

Portal

an insight into **WAMP**

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



3 MASSIVE TUTORIALS!
LATEST NEWS & REVIEWS
WAMP 2011 NOMINATIONS
LOADS OF NEW RELEASES



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2011, man it doesn't seem 5 minutes since we were all waiting for that bug to make all our computers and alarm clocks go funny and we dreamn't of flying cars and laser weapons. Funny how future plans don't always materialize as we expect. New year always brings about a natural desire to plan for the coming year and its no different for us mini painters is it. Suddenly Salute is not that far away, we start planning our 8 entries for Golden Demon that will in the end become just one entry as we scramble to get it finished when we realise its only 4 weeks away and we haven't even started yet!

For Wamp its a pretty big year coming up - last year was spent really establishing ourselves in the community, starting to move away from a small niche site into something mainstream. Sure, we aint no cmon or warseer in terms of size but there's plenty of people joining up so we must be doing something right!

We have some firsts for us this year, the Wamped! contest which I'm sure you all know about already and we also have our first 'real life' event coming up in June Wamp 2011 (I know, imaginative names aint they!). People have been asking for our own event for ages now so I finally bit the bullet. Why I decided to arrange it 2 weeks after my next child is due I don't know, guess I'm a glutton for punishment! I'm currently giving the site a long awaited update, fixing those little niggly things that annoy you but you never get around to fixing. Once that's out the way I will be arranging the full details of Wamp2011 and of course letting you all know.

We also just launched the Prophets of Wamp - a scheme to help us attend shows and let people know about us, so it all in all its going to be a busy year ahead and I haven't even got around to arranging the Sponsored contests for the year yet!

Hopefully you guys will enjoy what we are have to offer this year and your own plans for the year ahead come to fruition

Cheers

Brett

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News

Welcome to issue 6 of Portal, and a heartfelt Happy New Year my fellow WAMP'er's. I hope you all had a good break over the festive season and have lots of shiny new things to put paint on.

Phew! We dodged a bullet on this issue... Last Sunday I was beginning to panic because I was really struggling to fill

this issue, what with the holidays and people too stuffed with turkey and Christmas Pudding to make it to their computers and post on WAMP but, thanks to you guys we managed to fill 'er up and IMO we've made a great issue to kick off 2011, so hats off to you guys, you make this what it is☺

In this issue we have the man who isn't Dave in MEET THE WAMPER and a brilliant start to lactons Paint Master series. We have other tutorials from exilesjib and War Griffon plus some fantastic latest release's along with a packed gallery. We hope you like it.☺



Hello dear Hobbyfriends,

Do you know those weeks were you can't collect too much energy to put it in a miniature? Those days were you still grab your brush and bring some colour on a model that doesn't come from the heart? Need a break but still don't want to miss the hobby stuff while the day pass by? Here comes your chance - something completely different from the usual miniature related stuff, but with an assured massive fun factor.

For further information, details, rules and prizes check out this link: [HERE](#)

We are looking forward to your creation!

Your Massive Voodoo Team



Patriot Games are now stocking Privateer Press, Iron Kingdoms RPG miniatures. I don't know how long for so grab while they're still available.



The Phoenix Rises Again



S&D Models have acquired the rights to produce the long OOP Phoenix Model Developments miniature lines. These include ECW, Vikings and a Fantasy range.

The models they have produced so far are currently stocked by [FORTY-THIRD LIMITED](#) who say this on their site.

We provide our customers with an efficient mail-order service for genuine "Phoenix" lead-free pewter scale miniatures. Available for sale is an expanding range of products for collectors and hobbyists manufactured by S & D Models. Following the recent acquisition of the Phoenix 54mm, 75mm and G-scale model ranges by S & D Models, we currently have exclusivity over the range of Phoenix 54mm models which we will continue to update on this website as the range is brought back to full production.

We are not currently offering a painted figure service but we have shown a few for illustrative purposes albeit the lead-free pewter items may be assembled (if applicable), polished and displayed in their own right. Note the exquisite level of detail and definition of these pewter sculptures; these are testament to the skill and mastery of Tim Richards, one of the most highly respected sculptors of this genre.

If you would like to get in contact with us, please e-mail your enquiry to: enquiries@forty-third.co.uk



Prophets of WAMP

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

The idea is simple: We will build up a network of Wamper's that attend shows with official Wamp display showcasing some of the work of our members as well as advertising some of the benefits of the site as well as Portal and Minipaintingwiki.com. The network will be overseen by Martyn (Wargriffin) and myself (to a lesser extent) who will help with logistics of attending shows.

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

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

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

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

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

Thanks, Brett



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

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

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

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

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

Thanks, Brett.



MAELSTROM GAMES



From the 21st Jan 2011 El Greco will be stocking miniatures from [Imbrian Arts](#) sculpted by Jody Siegel.

Also, as soon as stocks arrive they'll be selling miniatures from the french company [Alambic Miniatures](#).

WAMP MONTHLY CONTEST

Congratulations goes out to ScottRadom for his brilliant Wampjunk Robot that won him the "Weathered" Monthly contest.

knott47 has chosen "Fairy Tale~" as the theme for the next one which will end on 9th Feb 2011. Get painting :)

WAMP

The last 30 days

NEWEST MEMBERS

adam_dup	KatieG
Adrian	kimba
Adrian Sharpe	kxizm
Akudjinn	LegionoftheCow
Alrith72	lfsb
amplifire	llz78
Apa	lojak
aphorys	mahon
Api	Malebolgia
batcave	MamaGeek
Burton	marcineczek0
CaseyP	Medic1
Cathy	Mirage8112
Chrome	Nap
Da Eavy	nerdelemental
Daral.j	olekkkkk
DistractionMan	ollieholmes
DrEvilmonki	Patrick
EFSmick	pauljamesog
Elende	peteh
Evicerator	phenixflight
FarFar GoHai	ralfmetal
Firebugallison	Rich Nicholls
Foster	Ritus
FrozenPyro71	robartes
gatoulas	rodmillard
gehrlich928	Scorpio
gen9o5	slah
Geno	SpeakerDad
golem	Spectral Dragon
Gotrakk	TheBugKing
Groucho	Tony Jackson
housecarl	TwN
illuminatus	varagon
ImhotepMagi	vikotnik
Josh.L	VolMan
jwindsor375	weareblind
Karl@Crooked-Dice	zemjw



WHAT IS THE WAMP LADDER?

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

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

Nameless vs exilesjbb

Theme: "Something Big"

End Date: 18th Feb 2011

Lost Boy v. NeatPete

Theme: "Plug In Baby"

End Date: 3rd Jan 2011

Waghorn41 vs Knott47

Theme: "Over there dummy"

End Date: 10th Feb 2011

MaGie v. War Griffon

Theme: "Through the Looking Glass"

End Date: 10th Jan 2011

TheBugKing vs ScottRadom

Theme: "The Executioner vs the Hooded Rider"

End Date: 21st Feb 2011

Noddwyr v. Havoc7926

Theme: "Rock-on"

End Date: 10th Jan 2011

Captain Sprout vs Malebolgia

Theme: "One Bad Mutha"

End Date: 3rd Feb 2011



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

Deadline:

The closing date for entries is:

6pm Monday 21st February 2011

Supporter deadline will be 7 days later at

6pm Monday 28th February 2011

Times quoted are GMT

What Can I Enter?

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

Prizes

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

CATEGORIES

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

The following Categories are sponsored by the manufacturer unless otherwise stated

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



PAINT MASTERS

Alys by Scott Hockley

Hi all. Well, I reckon that it's time to make a start on this little paint along.

One of the purposes of this paint along is to show the process of how I might approach a display piece, and then execute it.

So first of all we have the model, Alys and Pussycat by Hasslefree Miniatures.

This version was done a few years back by Pete Bell, aka Avicenna, who is a guy whose work I greatly admire, so I hope to do something like as good a job.



As someone who really cut my teeth on Space Marines, I reckon that much of Kev White's sculpting is as far removed from GW as you could get, and I am mildly addicted to his female sculpts as they tend to be very feminine, but in a more believable way (i.e. not all have massive boobs, big muscles and faces harder than a granite crash helmet!), and it's nice to paint models that aren't weighed down with endless gubbins and twiddly fiddly details.

Alys as a point in case is a reasonably simple sculpt of girl in dress with apron and cat. Job done. No guns, no skullz, and a nice straight forward pose.

It's often said that Hasslefree models almost paint themselves, and I tend to agree, in that the posing allows easy access to every important part of the model - not least an un-obscured view of the faces of both the girl and the cat.

