', well alright, alright, maybe not ok, but, let me put it this way, they weren't in the bottom 1500 live bands going, ok, well, they probably were, but you know, at least gave it a good go! God loves a trier and all that!)

After speaking to some of the students during the meal we decided to relax the timetable a little for the second day so we could free up some time to teach a few requested techniques.

Chris started the day as planned, taking a page out of his Colossus book and demonstrating his high contrast 'living' metallics, Chris took students through how he achieves such high

contrast using a mixture of using a mixture of colour, luminesce and light/dark contrast. We decided to take a break at that point to allow people just to process the information and as we all realised what time it was!

After lunch all the students received some 1 on 1 time from both Chris and I. Chris was explaining some of the ideas and techniques that were requested as I was helping people push the contrast on their ogres as well as tightening up their paintjobs.

As the afternoon continued, everyone was making excellent progress. Chris gave one last talk

before a couple of our 'workshopees' had to leave, giving his ogre a snazzy pair of blue pants as well going back over the contrast principles we had both talked about already.

We followed this up with more feedback for everyone, with further tweaks and refinements. 5.30pm on the final day struck and we started packing up, although we were still there gone 6 o'clock chatting away about all sorts of geeky things!

I just want to thank everyone who helped contribute to the weekend, to the students, you guys and girls were a pleasure to teach and genuinely both Chris and I were impressed at how quickly you got to grips with the complex ideas and techniques being taught. Thanks to Alan, Jacqueline and Graham at

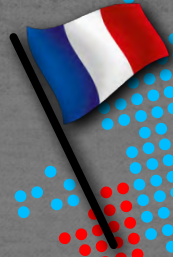
Inner Sanctum, for being perfect hosts, both Chris and I felt well received and our students felt very welcome!

I look forward to organising more workshops with you in the future (if you will have our noisy rabble back in the future of course!). I also want to thank Chris, workshops with him are always straight forward and without fuss!

So there you have it. You can see from the pictures that you can pick things up in a short space of time, and any masterclass you are able to get onto will no doubt benefit your painting. Keep your eyes peeled for events in your area, as they seem to be cropping up all over the place! And thanks to John for taking the trouble to organise events like this. Glad you had a successful time in Cambridge, it's a lot closer to home! Ed



# PORTAL'S WORLD TOUR



**FRANCE**

*We hope  
you've packed  
your bags for the  
first leg of our  
World Tour! First up,  
France...*

We were contacted by Francois on our Facebook page to do a little collaboration a few months ago. Little did he know he'd be signing up to produce a fantastic database of the French side of the hobby! With that in mind, it feels right to let him introduce himself and his website...

Introduction tutofig team : [www.tutofig.com](http://www.tutofig.com)

Tutofig is an idea that was born 2 years ago. We realised it was difficult to find all of the tutorials over websites and the countless blogs out there. So we decided to create a place online to gather as many of these as possible.

The team consists of a group of passionate hobbyists.

**Aurélie:** Our graphic artist. She does all the designs, banners, and graphics.

**Frederic:** Our webmaster. He does all the technological side of the site, and continues to tinker and improve it by adding new features.

**Cyril:** He has the hard task of finding content and tutorials to link into Tutofig. He can be found scouring the internet for anything that may be of use (I know his pain! – Ed).

**Raphael:** one of our most invested painter. His role is to paint promotional minis, to review them and provide nice articles on our main page.

**Francois** (our guide!): With Frederic, we were at the origin of the idea. We started on our side to

build the site, before meeting each other. Then we have decided to work together and create an innovative website, source of information for our community. I am in charge of finding partners, communicating on blog/social network about the evolution of tutofig.

I came up with the idea along with Frederic. We each had started our own sites, but decided to work together and create an innovative website, a source of information for the community. I am in charge of finding partners and communicating on blogs and social networks (and magazines! - Ed), and charting the evolution of Tutofig.

## Places to visit

**Minicrateur**  
(Forum)



Maybe the largest French forum on the web. Mainly populated by fantasy miniature painters, showing their projects, reviewing new releases, and sharing knowledge to help the various painters/sculptors to improve. They also sometimes start small contests, that involve large numbers of painters. Caution - Maybe a bit difficult for beginners, as the level is pretty high, and the comments sometimes a bit harsh!

<http://minicrateurs.com/news.php>

**La figurine fantastique et historique**  
(Forum)



Many more historical painters can be found here. The quality of work is really high. A very friendly ambiance, full of nice people. Less frequented by fantasy painters actually, so perhaps you might want to go and have a look at this somewhat undiscovered gem.

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

**Minisocle:**



Fancy a souvenir? This is a great place to get hold of some bits for basing and presenting your models, as well as a few nice figures to add to your collection (currently only delivering to France though).

<http://minisocles-store.fr/fr/>

## Ciné créatif



A great place to pick up new models and equipment for painting. They stock a wide range of figures and accessories.