STAGE 1 - INSPIRATION

Everyone uses some form of reference when working on minis. It is a form of plagiarism, I guess, emulation, maybe, but in the end most of us copy some form of colour scheme or vision as to what we want our finished piece to look like. Now some people are lucky enough to be able to sketch out their ideas, and follow a plan like that; others might lift a scheme straight from a picture in a book or on the net.

I, in recent times, tend to collect up a group of images and then create a collage out of them

which I then stick up in my work area, like this...

Google is of course a very good friend as far as this is concerned, but scanning in pics from books and such is helpful too.



Now there are some obvious trains of inspiration for any Alice in Wonderland type piece, but John Tenniel's illustrations are probably my favourite as they have that odd Victorian darkness to them. However, the new movie has added to the imagery too. I've not seen the film, but Tim Burton is up to his usual standard again in terms of odd, gothic imagery, and more than anything, I really like the much darker styled Cheshire cat.

The model itself isn't going to be converted, but I did get struck with a couple of ideas for the base. The first was similar to Pete's idea, with a playing card, but I thought I might have it reaching up to grab her ankle. The other was to do a mushroom/toadstool, which is a major image synonymous with Wonderland. As it turns out I went for the toadstool, but feel free to try the other idea if you wish. This may be a paint along, but you are free to paint and model as you see fit. **Next post - prep and priming.**

Profile: Undrave



Alias: Undrave

Real name: Who knows? I'm certainly not telling, but my first name isn't Dave...

WaMP member since: 02/02/09

Bio: I'm originally from Sheffield but I moved down here to Scummy Coventry to go to university. Unfortunately I'm now stuck here until I can find a suitable job to take me away. Growing up with the Peak District National Park almost literally on my doorstep gave me a love of the outdoors so it seemed natural to study ecology and conservation at uni. It's not doing me much good in the built-up Midlands but one day I'd love to end up as a Park Ranger chugging up and down dirt tracks in my Landrover, repairing footpaths and stopping the bears from stealing picker-nick baskets...

Paint, sculpt or game? None of the above. As a small child I was never very far from a big box of Lego or a cardboard box and a big roll of sticky tape. After discovering the world of miniatures I like nothing more than to sit with my plethora of sharp instruments and glue, bodging together a new model out of bits of other ones. I don't seem to be able to make a model straight out of the box, it always has to have something altered along the way.

If I had to pick one of those three it would probably be game, loathe as I am to admit it. I just don't seem to have the patience for actual painting any more (although that could be something to do with needing a more comfortable painting chair) and although I am improving I still can't sculpt for toffee. Unwife takes the P out of me mightily whenever I'm gaming with my mates. As she puts it "It's the most anally retentive waste of time in the world!" Admittedly we aren't the best ambassadors for the hobby, we spend hours setting up then we stop for a waffle about something completely unrelated to what we're supposed to be doing. When we finally get started we spend the entire game arguing about pretty much every unit placing, movement and dice roll. It's all fun though, like some bloke said "It's not whether you win or lose that counts, it's about how many minor rule points you can inconveniently remember just as your opponent is about to launch a game winning manoeuvre."

Favourite mini company: OK so it's GW, I make no apology. I know it's fashionable to bash GW in some circles in the same way people moan about Microsoft, as a species we are set up to hate the monopolist and root for the underdog. There are plenty of small companies out there I really like but GW is the one mini producer that can still consistently make me go "wow!" As a company they have made some questionable business decisions, I worked for them for five years before receiving my long service tankard at my redundancy interview. I understand why they had to lay a load of us off but I don't agree with the manner in which they went about it. That being the case I'll answer that question with: GW are not my favourite company but they make my favourite miniatures.

Favourite sculpt: Now there's a tough question... The Commissar Croe bust from Forgeworld has always been one of my favourites. There's something about

his bearing and I've always loved the Imperial Guard. Martyn (War Griffon) used a picture of the one I painted on the WaMP show banner. There's a similar bust available from Grey Matter figures that I'm going to try my hand at one of these days. Another mini that springs to mind is Gripping Beast's Egil Skjalagrímsson, Mystic Spirals did a cracking job painting him for the GB site.

How Long have you been in the hobby?

My first recollection of seeing a miniature is when someone brought a couple of pages from a GW mail order flyer in to school when I was about 7. I had no idea what a Chaos Knight was or where to get one from but I knew I wanted one! I had to wait for Heroquest before I actually had the chance to own my own minis but there was no going back from there.

How often do you visit WaMP? Pretty much every day, there's usually something interesting going on.

The best thing about WaMP? Is by far the people.

With the exception of one or two who annoy me" I like everyone on the site and I consider them all friends. Nobody is pretentious or downright rude with everyone else sucking up to them under the guise of "telling it like it is" like you get on certain other sites. People fall over each other to post helpful comments or join in with schemes supporting worthy, charitable ends. WaMP isn't just a painting site it's a state of mind. I love you guys ;)

Something interesting about me? I have been

known to go wandering around shows or conventions wearing my very own pith helmet. The reason for this goes back to when I was working for GW and we had the opportunity to go on a "lead pick" at their Nottingham HQ. Imagine Woolworth's pick n' mix but instead of sweets there is every component GW sell in the buckets and you pay by the kilogram. I basically picked up an entire Praetorian army in one go and it cost me next to nothing. I dread to think what it would cost me now! Anyway I was pressured into painting and fielding the army in one of the tournaments held at GWHQ so I thought I'd buy a pith helmet to get into character and for use as a bucket for the bajillion dice I'd need to roll. Pith helmets are great. Name me one film that features a Slade Wallace pattern pith helmet that isn't an absolute classic. You can't because there isn't one!

I wasn't going to mention it but I get the impression Shane wants me to... A while back I did a bit of painting for Warlord Games and unbeknownst to me they sent my stuff off with the rest of their collection to be photographed for the new Warhammer Ancient Battles rule book. Imagine my surprise and delight when I found a couple of pictures of my little guys and my name on the credits page. I had to grease my ears to get my swollen head through the door. (It's the Praetorians on p160 and 172 in case you're interested. That'll be 20 points please Shane!)

**Heheh, let's see who I can make paranoid!*

Review: Maxmini's Cyclops



REVIEWED BY SHANE ROZZELL

Manufacturer

Maxmini

Price

€25.00

Material

Resin

Contact

www.maxmini.eu



Maxmini are a Polish based company that supply resin scenery and gaming aids and looking at their webstore they have a pretty varied mix of things from replacement heads to scenic bases. They also have a couple of monsters so when I was asked to review their cyclops I jumped at the chance.

He arrived in a zip lock bag surrounded by bubble wrap so I thought he'd be well protected but on closer examination one small spine had broken off his back, this is not something I blame on Maxmini as I once had a Christmas job at the post office and I know how rough those guys get with packages this time of year. Thankfully it was a clean break so a dab of CA and he was easily fixed.



The Cyclops is sculpted by Adam Grabowski from the concept art of Boleslavart and I must admit the two make a good team, to me it screams RAY HARRYHAUSEN which should be a plus in anybody's book. The pose is dynamic and the option of three different

heads is a real bonus. The various skin textures that Adam has employed on the cyclops is fantastic and I feel this guy is going to be a joy to paint.

This guy is also pretty big standing at 75mm to his "Eye" and a few millimetres short of 100mm overall so he's going to be a good size on a gaming table populated with 28-32mm miniatures. I personally come from the side of "go near my mini with those dice and yer' gonna get it" so I'm glad he will also make a good display piece on a nice scenic base.

He comes in four parts, legs, torso and upper arms, lower arms and rock and head. Each piece has good locating lugs but some filling will be needed at the joints. There are one or two small air-holes that will need sorting out but again, nothing major. I'd say the cast quality is well above average for this type of mini, there are some mould lines and areas with resin build up, but they're easily fixed with a sharp knife and some files.

QUALITY: 7/10

Well cast but some preparation work will be needed to be rid of excess resin with mould lines.

ASSEMBLY: 8/10

The model is pretty easy to assemble with good, well fitting locating lugs. A small amount of filling will be needed in the joints and in one or two air holes.

VALUE FOR MONEY: 8.5/10

At € 25 I think you get a lot of miniature for your money. It's well sculpted and equally well thought out.

OVERALL: 8.5/10

I really like this miniature; its pose, dynamics and texture offers enough for a gamer and a display painter. There are no major flaws in its production but I would have like to have seen a base of some kind.



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

Threadomancy

HELP, HELP, I'VE RUN OUT OF PAINT!

White tiger: Don't panic, just the one kind...

I recently ran out of the GW Midnight blue...only to find they've stopped making it, stopped stocking it and none of the retailers I've been to have any left.

Does anyone know of a supplier, or a similar colour? I've tried the Night blue from vallejo but which is very close, but dries glossy.

Thank you!