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

## Figurine-TV:



At this site, you can view a wide range of tutorial videos and keep abreast of local news.

<http://kws.figurines-tv.com/>

## Tutofig.com



Home of the wonderful team mentioned at the start of this article. Tons of interesting painting tutorials from some quality painters !

<http://tutofig.com/>

## Brief history of the development of mini painting

In France, the miniature hobby has never really 'exploded' as such. Nevertheless, we can pinpoint a significant increase of popularity since the release of the "**Grand livre de la peinture sur figurine**"

<http://www.figone.fr/le-grand-livre-de-la-peinture-sur-figurine-volume-1-seconde-edition/>

However, our hobby is mostly consists of miniature gamers, based around the Games Workshop universe. Painting competitions or exhibitions are quite often focused on historical periods, leaving little room for fantasy painting, or very small scales, like 1/72 or 28 mm. It has started to change with some very nice 'open contests,' like Montrouge for example. These contests are generally targeted at specific groups, and can be a little closed off to outsiders. Do your research before visting!

If we exclude magazines for gamers, there has only been one release that has existed for years : Figurine Magazine. It has been changed over time to adapt to the evolution of the hobby. In it you can find the latest figurine releases, with some background on historical periods.

If you prefer to visit the less well-known areas of the country, you can also visit a small project known as FanFig, a webzine (similar to our own- Ed), which provides some very nice articles, tutorials, and reviews with an emphasis on fantasy figures.

## Style

I don't think there is a French touch, but probably more a European style, that could differ from the US way of doing stuff. We have some really creative painters, and most of them have also a "training" role, by doing painting class with student. Thus I feel that the French guys are keen and willing to distribute their knowledge. There are plenty of clubs, and groups of painters, both in real life and over the web.

There is also a healthy competitive streak amongst the French, so if you are to enter this community be prepared if you are easily offended... (of course, this can serve as motivation for some painters!)

## Are there any well-known clubs/societies?

### AFM montrouge:

<http://www.afm-montrouge.com/>

### Les cannoniers:

<http://www.canonniers.org/>

### Les chevaliers du centaure:

<http://www.chevaliers-du-centaure.org/>

### Lugdunum:

<http://www.lugdunum-figurines.com/>

## Shows/Events to visit

**Open de Bretagne Couéron:** organized by Les chevaliers du centaure

**Open de Montrouge:** organized by AFM montrouge

Paint Demonium : organized by les Cannoniers

Lugdunum : organised by Lugdunum de Lyon

**Compétition internationale des Figurines Historiques:** Sèvres

## Most creative painters

**Allan Carrasco**  
<http://www.allancarrasco.net/>

**Remy Tremblay**  
<http://remytremblay.sculpture.over-blog.com/>

**Steve Party**  
<http://lebloj.over-blog.com/>

**Maxime Penaud**  
<http://unblogdeminiatures.blogspot.fr/>

## Most ambitious painters

(in terms of what they try to achieve, not in terms of wanting to win competitions- Ed)

**Remy Tremblay**  
<http://remytremblay.sculpture.over-blog.com/>

**Olivier Bredy**  
<http://olivier.bredy.free.fr/>

**Allan Carrasco**  
<http://www.allancarrasco.net/>

## Most 'successful' painter

**Jeremie Bonamant Teboul**  
<http://www.jeremiebt.com/index.php?page=sitefr>

**Bruno Lavallée**

**Allan Carrasco**  
<http://www.allancarrasco.net/>

**Thomas David**  
<http://art.thomasdavid.over-blog.com/>

## Best Newcomer

(who should we be looking out for in the next few years?)

**Gautier Giroud**  
<http://www.graphigaut.fr/>

**Jonathan Gonthier**

**Christian Hardy**  
<http://chardy-ps.blogspot.fr/>

This part of the tour is a 'meet and greet' of sorts. Many names were mentioned in the guide, and some may be familiar, some not. Francois is particularly connected, and managed to get France's top fantasy artists (note, that includes Sci-fi) to have their say on each other. We've included a link to their particular corners of the internet, and an example of their work (chosen by Francois). If you've ever wondered what Allan Carrasco has to say about JBT and vice-versa, you're about to find out...

### Allan Carrasco

<http://www.allancarrasco.net/>  
by Jérémie Bonamant Teboul

*I am probably not the most objective person to comment on Allan's work. However, for all these years, I have been asking myself : "Well, how does Allan do that ?" The only answer I've found is - he knows how to sculpt... that's it!*

*Take a look at his creatures. There's more than just an understanding of how they are moulded, how they work, he also gets their MEANING, understands how the different parts are linked, and puts them together in such a perfect way. And yet, by looking his work, we get this as evidence. His models are so simple, and without any excess flourish, so much so that we often wonder why we didn't think to do it that way ourselves. We get the feeling that his interpretation is the best, the only one, a unique possibility for a particular subject.*

*But behind this apparent simplicity, giving the impression that characters flow through his fingers, hides a manic worker. He toils, carves,*

*thinks, and repeats things countless times. Really talented, he constantly struggles, and no one ever sees this in his work.*

*Allan belongs to this small group of artists "of whom artists themselves are fans". My words unfortunately don't repay him as he deserves, but luckily pictures of his work are self-sufficient.*



Courgeritte by Allan Carrasco

### Remy Tremblay

<http://remytremblay.sculpture.over-blog.com/>  
by Bruno Lavalle

*The first miniature I saw painted by Remy that caught my eyes was a Scot sculpted by Raul Garcia Latorre, at an exhibition in Montrouge. Ever since, I have followed his work, which is always of exceptional quality, not only with historical miniatures, but fantasy ones as well.*

*He is a great sculptor too, and that's what he has been doing for a living since 2009.*

*I could not insist too much on advising you to regularly visit his blog.*



Remy Tremblay

## Steve Party

<http://lebloj.over-blog.com/>  
by Gautier "Graphigaut" Giroud

*Among the painters who have left a deep impression on the hobby during the last few years, several names come obviously to my mind. However, one has inspired me more than others, our "Frenchy" who now lives in America, expatriate Steve "Skiv" Party.*

*To me he is one of the current generation's emblematic characters. He could brilliantly mark the spirit of his creations, particularly his with-rare-fineness sculptures.*

*Sometimes the detail is almost too fine, as we are left to wonder how one may possibly put a brush on such a sculpture, and "upstream" how he could model to the naked eye and only with his tools create something so fine at this scale!*

*Most 28-32mm miniatures proportions are "adapted" (which means the head is slightly bigger, hands and arms lengthened...), but not for Mister Party, oh no. Take a picture of any of his minis, I challenge you to define its scale, as they would fit equally for a 2, 3 times, or an even greater scale.*

*I think it's the key reason why this painter/sculptor is my main source of inspiration. This and the fact that he is a young dude like me, with little experience compared to the more senior members of the domain (although he doesn't shy away, far from it!).*

*He made me become considerably better, his minis stand for a quality I have tried to reach since I had to paint one of his creations and*

*sculpt after him for the same range of products.*

*And when we see that on top of that his painting equals his sculpting (as the number of Golden Daemon, Best of Show, and other trophies show), I think the game's already over!*



## Maxime Penaud

<http://unblogdeminiatures.blogspot.fr/>  
by Remy Tremblay

*Maxime in brief : demanding nature.*

*When Maxime launches a project, everything has to be computed, thought, studied, he prepares his miniature mentally and often repeats things. He's got a stunning capacity for dedicating hours to every detail, to find the right volume, to deem the integration of this volume in the mini globally. A painstaking job.*

*And the same for painting, every tone is meticulously chosen, every detail selected or not for further work. As a result, Maxime produces little, but the quality is always worth waiting for.*



## Olivier Bredy

<http://olivier.bredy.free.fr/>  
by Jonathan Gonthier

*Painter of elves with glasses, Sir Bredy has this ability to paint natural flesh tones, alongside the more flashy, comic book colours as well.*

*He is a master of pink and all its shades, but his major asset remains his very inspiring free-hands, which never detract from the overall piece.*

*He is currently busy with a mini his wife took 9 months to sculpt, which gives the rest of us a bit of space on the podium he has often dominated in previous years.*



## Jeremie Bonamant Teboul

<http://www.jeremiebt.com/index.php?page=sitefr>  
by Allan Carrasco

*Jeremie is one of those people who can be found everywhere at once, in all of miniature painting's best moments (and he's often responsible for them!). He is addicted to life, with seemingly inexhaustible energy.*

*That's what impressed me, even though it can be terrifying if you get caught up in his wake!*

*This way of being lets him live according to his desires. His work reflects that, being very varied, going off in many directions, and without any monotony whatsoever! He favours creativity over any technical fussiness, and he is right to do so.*

## Bruno Lavallée

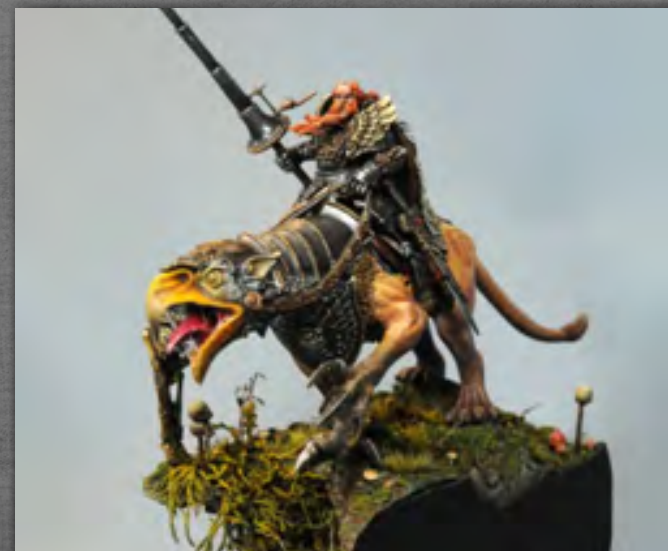
by Julien Casses

*I knew Bruno's name because I had seen several historical and fantasy pieces of his work in Open challenges.*