Boris:

The Exiles blue from P3 is a good alternative. As another midnight blue fan I feel your pain.

shanerozzell:

If the vallejo is drying glossy its because it's separated slightly in the bottle, a downside to some VMC colours, tip it upside down and give it a good whacking then a really, really, REALLY, good shake!

Captain Sprout:

As well as shaking before hand, you could also try a little matte medium with your VMC, I find a little of that, bit of flow improver and water helps the VMC colours dilute nicely.

Dysartes:

You can also try Coat d'Arms as a manufacturer - they used to make GW's paints, and do the old range under different names.

EXHAUST(ED)

docbungle:

Hi all, just a quick question I have my self some lovely Dystopian wars models for Christmas and have begun the long process of painting them (far too many projects on the go).

Anyway I am wanting to do the chimneys/exhaust pipes like they are well used! Anyone got a good technique for doing these (GW paints if possible please) as I have never tried before...

Twosoc:

Hi, for my exhausts I usually coat them with a terracotta base, then over the top I wash very very, like milk thin, dehebn stone over and let dry. Then a little devian mud towards the creases, a little bit of solar mach orange for rust spots then blacken the tops of the exhaust with a drybrush. Possibly a little touch with silver to represent scratches. This is for really weathered afv's that've seen some action. For civilian models or something a bit newer, a coat of chainmail then blue and black washed over the top, with a little griffon sepia towards the tops, try to get a little red into the mix and some greens if poss. A quick highlight with silver should bring out the details.

Darklord:

I normally drybrush/stipple black/scorched brown on.

shanerozzell:

Airbrushing transparent purple and transparent orange onto the end of metal pipes give the appearance of a patina you get when the metal is hot. Course, you have to paint the metallics first

TheBugKing:

I'm not sure that an airbrush will work here as Dystopian Wars models are quite small. (Not sure the scale but it's around 1mm or so...)

I think you could probably achieve the same effect with a careful wash of orange and then purple however.

You can also integrate Darklords suggestion with some stippling of black and bestial brown to show actual rust. DO yourself a favor and do the orange / purple wash first though.

SIGNING YOUR WORK

Cregan Tur: I sign all of the miniatures I paint, mainly to put a date on the bottom so I can look back and remember when I did them. I especially sign all of my commission work, but I've always signed and dated them on the bottom of the base. I've noticed that a number of other painters will sign the side of the base behind the figure's back and I've been thinking of switching to that. It's a good idea because it shows off my work more openly, but on the other hand I could see a client not liking it...

Darklord:

I add my initials to the back edge of the base. I used to number and date them (so 07/09 would be 7th mini I did in 2009) now I just do my initials.

War Griffon:

If I am doing a piece for a charity auction or somebody else I will sign the back edge WG with the last two digits of the year. If it is something for myself then it doesn't get signed.

lizcam:

I sign and add a note to them mostly because I give them to people and want them to know why. I really should keep something sometime. Or sell it.

Undave:

Signing my stuff seems a bit pretentious tbh... I suppose if I was doing more showpiece models for sale to others I might start doing it though.

EldinTux

Started signing my stuff about 3 years ago with a stylized Etx on the back edge of the base, don't know why just started after I saw it on someone elses work.

RogerB

I don't sign mine, but then I have 3 finished Grey Knights and it would look odd to have my army with signatures on them. But then I don't sign my 2D stuff either.

Vern:

No, I like the idea of dating a mini underneath, or signing if you must - but really don't like the signature on the side of the base

WAMP AWARDS 2010

We have great pleasure in announcing the final short lists for the Wamp Awards 2010. Each category has been whittled down to 10 nominees from which first second and third position winners will be chosen. Clicking on a short list title will take you to the voting page.

Over the next couple of pages are the short-list's in full: (real names used where known!)

VOTING RULES:

- Voting will remain open until 6pm 13th February 2011 GMT.
- You must be registered and logged in to WAMP to vote.
- You will receive one vote per category.
- Results will remain hidden until voting is finished.
- You don't have to vote on each category though its encouraged.
- If you have any questions please send a pm Darklord.



Best Miniature

Y'sala & Darkness
Studio McVey

Al Vianna
Studio McVey

Zorabeth, Morning Mist
Andrea

Athena
Figone

Krigar
Roberto Chaudon

Dragon
Heresy

Landsknecht 'Trum Trum'
Castle Miniatures

Wet Nurse
Kingdom Death

'Grace is Gone'
Poupee Canope

Stormtrooper
Knight Models

Best Painted Miniature

Dragon Slayer
Chris Clayton

La Laribolsiere
Danilo Cartacci

Queen Cersei
Marike Reime

79th Cameron Highlander
Ungugu

Air Fienel
Alison McVey

*Super Dungeon Explore
Sorcerer*
Jessica Rich

Terror of Fortiu
Ben Komets

Aurora Space Marine Captain
Yellow One

Leogante
Yellow One

Eldar Avatar
Bohun

Best Company

Pegaso

El Greco

Studio Mcvey

Rosemary & Co

Maelstrom Games

Miniature Heroes

Redbox Games

Hasslefree Miniatures

Wyrd Miniatures

Kingdom Death

Best New Company

Morland Studios

Gigantic Miniatures

Joek Miniatures

Four A's Miniatures

Figone

Crooked Dice Games

Elodie May

BNS Miniatures

Statuesque Miniatures

Wonderland Project

Best New Range

Gigantic Miniatures

Sedition Wars
Studio McVey

Bonebacks
Redbox Games

Undead
Mantic Games

JUNK: Dog Face Combots
Grindhouse Games

Incrusion
Grindhouse Games

*Super Dungeon Explore
Sodapop*

Brutal
Darkart Miniatures

*AE
Bounty*

Dark Eldar
Games Workshop

Best Base

'End of Days'
Orki

'Hunter or Hunted'
Raffaele Picca

Forgotten Empires Hero Set
Dragon Forge Design

La Laribolsiere
Maurizio Bruno

Clanker Heap 60mm
ID Works

Biotech Base 50mm
Micro Art Studios

Butterfly
Jarhead

Ancient ruins 60mm fly
Scibor Monstrous Miniatures

Solomon Lok
David Rodriguez

Cu Chulann
Darkeden

Best Product

Air Metallics
Vallejo

Game Colour
Vallejo

Series 33
Rosemray & Co

Dullcote
Testors

Milliput
Milliput

Silfor Tufts
Silfor

MIG Weathering Powders
MIG

Citadel Wash
Games Workshop

Quickshade
Army Painter

Foliage
Mini Natur

Best Event

Euro Militaire
Salute

Games Day UK

Games Day Germany

Figureworld

Little Angels

Bugle Call

Triples

Rotten Harvest

Gencon

PAINT MASTERS

Alys by Scott Hockley

THE BASE

Hi all!

Ok, here's the "how-to" on making a toadstool base, that I shall be using for the Alys paint along...

1ST OF ALL, PARTS.

I used - the Alys model, a paperclip for pinning her feet, a Privateer Press style 30mm base, a small bolt and nut, a piece of tubular plastic and a BNS 30mm recessed resin plinth (which you can get either by contacting Iain via PM, or go here - [LINKY](#)). Oh and some putty, which in this case was some standard yellow/grey Milliput mixed with a bit of Pro-Create. The type of putty isn't that important, although standard Milliput is particularly suited to this kind of thing.

2ND, TOOLS

I used a razor saw, drill/pin vice, bit of sandpaper, glue (super glue and araldite ideally), a sculpting tool and a couple of clay shapers. Water is useful to have around for the putty stage too.

In the second pic you can see the 1st "assembly" stage and type of bolt used. If you have a rummage around in the garage, then these sort of things inevitably turn up, but these particular bolts just happen to slip nice and snugly through the slot in the base. Of course if you use a different type of base and/or bolt, then you may need to pilot drill a hole for the bolt. Same applies if you feel that the hole for the stem should be central to the toadstool. I feel that mushrooms and toadstools in real life are random in their shape and size, so being central wasn't important.

Once you have it in the right position, a blob of super glue will just fix it in place for now.

Next is the stem, made out of the length of the bolt, plus a piece of tubular plastic - you could use a drinking straw or similar for this stage.