*He has a very distinctive style, with strong contrasts, meaning his minis don't pass by unnoticed. This is made all the more impressive, since he's got a rather deceptive? technique.*

*Bruno did a pretty amazing entry during Golden Demon 2009, particularly with a really remarkable Aragorn. Then, he regularly mastered different categories, until he logically won French Slayer Sword in 2012.*

*I must acknowledge that his Lord on Griffin, very soft and colorful, was one of his most beautiful works last year. And the worst thing about Bruno? He paints a lot. Really. He manages to produce a quite astonishing number of new minis in the space of a year! One can only envy him!*





## Thomas David

<http://art.thomasdavid.over-blog.com/>  
by Jerome Otremba

*Indisputably one of the painters who has impressed me the most, and whose painting has fascinated me on each and every one of his miniatures until this very day.*

*The strength of his painting comes, in my opinion, from the contrast between the softness of his gradations, fades, and saturation values; his models are soft and smooth thanks to his blends, yet the colours are incredibly vibrant.*

*To me, Thomas is one of those very scarce and worthy protégés of the McVey 'school'; luminous painting, powerful, that catches one's look at first sight... and if you get closer, you will be even more dazzled by his technical command of the brush.*



## Jonathan Gonthier

<https://www.facebook.com/groups/116952275108686/>  
by Christian Hardy

*Jonathan's painting style is full of colour and fantasy, and theory does not control his desires at all.*

*Sometimes his work can remind you of sweets, especially his last work, 'Abomination in Wonderland.'*

*He always wants to test new techniques, and is an expert with his airbrush. I guess we will see him more often on the top of podiums in the near future.*



## Gautier Giroud

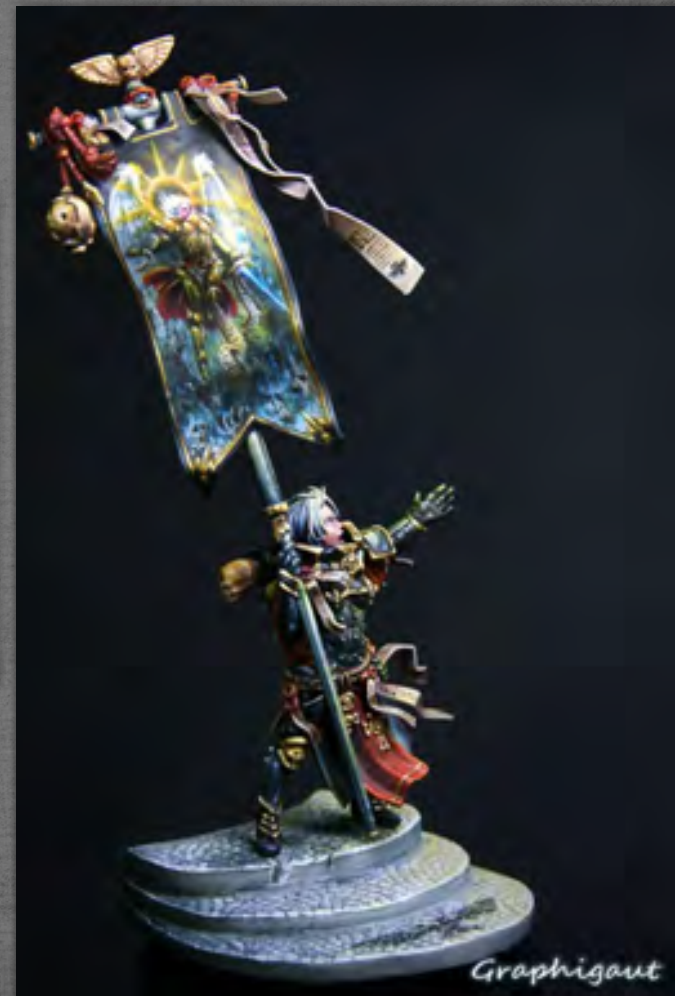
<http://www.graphigaut.fr/>  
by Julien Casses

*I don't know Gauthier very well, except from forums and the Internet. Our paths finally crossed and we really sat to talk during the last French*

*Games Day in 2012. Gauthier is one of the "last" to arrive in the miniatures world, and he has made an impression quickly.*

*If there is no doubt about his progress in painting, his name emerged above all for his sculpting. He is getting better quickly, very quickly indeed!*

*To tell the truth, I would like to have the time and will for getting into sculpting myself, in order to achieve his results. But when I see the current*



level he's got, I know this would take years, tens and tens of minis to sculpt, without being sure of actually getting there.

I have always a great admiration for sculptors, and even more when they are "little younglings" turning up, who can create very fine pieces entirely with their hands within a few years.

Anyway, well done, we can only wish he will have a long, beautiful, and sumptuous career in the domain !

### **Christian Hardy**

<http://chardy-ps.blogspot.fr/>  
by Jonathan Gonthier

Neo-classical painter, pre-eminent sculptor, avant-garde film director... here is a little genius with multiple talents !

It is difficult to speak about Christian without speaking about his brother.

What is striking when you meet them the first time, is their love and knowledge about the GW universe.

Regarding Christian, he is inspired by the mission to transform every single figurine he takes between his fingers, so much so that it seems they are entirely custom made. During his three years of sculpting, the gentleman has reached a very high level in dynamics and posture. When you look more closely at his efforts, you see that the level of detail is just unreal, that one wonders if our brushes are fine enough to paint it.

He also has a unique talent of friendly irritating a number of professionals, who are far from achieving these results after a decade of prac-

tice. The question we all ask is, "How far will he go?"

However, the thing that reassures me, is that the level of his jokes during our long hours is much lower than his talent of "sculptor"... but that's another story....



### **Jerome Otremba**

<http://jeromeotremba.over-blog.com/>  
by Julien Casses

Previously a painter for Rackham. Once you've heard that, it's obvious, isn't it? Jerome, it's almost the name for a style of its own. A unique one, with a kind of pastel finish. There is always a textured, velvety style in the way he paints which is not found anywhere else. In short, his figures are instantly recognizable. Jerome is really skilled. Technique, colours, lighting, these choices are always correct and well done. In addition he is not bad at all at sculpting, far from it! One can even say that the guy knows how

to use putty very well, making him a complete hobbyist.

It is always nice to see his work as he's not the most productive, and even less communicative on the Internet. But it's every time the same real pleasure.



## Julien Casses

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

by Remy Tremblay and Christian Hardy

*Julien personifies the spirit of 'challenge', and sometimes 'bling bling.' He can do things simply, but he is also able to create complex theories that only he can understand. But first and foremost, Julien is persistent and able to spend hundreds of hours on the same project, and this is probably the key to his success. With the huge care he puts in his blending and countless tests, his work is designed to render a specific colour at its best.*

*Colour theory plays an important role in his painting desires, as well as geometry which guides his compositions. Finally, his work could easily be transposed into a book named "The Art of Painting Figurines" where we would all have the chance to study the best combinations of model composition and colours!*

That ends our tour and introduction to some of the key painters and sculptors on the French scene.

If you would like to be a tour guide for your country, please get in touch. We want to travel everywhere!



# Contest Gallery

## Hasslefree Miniatures 2013



Hasslefree have been regular supporters of Wamp and Portal, and run an annual painting competition over on Wamp. This time around, we asked them very nicely to run their eye over this year's entries. Luckily, they said yes! We now hand you over to the ramblings of Mr. Artemis Black, with the rest of the Hasslefree gang looking over his shoulder...

*"A lovely extension of the base that comes with Shimmer and a very nice paintjob with some excellent freehand details. A worthy winner."*



Winner - Shimmer by River



2<sup>nd</sup> place - Courage by Crackpot

*"One of the problems I always have as a painter is when you select a mini that some of the best in the world have painted, it can be off-putting. Clearly not so here. Excellent skin tone, excellent NMM, superb colour choice, just a solid all round effort, worthy of hanging up there with any other Kalee."*

*"Fantastic composition, even the background for the shot ties into it beautifully. Excellent paintjob, lovely freehand and the water effect is fantastic. Great piece."*