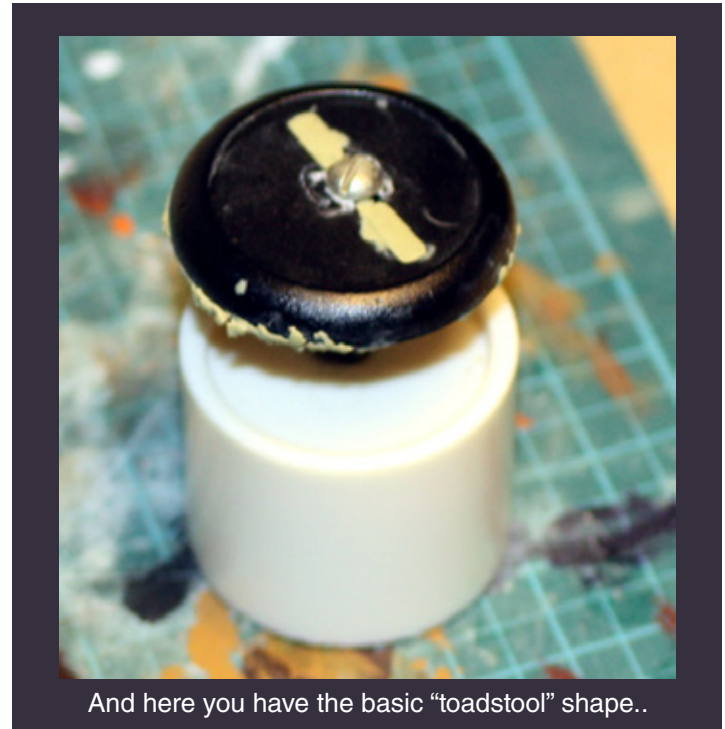
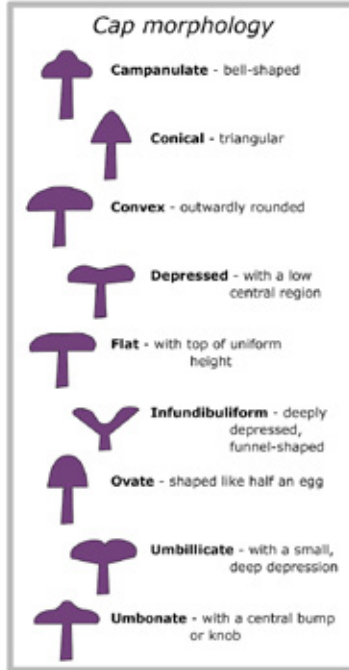
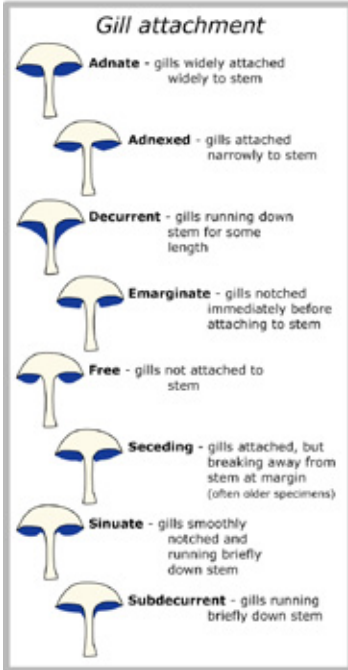
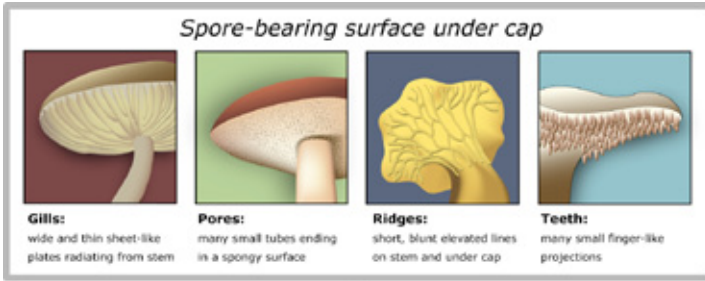
I just cut it to a length where I could get the nut on the end so that it would thread over comfortably.

Next, mark out the spot where the nut will fit into the plinth and drill a small recess, just wide and deep enough to drop the nut into. Don't worry if you drill a bit too deep (I did) just pack out the bottom of the hole with a bit of putty, which you leave to dry before gluing the nut in place.



At this stage I mixed up a small batch of putty - partly to help back fill the hole in the plinth - ready for the underside of my toadstool.

There are several morphological forms of spore bearing surface involved in the structure of toadstools/mushrooms, the commonest being the flat gills; but there are pores, ridges and even TEETH!



And here you have the basic "toadstool" shape..

moving to this stage.

1st, I mixed up a decent lump of Milliput, with a bit of Pro Create mixed in. I add the Pro Create (GS would be equally useful here) to just make it slightly less brittle around the edges.

Next, I took a bit of sand paper and just sanded off the worst of the blobs left around the rim from making the gills under the canopy. I also just lightly sanded off any bobbles on the gills themselves to make it a bit easier when it comes to painting.

Grab most of the putty mix and smear it over the whole of the canopy/base, reasonably thick, and curl it right over and past the edge of the base so that you get an almost pastry like crust under the rim, like this...

Then screw the stem into the plinth and smooth the top into a nice round dome shape - you can add more lip if you want, like the options in the post above. I use wet fingers to do the vast majority of this smoothing off, working from the middle outwards.

Leave it for a few minutes for the worst of the water to dry and then make lots of small balls of putty up whilst you wait. Make them in different sizes, and the smaller is often the better here.



I went for the gills and did this quite simply by squashing some putty flush into the underside of the base, letting it cure a little, and then drawing lines away from the centre with a sculpting tool. Then, whilst the putty was still soft, pushed the plastic sleeve softly up into the putty to get the following...

You can see here that I have also fitted the nut into the plinth. This was done by fitting the nut to the end of the bolt, imprinting it into the putty in the hole so that the canopy of the toadstool matched the plinth and the nut itself was flush to the surface of the plinth. Then when the putty had dried, glue the nut in place with a bit of araldite. I used araldite cos my gluing is notoriously poor, and I will be using the nut joint a lot in the process for more than one purpose...

I left the bit above for a couple of days, but I would guess that a wait of about 6 hours is all that would be necessary before



Then press the balls into the surface, randomly, of the toadstool, as these are going to be the spots. Flatten them off, again with a wet finger, for the larger spots, but you may want to use a clay shaper (I used the flat cup shaped one) to flatten the smaller dots and not make them disappear.

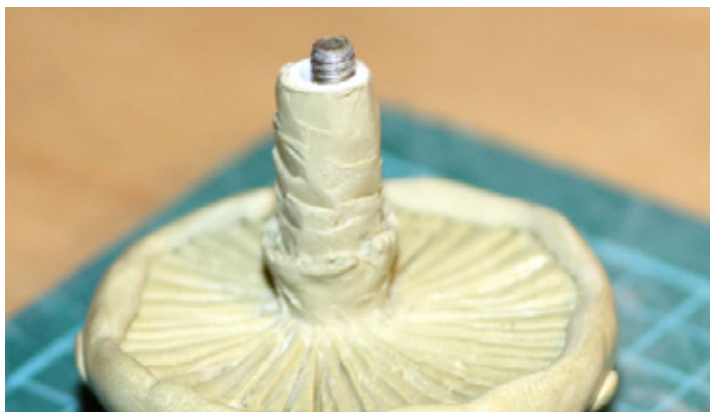
You should then get something like this...



At this stage I imprinted the model into the base before it dried. I pinned Alys' feet and just pushed her into place, then removed her and left the base to dry.

Let this dry completely for several hours before you move onto the stem.

The stem was quite simple. Mix up a bit of putty and roughly smear it over the plastic tube, not too thick, not too thin, and then shape some very rough "rings" around it. Once this is done, roll out a small bit of putty and make a sort of collar to the stem, which you roughly push into place and score up to match the rest of the stem, like this...



It is important that, before the putty dries, you screw the stem tightly into place and unscrew again, before leaving it to dry. This will give a tight gap free joint with the plinth.

Once dry, your base is ready for a really light sanding before priming.

I primed with Tamiya fine light grey spray, but a brush on primer, or alternative spray is no problem. Just use what you are happy with.

THE PLINTH

As already mentioned, this was a resin plinth from BNS. The recess in this plinth gave me a few options, but what I wanted to do with it was have a dense patch of grass that the toadstool could be growing out of, and this plinth allows me to do so in a simple and very tidy way.

The plinth itself only needed a light rub down as the casting is nice and smooth anyway, and then I just primed it and laid down a coat of black around the outside and the rim.

The top of the plinth inside the recess received a quick coat of Vallejo sandy paste, just to give it a bit of texture if any of the ground shows between the grass. Some fine sand or grit, mixed with some PVA is just the same as the sandy paste if you don't have it.

Once the paste is dry - about half an hour - I laid down a quick base coat of a mud colour - VMA Panzer Aces Dark Mud with a wash of Dark Mud mixed with black paint - and then left it to dry thoroughly.

While waiting for the paint to dry, I selected the material for the grass. I had a bit of a raid at Antenociti's Workshop about a year and a half ago and well and truly stocked up on basing stuff. For this base I used some mid length Silfor tufts in the Autumn colour, and pepped



it up with a few green shoots (so it looks like my lawn at home, which is mostly a burnt brown interspersed with little green tufts of life!). The green shoots are long grass/hay bits, glued into tufts, painted green (VMA Panzer Aces Tank Crew green colour mixed with goblin green in this case, but whatever green suits you is fine), and then cropped to suit.

The green tufts were actually too long when I finished the base, so I just trimmed them with a sharp pair of scissors.

The grass and tufts were fitted using super glue. What I did was cover the entire base with a spiral of super glue, planted the green tufts with tweezers 1st, and then selected the

appropriate tufts to fill the gaps in between.

A quick touch in with black paint around the plinth where bits had rubbed off and the plinth was done.

I then had a final look like this...



THE TOADSTOOL

Right. A lot of the toadstool was done whilst waiting for stuff to dry on the plinth, and viceversa. So there'll be a couple of pics that are previous to the plinth being finished, where there is progress on the toadstool. Also, as already mentioned, by screwing the toadstool into the plinth I have a great handling point for it without risking damaging the paint on it.

The first thing here was to decide on a colour scheme for the toadstool. I was tempted to go for a bright red cap with bright white spots, but I was rather worried that it may over power the relatively small model on the top, so I thought it prudent to reverse the scheme basically, and go for a "white" toadstool with reddish spots.

In fact the white I'm aiming for is more of an earthy cream - typically like the mushroom colour you might find in the DIY store when deciding between shades of cream for your lounge or downstairs toilet, with the wife on a Sunday morning....

So, the basic colour. I used a couple of P3 colours for this - Trollblood Highlight and Rucksack Tan. The tan is a nice slightly orange cream brown and the T/Blood H/light is an odd sort of organic grey. Mixed them about 50/50 and you get something like this. When base coating I often have the same



colour mixed at different dilutions as above. Doing this helps me because if I use something like Tamiya light grey spray or a brush on primer it often ends up very smooth and I get problems with the base coat sliding off if it is too dilute. Also, if I've pre-shaded the model then a thinner base coat allows the primer shade to show through a bit whilst I place the base coat, and perhaps the 1st couple of highlights.

Once the base coat is on it should look something like this...

Next I mixed up the highlight colours. Now, I use a circular palette with 10 wells, so I tend to mix up 2 highlight colours



- a mid highlight and a final highlight and then have them 2 or 3 spaces apart in the palette, allowing me to mix in between transitions, depending on how the blends work (or don't work and need correcting!!)

The mid-highlight was made using 50/50 P3 Trollblood

Highlight and P3 Menoth Base (which is a creamy colour, not dissimilar to bleached bone but a hint more yellow), and the final highlight was P3 Menoth Highlight (a colour like fresh milk) with a hint of the mid-highlight.

The shade colours were also mixed at this time.

The 1st shade is the base colour with a bit more of the Rucksack Tan, next was very thin Rucksack tan on it's own, next some very thin P3 Bloodstone (a red brown colour) and a very thin mix of P3 Bloodstone, P3 Umbral Umber (a really nice dark brown) and P3 Sanguine Base (a dark burgundy colour that will make more sense later!)

The dilutions of most of the above are approximately 1 drop of each of the paint to 5 or 6 drops of water, so you get a consistency of something like milk - not so dilute that you can see through it, but not so thick that it's gloopy. The really thin stuff is about 1 drop of paint to 8 or more of water.

For this base I am using a size 5 R&C series33 brush, a size 3 and a size 2.

The base coat is done with the size 5 and left to dry. Once dry I unscrewed the plinth and began on the stem and gills.

Part of doing the stem and gills before the top allows me to make any colour adjustments and there's plenty of texture to muck about with too. So I just laid down smaller and smaller layers of highlight, with the highlights at the edges at the bottoms of the "frills" and once happy with that I washed shades into the recesses, allowed it to dry, re-established the highlights a bit where I was untidy with the washes and painted a small amount of mud from the plinth onto the very bottom of the stem where it will be in contact with the plinth.



Now we basically only have the cap left to do.

We have the colours mixed from above and once we refit the toadstool to the base we don't have to wait for the underside to dry, as we shouldn't have to touch the stem whilst we paint this part.

Now, for me, blending up large areas of colour can be a little problematic, in terms of the colour shifts, so I tend to do a fair bit of painting up and down until I am happy.

However, with this toadstool there are a couple of "get outs" that will help avoid turning this into a 30mm colour shift from hell!

1st is the spots breaking up the area and 2nd is that toadstools/mushrooms generally have a stripy texture, radiating out from the centre of the cap. We can use this to our advantage later on.

So, we have the base colour on, and I worked through the highlights first. First pass of the mid-highlight is over the entire top of the cap that is visible from above – i.e. not the "crust" underneath – with the brush lightly loaded with thin paint and ALL brush strokes from the edge to the centre, in smooth sweeps, slowly rotating the plinth after each pass until you have gone all the way around. Hopefully the 1st pass hasn't dried by the time you get right round and you can do a second pass in too. This will allow you to tidy up any pooling around the spots or from where you touch the brush to the model first of all. Pooling is bad, m'kay?

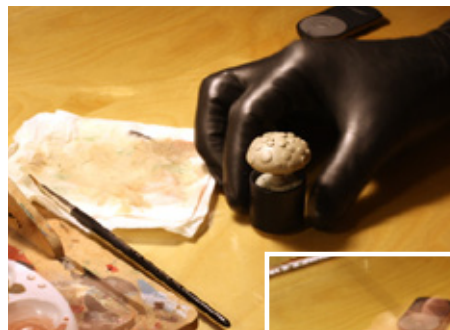
By covering the whole top like this, you should have an effect where the mid-light shows very slightly towards the edge and heavier towards the centre.

Once dry, repeat this, with the same paint, but start about 10mm in from the edge, and pass around twice.

In doing this you should get the start of a small transition of colour. You might get a slight band with regards to the darker edge, but don't worry too much right now.

Next, start on the final highlight colour. You definitely will get a fairly stark variation here from the colour below if your paint is too thick. However, if you have it thin enough, you will be able to quickly establish a final colour at the top of the cap by starting about halfway down the cap and brushing towards the centre as previously, and going around 2 or 3 times.

This should give you something like what you see in these pics...



Here you will of course notice the latex glove that I use when painting. More of that in the main painting thread. Also you can see me painting at the speed of light such that my hand is nothing but a blur!! Lol

In all seriousness though, you can see the angle of the brush, and that I often will PUSH paint with the brush when blending, and not DRAG the brush. WHY? Well, I find that it stops me leaving too much paint at the point of contact when I start a brush stroke. If you are using a slightly larger brush like a 3 or 5 then the tips of the brush will bend to suit and effectively flick the paint forward too, which helps to create a bit of the stripy texture mentioned earlier.

Once we have established the highlights, mix a thin mix of the mid-light and the base colour and paint from the centre all the way to the edge in a couple of full rotations of the cap.

It is vitally important that the paint is thin here and that you really blot the brush well before applying it to the cap. This is basically a glaze to pull the colours together, and if you put it on thick you'll just be painting over the previous work and obscuring it.

To start getting the stripy look working I took my size 3 or 5 brush and dipped it in the final highlight, then blotted it well, flattening it out in the process, so that I did NOT have a point. Instead, I had a slight splay of the bristles. I then very lightly applied spaced out strokes from the middle outward to about 3/4 of the way to the edge. Once happy with this, I took the base colour and repeated the above, but working from the edge to about 1/3 of the way towards the middle.

That gave me this finish...



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WAMP Army Challenge



Shades' Army Challenge WIP - Lizardman Army

++ Incoming message++

++Call sign Exile, message reads++

So after last months dispatch we are left with two of my questions to cover.

Where am I going to play?

Where will I buy my figures?

Where to play you're Wargames, this can be a hard or easy one to answer depending on where you live. If you are lucky you may have a well established Wargames club near to you. If that is the case I suggest you take yourself down to one of their night and see what it is like. But not every one fits in to a club environment, I guess the simplest way to get regular Wargames is to have a group of friends who all game and find somewhere to meet up be that one of the guy's house or a local pub/venue. If you are fortunate enough to have a big LGS they may have gaming tables that you can use.

If neither of these options is open to you, maybe you live in a remote area or are unable to commit to a regular meet fear not there is still an option for you. Wargames competition weekends, now you may think these are only for the die hard gamers and win at all costs people, but you would be wrong. I admit you will find both of these types of gamers at a competition but the vast bulk of the gamers will just be looking for the chance to have a weekend away and a few good

games with the odd drink thrown in. This is the avenue I went down when I was gaming regularly; I used to attend a competition roughly every other month.