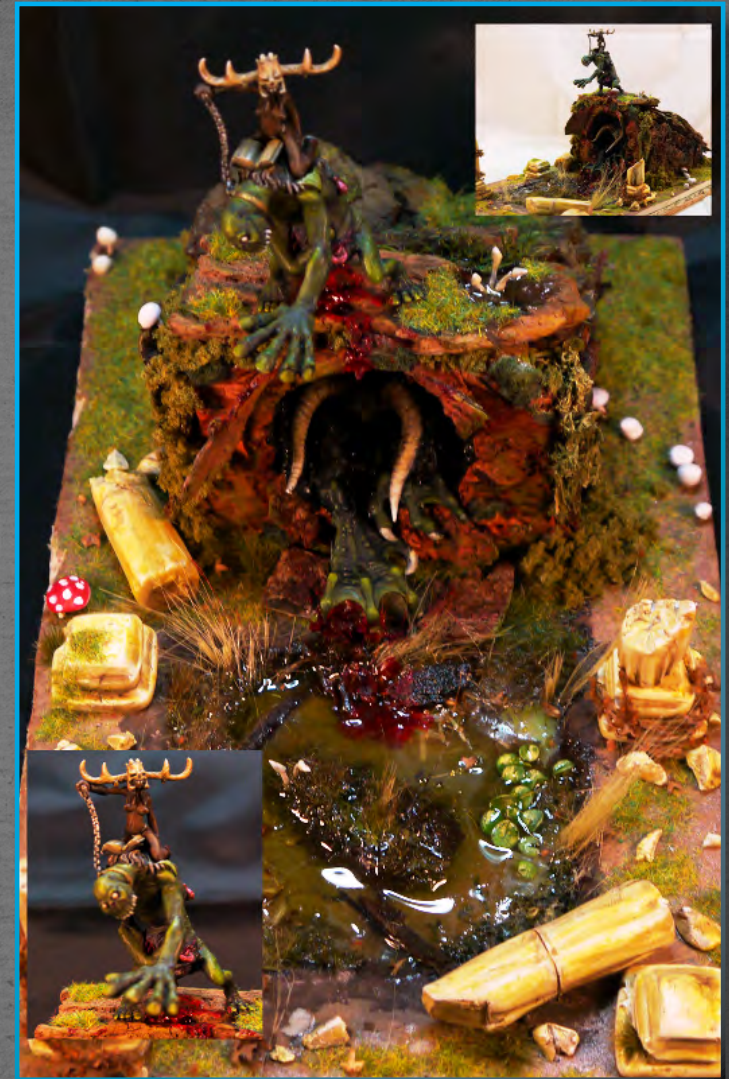
3<sup>rd</sup> place - Courage by Crackpot



Veda-Ann by matheo

*"Lovely piece, lots of effort clearly put in, slightly difficult to get a full sense of the piece from that one shot. Kev has recently decided to remake Deth & Taxis so this one will soon be an 'OOP RARE LE' mini as they say on eBay!"*

*"Is it cheeky to say this one is my wife's favourite HF figure/paintjob combo full stop? In fact she may even try and dress up as this version of Veda Ann for a future show or something!"*



Deth and Taxis Summons by phatkid1966



**For Love and The Glory by Normski**

*“Fantastic idea for a diorama and an interesting choice of minis for the whole thing even if Kev didn’t sculpt 2 of the 5... (I felt the overlord’s pressure to point that out!)”*



**Alyx The Necromancer by Vargz**

*“Nice colour choices on both but it seems your paint is a little thick. Thin it out a little and throw in some deeper shading maybe and you’ll do nicely.”*



Mary/Titania Diorama by king kender

*Cool choice of minis for this one, the body paint is a nice touch, maybe try some thin black-lining around the colours? And I know it's entirely Kev's fault for sculpting it that way but you need to try and find an angle where we can see her face!*

*Genius idea on the larger scale figure being used as a statue and that part is very well done indeed. I did find it a little confusing as to why Titania was on top of a seemingly very dry area and yet dripping?*



Possum's entry





The Treasure's Cave by Kadaj

*Never seen this combo before so huge props for originality and a very nice paintjob to boot, love the matching colour scheme. I can now see these two travelling the post-apoc HF world together.*

*Another HF mini not by Kev! Sacrilege! Tom Meier did an excellent job on this sculpt and both the diorama and paintjob do it proud. You can just imagine what's 'behind the camera.*

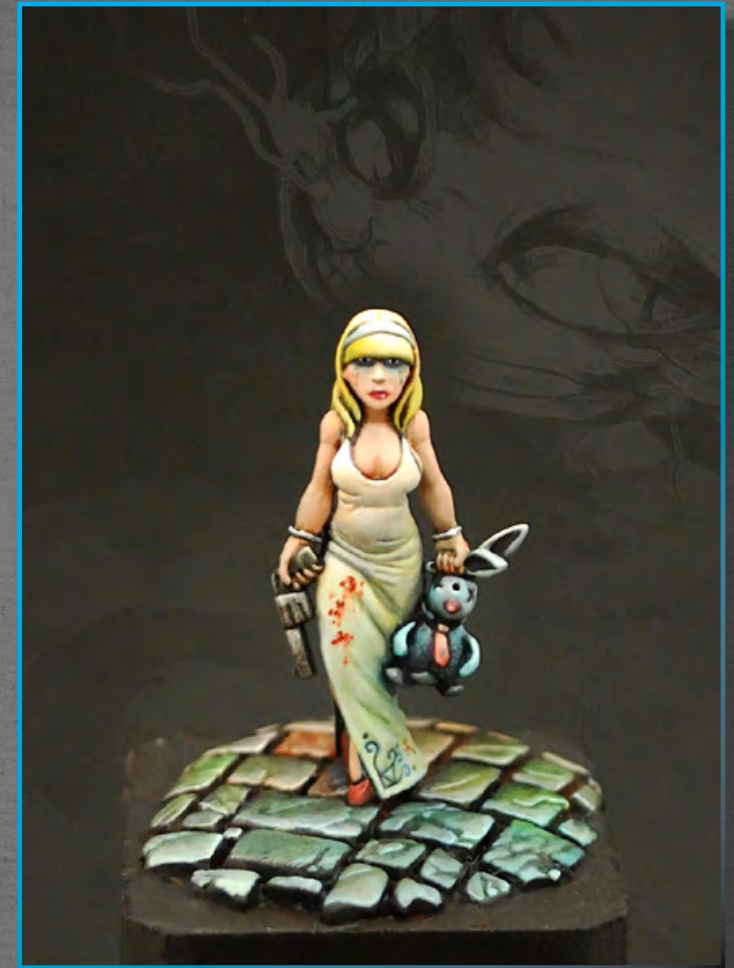


Hassle and Hamlet by Snotcatcher



Little Vampire & Little Witch by Vargz

*Yup, we've all looked at our brushes at some of Kev's minis and thought 'I need a smaller brush.' Both respectable jobs on something that's only 17mm tall. I probably prefer the witch because of the frog!*



Bad Alice by amon chakai

*Really well done, good colour choices, lovely composition and I know it's not technically part of the contest but those are very nice backdrops to your photographs.*



**The Dragon Dojo, Japan by Normski**

*Another excellent diorama (This competition seems to inspire a lot of these). Very clever idea and very good execution.*



**Gen by johazis**

*Lovely composition, you do know Gen is a demon though right? Not a huge fan of the mossy tree but a nice smooth paintjob and good water effect. Solid.*



*Wow, that's a lot of entries. Very good colour choices on all of these and neatly done conversions. It does seem your paint is also too thick, the surface looks a little gritty in places, especially the extreme close-up shots. Favourite of the bunch? Probably H4, the paintjob seems much smoother on this one and I very much like that colour green.*

Tomoko, Kitty, H4ML37, Maxine, Sadie, Gina by alexpainter



I found it! by ottowitt



Conan Boy by ottowitt

*Really nice baby dioramas here, technically I suppose that's just a mini on a really elaborate base! Both very well painted, with some nice touches like the streaking on the shield but I'd probably give the edge to Conan Boy for the humour and the gratuitous use of skeletons.*



**Fairies Wear Boots by clevischi**

*Love this mini. Nice use of blue wash on the wings and very good work on the dress, seems like less effort was put in on the base than the Fairy though. Tut tut, gotta love the love hearts!*



**Zombie Joe by Sister\_Lucy**

*Can I dock you a mark by pointing out he would technically be Zombie 'Hunter' Joe? This guy doesn't get the love he should imo, it's a great sculpt and you've done him proud with both the paintjob and the base. Really nice work on the denim and blood stained Doc Martens.*



**You've got red on you by The Pirate Viking**

*Solid paintjob but I immediately got distracted by the very close up and large photos. A bit 'too' eye catching. Nice basework and I love that you painted hands on the watch, excellent detail work that.*

*A big thanks to Dameon and the gang for taking a look at all of those cracking entries. Hopefully Hasslefree will continue their run of competitions on Wamp, and by then will no doubt have about another 100 models available! We look forward to featuring them about this time next year!*



**Tag Team by Nameless**

*Yay, some Grymn! Kev is always happy when his soft spot gets some attention (Yes I now realise that sounds very odd, no I'm not changing it). Solid diorama, good colour choices and nice highlighting. My only concern is I'm not quite sure what's happening in it, is that a door they just came through or has the male Grymn just this second decided to run out of a corner they were trapped in? Needs a story...*

# Shimmer

Nadya aka River Explains.....

As ever with a Wamp competition, we like to get the winner's thoughts on the thought process behind their piece. Nadya was more than willing to help us out, so we'll hand you over to find out a bit more about Shimmer...

---

When I saw the on-line competition announcement with Hasslefree miniatures on WAMP, I immediately decided to take part in it. I bought Shimmer about two years ago and since that time she has been waiting to be painted. I liked this miniature so much, I didn't dare to paint it – I was waiting for my painting skill to grow enough to paint her. Taking part in the WAMP contest became a good reason to bring her to life.

I didn't spend any time for a common concept of this work – in my imagination I distinctly saw my Shimmer as a wood elf in the forest, jumping from the tree. Her own base supported (maybe even gave rise to) this idea. But one branch was not enough for me – I wanted to create a complex forest atmosphere, so I needed in a big tree.