Most of these weekend will give you 5 games, 3 on the Saturday and 2 on the Sunday. Your first opponent will be pre drawn and a lot of competitions will let you play grudge matches in the first round, the next rounds are decided by if you won or lost the games before, this way by the end of day 1 you find (usually) that all the gaming for a laugh players are bunched together and the "win or bust" gamers are fighting it out on the top tables. I made some very good friends in my time on the competition circuit even though I never worried the scorers much. The biggest weekend in the UK is played out in Manchester in August and is Britcon. You play 6 games and can also have a warm up day on the Thursday so if you want the full experience you can stay on site and play from Thursday to Sunday. I can not recommend this weekend highly enough and if you are interested check out the information here.

As for where to buy your figures well I think your best bet there is to visit the Wamp forum and look at the **manufacturer links**. If you can't find a company you like then I suggest your try your Google-fu

Peace Exile

++message ends++

Basic Camera Set Up

BY
WAR GRIFFON



Pic 1

Following on from last month's article "Photography the Basics" I thought I would spend a bit of time and explain a few things with basic camera set up for miniature photographers. Having all the gear but no idea of how to use it because you can't find what you are looking for in the camera's manual is a bit like fumbling around in the dark and you will soon become despondent with it and give up.

All cameras are different whether by make or type, I am going to use my own DSLR for this tutorial but most of the settings you will find somewhere on your own camera whether it is a DSLR, a compact or a 35mm film SLR. Most cameras are only as good as the lens that is on them, the belief that your mobile phone will take good photographs because it has a 7 mega pixel camera built in is probably rubbish because it will have a plastic lens which is not very good, it's a bit like buying a Jamie Oliver cook book and expecting to churn out food to the same standard on a camping stove!!

At the end of the day the camera you buy is the one that best suits your budget and what you intend to use it for, I would have loved a Hasselblad but at £10000 upwards just for the DSLR body...well let's not dwell on that you never know I might win the lottery one day!

OK onto the article and the camera settings themselves, most cameras these days come with a multitude of buttons and settings to make life easier for us (if only we could remember what every one of them did) on the DSLR one of the first things to ensure when taking photographs of miniatures (unless you are a professional) is that the lens is in auto focus mode, this

is normally changed by a ring on the lens itself and has two positions A and M, pic 1.

Also on the front or side of the camera will be a small switch marked AF and M (pic 2), ensure this is set to AF as well, with these both set to A and AF the camera will auto focus happily for you when you part depress the shutter release button saving you the trouble of trying to do so by eye.



Pic 2



Pic 3

We also need to concern ourselves with some of the other controls on the outside of the camera, so dealing with the top of the camera first we have the Control Panel, pic 3 which amongst other things will tell you the battery level, the F stop



Pic 4

that you have set, shutter speed and the number of remaining images that can be stored on the camera, the focus area and metering mode. I am not going to go into the other buttons in this area so you will have to read your manual, the only reason I have mentioned the control panel is that it is a duplication of some of the things you see through the view finder and is often easier to get information from especially when changing the F stop value.

The other control we need to concern ourselves with is the mode dial, usually on the top left. The four main settings that we are concerned with are those depicted by the letters, these are the priority modes;

- M – Manual mode, this means you set the shutter speed and the aperture mode all the camera will do is focus (unless you set the camera and lens to manual as well)
- A – Aperture priority mode, with this setting you set the aperture (the F stop for depth of field) and the camera will do everything else for you.
- S – Shutter priority mode, with this setting you set your required shutter speed and the camera does the rest for you.
- P – Program mode, this is a set of programmed settings

that the camera will choose automatically for the scene in the view finder, they may not necessarily be the ones you want. I find this setting useful at shows if I want to take photographs of people or static display tables over a large area indoors using the camera flash.



Pic 5

Other settings include Portrait, Landscape, Close Up, Sports, Night Landscape and Night Portrait; these are all camera pre-set settings for specific tasks. If you do not have a dedicated macro lens and you want to get closer to the subject then you will need to select the macro setting (the flower) but be aware that as this is a pre-set setting which means the camera does everything for you and you have no control over the depth of field.

For miniature photography if it is something you are going to be doing a lot of then I would highly recommend a dedicated macro/micro lens, you might think that this will be limited to close up photography but trust me it isn't, I tend to go everywhere with a 60mm macro/micro lens on my camera and use it as a general purpose lens the only down side to it is if I want to take photographs of large groups of people I have to move further back than I would with say an 18 to 35mm lens.

Moving onto the back of the camera we have the monitor and more buttons, pic 5, I am not going to dwell on all the buttons and what they each do as every camera is different but the main one we are concerned about is the menu button as this allows us to access the different menus and settings that we as hobbyists taking photographs of miniature figures will need to access in order to get the best quality photographs possible.



Pic 6

The menu we want is the Shooting Menu, pic 6, which can be accessed when the camera symbol is highlighted. Of the sub menu choices in this menu window there are four that we need to be concerned with, these are: Image quality, Image size, White Balance and ISO sensitivity. I touched on some of these briefly in the last tutorial so let's go a little more in depth now.

IMAGE QUALITY

From here we can select the quality of the images that we want to take, as you can see from the list below there is quite a few to choose from, however unless you know what you are doing ignore the Raw selections (if your camera has them) which leaves us JPEG fine, normal and basic. For the best image quality of these three choices we want to set the camera to JPEG fine.

- » NEF (RAW)
- » JPEG fine
- » JPEG normal
- » JPEG basic
- » NEF (RAW) + JPEG fine
- » NEF (RAW) + JPEG normal
- » NEF (RAW) + JPEG basic

IMAGE SIZE

From this sub menu we can select the size of image that we want and in our case bigger is better because the larger the size the pixels per inch we can pack into the photograph which means better quality. Size will obviously vary depending on camera type and age, older camera and usually smaller compacts will have a smaller mega pixel range and as technology advances so newer cameras will have more. As can be seen below each choice includes the dimensions and the size of the image at the largest size it means that each image is likely to be between 2 and 3 Mb in size when downloaded to the computer.

- » Large - 3872 x 2592 / 10.0M
- » Medium - 2896 x 1944 / 5.6M
- » Small - 1936 x 1296 / 2.5M

WHITE BALANCE

From here we can select the white balance (WB) we want to use, if you have day light balanced lamps or photographic balanced lamps for your set up then you will be able to get away with setting the WB at the Direct sunlight setting otherwise you need to set an appropriate setting for your set up.

- » Auto– Menu to fine tune WB (-3 to +3)
- » Incandescent
- » Fluorescent
- » Direct sunlight
- » Flash
- » Cloudy
- » Shade
- » Choose colour temp. - 2500 K - 9900 K
- » White bal. preset – Select program preset WB

ISO

As explained in the previous article ISO means International Standards Organisation and this governs the film speed on older 35mm SLR and large format cameras i.e. ISO100, ISO125 etc. The range you have on your camera will depend on the camera itself, "Hold on" I hear you all shouting at me "You said this was for the old 35mm film cameras, what's it



got to do with DSLR's that don't use film?"

Well the DSLR uses these settings in the calculations for the photograph so in essence it uses them to fool the camera so to speak and it is these settings that can influence the final photograph quality just as they did in the film cameras of yesterday. The ISO speed will influence the graininess of the final image i.e. a high ISO such as 800 plus will produce a very grainy image at full size whereas a setting of ISO100 will give a very smooth image with little to no graininess. The ISO speed will also affect the shutter speed of the camera, an ISO 800 setting for instance would allow faster shutter speeds in poor light whereas an ISO100 setting would be good for direct sunlight shooting but not so good in poor light unless a tripod is to be used.

Below is a sample of the DSLR's ISO range. For photographing our miniatures we want as low an ISO setting as possible and as we are using a tripod we can go for ISO100.

» Auto	» 400	» HI 0.3 (~ISO 2000)
» 100	» 500	
» 125	» 640	» HI 0.7 (~ISO 2500)
» 160	» 800	
» 200	» 1000	» HI 1.0 (~ISO 3200)
» 250	» 1250	
» 320	» 1600	

TAKING THE PHOTOGRAPH

That covers the settings of the camera so let's have a look through the view finder at the photograph we are going to take, I apologies now for the sub standard photograph, holding a small £40 compact to the view finder and trying to take a photograph is not easy.

Looking through the view finder, pic 7. you can see several squares and the quarters of a circle that I have numbered in red, so what do they mean?

1. Is the main focus bracket, this is the main focal point for the photograph I am going to take.
2. Are the area focusing brackets.
3. Is the 8mm reference circle that the camera uses for metering (light measurements).