I had more problems with the colour scheme. I've looked over a lot of different pieces of elf artwork: violet-skinned, grey-skinned, natural-skinned and so on. Finally I came up with the idea to make her colour scheme as natural as possible, warm and soft. But in this case I needed to choose a right contrast for the miniature – not to lose her among the big tree.

The main focus point is Shimmer's head: at first, it must be well highlighted, and also should be in a contrasting colour. The question was - which colour? The complimentary colour to green is red (in accordance with Itten's colour wheel – for more on colour contrast, see issue 30- Ed). But this is really a very strong contrast which could destroy my natural atmosphere. So I decided to take a softer approach, using colours closer to the green – orange and orange-yellow, with the red only in shadows. It's hard to see on the pictures (the camera doesn't show all of the colours) – but all the shadows on the miniature have a hint of red in them. I added a simultaneous contrast

here to make the overall piece more harmonious.

Once I knew what to do, I then had to put this idea into practice.

Shimmer's original base had to become a part of one of the tree branches. So I started my work with the tree. It was only my second experience in 'tree-building,' and I tried to learn from my previous mistakes. I made a frame from different thicknesses of wire. Then I surrounded the frame with Magic Sculpt. (see Nathelis's tutorial from last issue for more on this- Ed)

One day later I repeated the procedure again with more Magic Sculpt. After it had fully dried I removed any excess material, formed the branches as I wanted, carved in the tree bark texture and glued the leaves (by Eduardo). Now I was ready for priming and painting!

There weren't any particular problems when painting this miniature. Only one thing took a day to decide – what to do with her trousers. It was a big surface

with no details, which to my mind wasn't good for this tiny girl. I think that any big and non-detailed surfaces (such as cloaks, part of clothes, banners and others) are like a little challenge for a painter – just how do you make it interesting and look good?

I wanted to have something interesting besides texture on her pants, that is why I've added a seam with lacing and now I was satisfied with a result. Finally I "planted" some grass, green plants and a few yellow-orange flowers – to connect my version of Shimmer with her base.

All in all, I can say that I've received great pleasure from painting this wonderful Shimmer from Hasslefree! And I'm so glad that you like her and she became a winner! My special thanks to the contest organizers, to everybody who voted for me, and, of course, to all my opponents for some great entries which made this competition so spectacular.

Cheers, Nadya.

# BLAST FROM THE PAST

## Attack of the Random Miniatures As The Set That I Wanted To Do For This Installment Wasn't Finished In Time...

Good day, fellow brush wielders.

This month I have another selection of old classics for your delectation. It's a bit of a mixed bag because (as you may have guessed from the title) work, health and other things got in the way of painting the themed set that I wanted to base this month's article around. Still, gives me something to work on for next month...



So what we have here are a few real special rarities that were painted during my time at the design studio.

First up is the Eldar Dire Avenger Exarch.

This miniature was converted by the great Mike McVey for the 'Eavy Metal Modelling Guide, released around 1995-1996. The conversion was based on the cover painting from the first Eldar Codex.

This is one of the few miniatures for that book that was painted to completion.

Most of the single figures were only painted from the front, as they wouldn't ever be used for anything else. This, I believe, is where the old myth (that the 'Eavy Metal team only ever painted the fronts of the miniatures) comes from. Probably...

Looking at it now it looks so rough! One interesting thing is the nascent NMM (although it didn't have such a fancy name at the time...) on the armoured areas. I was so proud of that and the freehand on the wrists. At the time.

Moving on to the Chaos Marine Champion. This is the most recent of the miniatures here, having been painted for a feature in White Dwarf 232 in May 1999. The article was a challenge for all the 'Eavy Metal team to all paint the same figure and for a panel of staff to choose the best. It was the first time something like this had been done and was actually great fun.

There was always a lot of friendly rivalry amongst the team and to get the opportunity to do something like this was very unusual. And, no, I didn't win- that honour went to Martin Foottit.





Finally, we have a set of five Mordheim Witch Hunters sculpted by (I think...) Paul Muller. As far as I know these were never released. They are, however, a great example of what this article is all about. I recently had cause to re-appraise these miniatures closely as they needed a little TLC and I came to the conclusion that I would paint them very differently today.

They were painted very much in the 'house style' of the time (although I did manage to avoid using any RED on them) and, these days, I would take a much more realistic approach with more muted colours and some serious wear and tear. Again, notice the little touch of nascent OSL

on the burning torch on one of them. Back in 1996 that sort of thing was quite rare, especially for official miniatures.

So there we have it for this month. Next month I will be focusing on some old figures with new paintjobs from a classic old game...

Frankly I'm quite curious to see how they are going to turn out.

Stuart Thomas

# Next Month...

- *We look at the history of Golden Demon*
- *Halloween Creature feature*
- *Interviews with Golden Demon/ Slayer Sword winning painters*
- *Tutorials from Golden Demon winners*
- *More news, reviews and painting related goodness!*
- *Darklands and Infamy competition results*



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