The number of focusing brackets that you will see will depend on how you have set up the focusing on your camera and you may well see other lines in the view finder such as a framing grid depending on camera model/make.

Below the image in the view finder which hasn't come out in my photograph above you will see a digital read out when the shutter release is half depressed giving shutter speed, F stop etc.



This is the final image pic 8, with the camera set on spot metering it has taken the primed figure as the main reference point/colour and has greyed out the background, be aware that the colour(s) on the figure that you are taking a photograph of will affect the outcome of your final shot.

All I have done with this shot is to crop and resize the image to go into this article. My camera setting for this shot are as follows:

- » WB – Sunny/direct sunlight
- » ISO100
- » Image size/quality – Large, fine
- » Spot metering
- » Shutter speed 1/1.3 s
- » Aperture setting f18

Here ends this article, I hope it has been of use and if real life allows next time I will introduce you to GIMP but don't worry it is a Graphic Image Manipulation Program for photo editing so you don't have to wear a rubber mask (unless that's your thing).

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LUKE EPISODE V



AAYLA SECURA



HULK STARTER KIT



BUST PUNISHER

RELEBOX GAMES



TradKarl



Ullr the Red, Bane of Ulrich



Ragnar of Utherby



Ylvfriodr of Ulfrstadt



Vilhanna of the Shield



Skane of Erland's Run



Eofweg of RedGate



"The Mercenary" 1650



Corn Dolls



Kabuki Models

Shinomi



Mae-Anetta



Tyberos The Red Wake

Lifecolors Flesh Paint Set



BY EXILESJJB



I picked up the lifecolor flesh set shown below at my LHS, I always feel better with ready mixed colors that my own mix as I seem to never get the same mix twice. Anyway I wanted to give the flesh set an outing and decided to take photos of each step so I could show you good people a little SBS.

The set retails for about £16 and you can pick it up at most on line hobby stores, when open you can see the 6 different pots you have 2 base, 2 shadow and 2 highlight.

The paint itself is already thin and can be put through an airbrush if thinned just a little more, I used water to thin the paint for my work and worked at almost a 1:1 ratio. you get a good amount of paint in each pot and if looked after this set should last you a long time.

Ok the bust I am using you have seen before it is the great Greek bust I showed earlier in my blog. I tried an experiment with putting oil over the acrylic and it did not go too well. the bust was stripped down and undercoated again in grey. I started from the 2nd base color as i find applying highlight easier that shade. below are the 6 steps of the flesh painting.



Base no.2 applied in several thin layers at ratio of 1:1 water / paint





Shadow no.1 again in very thin layers just where I felt the shadows should be.



Shadow no.2 if you feel the edge of this color is too sharp then you can go over it with thin shadow no.1 and this softens the edges.



Base no.1 big change now as large areas are covered with this shade.



highlight no.1 same as with the shade if you find the edges too sharp going over with the thin base no.1 will soften then.



highlight no.2 at this point you can see I have added the eye and he is starting to come together well.

... And finally



flesh set complete, I have filled in the hair and beard this lets me know what colors I still need to add to the flesh. these colors will be added in glazes and I will post the finished works later.

Over all the set is very good the paint goes on very easy and give great value for money I would recommend it to anyone.

Peace James



CHARITY NO
1120920

IN SUPPORT OF **HELP** *for* **HEROES**



"It's about the blokes, our men and women of the Armed Forces. It's about Derek, a rugby player who has lost both his legs, it's about Carl whose jaw is wired up so he has been drinking through a straw. It's about Richard who was handed a mobile phone as he lay on the stretcher so he could say goodbye to his wife. It's about Ben, it's about Steven and Andy and Mark, it's about them all. They are just blokes but they are our blokes; they are our heroes. We want to help our heroes."

Taken from the website www.helpforheroes.org.uk

At the end of 2010 Exilesjib, aka James Brewerton came up with the idea of WAMP members painting up some tabletop army miniatures then towards the end of 2011, auctioning them off to raise money for the help for heroes' charity. Help for heroes is a UK based charity that raises awareness and money for the plight of soldiers wounded in battle. WAMP has a good reputation for charity fund raising so again, a call to arms has been made; **WE WANT YOUR PAINTBRUSHES!**

James grew up in a military camp in Cyprus and although he never served he has friends who have and like the rest of us, is humbled by the work these guys do for us day in, day out. He had the idea some time ago to raise money with wargaming and miniature painting and with the help of other WAMP members we can make this happen.

THE PLAN

James is supplying the bulk of the miniatures and over the next twelve months we want you to volunteer and paint them up, and then post the finished miniatures to back to James. Postage is the only monetary outlay you will be required to make, the rest is time, skill and a little bit of paint.

At the moment we plan on completing two armies, although this might change at a later date. The first is a 3000 points Crimson Fist Spacemarine army. The second is a 2000 points Flames of War German army (15mm). This army will contain individual figures as well as vehicles and units so there is something for everyone to paint.



- 1 x Pedro Kantor
- 1 x Chaplain
- 2 x Sternguard vets (9), pfist, meltabombs, 2x combimeltas, drop pod
- 8 x Assault Terminators, LR Crusader, mmelta
- 10 x Scouts, sniper rifles, mlauncher
- 1 x Dreadnought, TL Icannon, mlauncher
- 3 x Tactical Marines (10), Hbolter, flamer, pfist, Razorback
- 2 x Scouts (5), hbolter
- 2 xLS Storm, mmelta
- 1 x Thunderfire Cannon
- 1 x Librarian, Epistolary
- Dreadnought, TL Icannon, mlauncher
- 2 x (10) Tactical Marines, Hbolter, flamer, pfist, Razorback
- 10 Devastator Marines, 2x hbolter, 2x mlauncher



- StormKompanie
- 4 x Command Teams with PanzerFaust option
- 12 x MG teams with Panzerfaust option
- 3 x Panzerschreck teams
- 3 x Sniper teams

- Fallschirmjager Company
- 4 x Command teams
- 1 x Panzerschreck team
- 18 x Rifle/MG teams
- 4 x Optional Panzerfaust figures
- 4 x Panzerknacker figures

- Plus
- 6 x Halftracks
- 5 x Panthers
- 1 x Rocket Battery
- 1 x BMW & Sidecar squad
- 1 x motor troop



WHAT YOU CAN DO?

For the moment we're just looking for volunteers. We understand this is an international forum and Help for heroes is a UK Charity, but we're offering you the chance to paint some nice figures for only the cost of posting them back. If you're interested in helping then send your email address to wamparmy@hotmail.co.uk and we will be in touch. We will also then keep you posted with how it's all going throughout the year. You can also visit the WAMPARMY blog [here](#).

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

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

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



STATIC GRASS

Static grass is made of small threads with a static charge. This charge makes the particles stick upright when attached to surfaces.

Static grass comes in many colours which are sometimes mixed to give different effects (such as 'burnt grass', a mixture of brown and green) or to represent foliage in different seasons e.g. Spring, Summer, Autumn (Fall) & Winter. Static grass can be left as it is or lightly painted to give even more variety.

This product is used mostly for [Base](#) decoration but can also be used to simulate grass like materials mixed in mud or even added to a filler and applied to a wall to emulate grass and straw in rough plaster type coverings.

VARNISH

Varnish is used in miniature painting as a way to protect the [paint](#) once completed. Some painters don't varnish their [miniatures](#) as they argue that it can ruin the delicate painting transitions and effects whilst others prefer the protection it offers to their work. This is especially true of [miniatures](#) used for wargaming. The paintwork on a miniature is very delicate and handling or knocking a piece can easily chip paint off. The varnish provides a protective barrier against this.

VARNISH TYPES

There are three main types of varnish relating to the level of shine it produces; matt, satin or gloss. Gloss is the hardest type of varnish and is generally preferred for gaming pieces. The shine on a gloss varnished piece is not very conducive for looking at a piece to study its painting so usually a matt varnish is used for [display](#) pieces, this offers less protection than the gloss but is generally sufficient for [display miniatures](#). Many people will often apply a gloss varnish then a layer of matt varnish to provide more protection whilst maintaining a shine free finish.

MANUFACTURERS

There are several suppliers of varnish available. Some are specific to miniature painting such as [Games Workshop's](#)

[Purity Seal](#) whereas others are more general artist focussed such as [Testors Dullcote](#). Some painters will use a non specific varnish such as those designed for wood.

APPLICATION

Varnish can be applied in a few ways, either directly using a [paintbrush](#) or via an [aerosol](#). It can also be applied using an [airbrush](#).

WET PALETTE

A wet palette is a tool used in painting that keeps water-based paints in a workable and usable state longer than a [normal palette](#).

HOW TO MAKE A WET PALETTE

The principle of the wet palette is simple and making one at home isn't difficult. You will need some thin absorbent sponge (the sort found in [blister packs](#) is ideal), some greaseproof paper and a shallow, air-tight container with a removable lid. Pour into your container just enough water to cover the bottom and place into the water your sponge(s) so that they soak up some of the water. Place the greaseproof paper on top of the sponges and seal the container for about 24 hours.

After this, remove the lid and use the greaseproof paper as a palette as normal. The paper absorbs a little of the water from the sponges, keeping the paint moist, but the greaseproof surface is still smooth enough to mix on. The paint will remain useable for several hours and, if the palette is sealed at the end of work, may even be reusable the following morning.

Although it is easy to make a wet palette at home, it is also possible to buy commercial examples, such as the one sold by [Privateer Press](#) as part of their [Formula P3](#) range.

[Link to page](#)

Pages doesn't exist

YARRY BY SVEN JONSSON

I first started putting paint on Yarry back in 07. I wanted to break with my very subtle style that I've had until then and experiment more with higher contrast and saturated colours. I felt that I had until then put many hours into doing work that could hardly be seen without perfect lighting and in some cases even a magnifying glass. I wanted miniatures that would look good a few feet away as well as up close and compared to many other miniatures I saw in the cabinets of Golden Deamon or Ravage mixed open, that I visited that year, mine looked grayish and bland.

The first step I took was to make contrast my priority even if it meant my blends and the surface of the paint wouldn't be as smooth. This worked out better than I had hoped and I managed on some places to get all things together. That showed to me that daring to do something new and being willing to experiment will really pay off. A second step was to use saturated colours and a contrasted colourscheme to draw attention to the miniature. I wanted the rest of my miniatures to look bland when I put Yarry besides them, and that worked out pretty well as well. I still perhaps used too much white in the highlights at times but the result was closer to what I wanted. The third step was to use stronger colours when glazing so that all the shifts of colour I had been putting into my miniatures would really show.

Another place where I experimented more wildly was with the face. I love painting faces, it's the part of the miniature that really makes it come to life. However it's also something that is quite difficult, there are always many choices to be made. What I've tried to avoid ever since I restarted this hobby back in 2004 is the recipe based approach for faces. I don't think I ever painted two skincolours that are exactly alike and nowadays I don't place the highlights in the same way for different faces either. What I have been trying to do recently is instead trying to imagine the bone structure underneath the skin and place highlights according to that. Of course it places some demands on the quality of the sculpt, but actually I can prefer very flat faces with a decent profile above very detailed faces so that I can decide on where to put the features myself. A common mistake that people, even top painters, do when it comes to faces is to think too much about from where the light is coming and too little on the actually features of the face, highlighting everything facing upwards in a general manner. That will inevitably lead to faces looking the same and lacking character and expression.

Yarry face was painted back in 07 and was a kind of a breaking point for my style. After all it was the first 54mm mini I had painted and the larger head had me struggling to "upsized" my technique for 28mm. After visiting La Louvre in Paris I had a discussion with Sebastian Archer about what colours to use for skintones. We had seen some very cool things from the old masters using cold and warm colours to give life and lustre to the skin, the result was very striking. Sebastian went on and wrote some great tutorials on the subject and I also remember that Ali McVey had mentioned

to Sebastian about using similar ideas from the old masters to get the special feel she gets to skintones.



I've tossed in two wips of the face here. As you can see from the first WIP here I tried to implement an idea of cold highlights ending in warmer extreme highlights, I think the paintings we saw had the opposite going from warmer highlights to colder, but I was afraid that cold final highlights would flatten the appearance of the skin on such a small surface. This was also my first try on painting out the facial features with freehanded lines. I didn't think much of the structure of the face back then though, I just wanted him to look a bit older and different to the other Yarrys I've seen. On the second picture you can see the final product. One thing to notice is how I downplayed the cold to warm highlights that didn't work as I had hoped on this mini (perhaps I in the end should have done the reverse) and also how I've tried to match the highlights to the inclination of the face after a top tip from Alex Holmén. There are also a lot of tones in there if you look closely. Greenish ones for the stubble, reddish for cheeks, palm and under the nose, purple around the eyes and warmer almost yellow for the highlights. The blends aren't perfect but I think the results are much more interesting than if I would have focused on technique.

I finished most of Yarry in 2008 and after Christmas 2009 I decided to make and paint a base for him. So the miniature was really a long journey from start to finish but I learned a lot along the way. As usual I got some great feedback from other friends and painters and for that I am as always grateful.

Sven Jonsson



Howard Stark: Captain America
by ScottRadom



Steve Uber Rogers
by Vern



Samurai
by knott47



Samurai
by Darklord



Chief Washakie
by Isaac jaramillo



Pinup
by Isaac jaramillo

www.isaacjaramillo.es



Bad Santa from Enigma Miniatures
by Kareljan



Bad Moonz Orks
by megazord_man



Armored Cleric
by dargrin



Warpwolf
by frogimus



HeroQuest Barbarian ("He-Man")
by No Such Agency



HeroQuest Necromancer
by No Such Agency



Dr. Who
bt Shaps



Reaper: Piers, Young Mage
bt LadyArgent



MDC Robot bust
by Adrian



Wyrd Mini
by dargrin

Junk Combat from Grindhouse Games
by ScottRadom



Smog Painting Contest
by Nameless



Wolf Guard In Venerable Tactical Dreadnought Armour
by Spellscape

Boelg
by ralfmetal



Chaos Cultist Looted Sentinel
by Darkmessiah



Smog Painting Contest
by Darkmessiah

Fallschirmjager
by knott47



Gentleman Scavenger
by Jabberwok



**WANTED Imperial Gallery / Roll call
120mm mounted indian**



I am after one of these figures which is either Roll Call or Imperial Gallery and was produced in the early 90's if I recall correctly. Its 120mm high and was cast in resin. I'll pay a very decent price for one, with a model swap possible depending on what you want.

Painted Scibor Dwarf



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

Seals Single Limited to 100



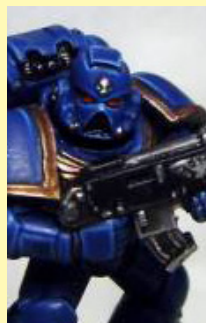
Cost **\$9.99**
 Quantity **1**
 Postage **none**
 Scale **32mm**
 Material **Metal**
 Painted ? **No**
 Condition **New**

Aria & Metal Seals Display Set Limited



Cost **\$24.99**
 Quantity **1**
 Postage **none**
 Scale **32mm**
 Material **Metal**
 Painted ? **No**
 Condition **New**

EM Style Space Marine



Cost **£20.00**
 Quantity **1**
 Postage **£1.50**
 Scale **28mm**
 Material **plastic**
 Painted ? **Yes**
 Condition **Excellent**

Aria Single



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

40mm Wasteland



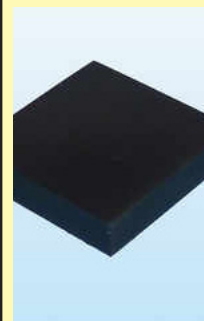
Cost **£4.00**
 Quantity **5**
 Postage **£1.50**
 Scale **n.a.**
 Material **Resin**
 Painted ? **No**
 Condition **New**

Barrells/Oil Drums



Cost **£4.00**
 Quantity **5**
 Postage **£1.50**
 Scale **1:32**
 Material **resin**
 Painted ? **No**
 Condition **New**

50 x 12mm Resin Plinth Square



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

Round Plinth Straight



Cost **£2.50**
 Quantity **1**
 Postage **£1.50**
 Scale **37mm**
 Material **resin**
 Painted ? **No**
 Condition **New**

Round Plinth Bevelled



Cost **£2.50**
 Quantity **1**
 Postage **£1.50**
 Scale **37mm**
 Material **resin**
 Painted ? **No**
 Condition **New**

45mm Recessed Plinth



Cost **£3.50**
 Quantity **1**
 Postage **£1.50**
 Scale **n.a.**
 Material **resin**
 Painted ? **No**
 Condition **New**

Whats in issue 7



Coming in issue 7 is the results of the WAMP 2010 awards, more from Scott Hockley's Paint Master Series and Part 3 of War Griffons essential guide to photographing maniniatures. Also we'll have more news & reviews and the gallery:)

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

Member Pages

Are you a commission painter or sculptor?

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

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

What you get:

Full setup of your own page within Wamp.

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

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

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

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

8 REASONS TO JOIN



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

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

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

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

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

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

8. Get access to exclusive member only offers.

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Professional Miniature
Painting Service by
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Brett Johnson

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

For more
information visit

www.darklordminiatures.com

