

# Magic is in the Air

## Hit Point Hobby Painting Contest

### February 2012

---

#### Goals

- To encourage the art of miniature painting as an art form for both new and experienced painters
- To create a community where painters can share their work and open dialogue and discussion on miniature painting
- To increase the painting skill knowledge of all involved.
- To support Hit Point Hobbies as a meeting place for the art of miniature painting

#### Who can enter?

In order to enter the “Magic is in the Air” painting contest, you must meet the following requirements.

- You must select, construct, and paint a legal miniature by yourself.
- You must have the miniature at Hit Point Hobbies by February 18th for judging.
- You must pay an entry fee of \$5.00. (This will cover prize support)
- If you enter more than one model, you cannot win more than one prize (in case additional prize support is given). For this reason multiple entry fees are not required.
- You must be able to leave your miniature in the display case until the next painting competition in February.
- You may enter multiple entries.
- You must not be a judge in the competition.

#### What is a legal miniature for the competition?

The following guidelines are in place for the event.

- The entry must be a model/miniature made for painting. Repainting figurines or dolls are not allowed. If you have a question, contact the store. The one exception is the entries can be scratch built from recognized modeling materials (green stuff, armatures, plasticard, etc).
- The miniature must be specifically painted for this contest. You cannot simply enter a miniature you painted at a previous time. It cannot have been entered in any other competition.
- The miniature must fit on a 60mm base or smaller.
- Vehicles are not forbidden, but they will have a difficult time being judged by the pre-defined criteria.
- Models designed for a gaming system do not need to be legal for that game (base size, gear combinations, etc)

- The miniature must be assembled and painted by the person entering the model. No help is allowed.
- The miniature must be appropriate for display to the general public visiting in Hit Point Hobbies
- A short description / explanation of the concept of the can be added.

### **What is the theme of the contest?**

This painting competition will have the theme “Magic is in the Air”. Possible Interpretations of this theme are listed below:

- Magic, sorcery, psychic phenomena, etc.
- Flying or levitation
- Valentine’s Day

The theme of the contest is one of the categories that the miniatures will be scored on, but adherence to the theme is not required.

### **Who will Judge the Contest and How**

The contest will be judged by

- Contest Organizer – John Brock
- Owner of Hit Point Hobbies - John McCaskill
- Guest Judge – Josh Stewart, winner of the “Winter is Coming” painting competition.

Judging will be made using a standardized form that is at the end of the document. The judging sheet is designed to:

- Provide an object standard to judge all pieces as equally as possible.
- To provide contestants with a guideline for which to prepare the miniature and to increase their knowledge about what it takes to produce a good looking miniature.
- To provide feedback after the contestant on what can be done to improve their work.

### **Prizes**

The 1<sup>st</sup> place winner of the contest will receive a trophy stand that will fit the size of their base. The name of the winner and event will engraved of the stand. Exact specifications of the plinth will be based on the size, design of the miniature and the number of entries.

All miniatures will have a chance to be photographed and posted on the Hit Point Hobbies website with the contestants name and the name of the miniature. Any addition description of the model may also be posted at the discretion of the judges and the contestant.

Based on the number of entries, additional prizes may be provided by Hit Point Hobbies.

## Definitions & Vocabulary

- Blending – Painting transition between two or more different colors.
- Cold Colors – Colors with blue in them.
- Base – The stand the miniature rest on and all scenery.
- Freehand Painting – Painting detail of the model that does not exist in the in the miniature design. For example, patterns on clothing, designs on some banners, etc)
- Highlighting – Using bright colors to create the illusions of the reflection of light
- Metallic Painting – Using metallic paints (Gold, Silver, Boltgun Metal) to represent metal. Washes, shading, and highlighting can be used to manipulate the play of light on the model.
- Miniature – The focal point of the miniature, usually an individual person or machine.
- Model – The sum of the Base and the Miniature.
- Non-Metallic Metals (NMM) – Using non-metallic paints to create the illusion of metallic objects. High contrast application of colors is used to mimic the shining effect of light on metal.
- Scale – Using scenery and painting techniques (highlighting and shading for example) to create the illusion that the subject in the model is larger than the actually size of the miniature.
- Shading – Using darker colors to create the illusion of shadows and depth.
- Shine & Glare – These are the effects caused by actually light hitting the model and creating lighting effects that not consistent with the light painted with the miniature.
- Warm Colors – Colors with red in them

## Additional Rules

Since this is the second painting contest in the series, the rules are experimental and if an issue arises, changes may be needed.

# Magic is the Air Painting Competition

## Score Sheet

Painter: \_\_\_\_\_

Name of Model: \_\_\_\_\_

---

### Model Construction & Preparation

Model is properly assembled and all parts are attached	5 Points	_____
Model is free of visible glue, seams and mold lines	5 Points	_____
Model is not showing bare metal or bald spots	5 Points	_____
	Total	_____
	Score	_____ Max 15

---

### Basing and Scenery

Miniature is placed appropriately on the base, creating balance and focus	5 Points	_____
Base is painted / colored and detailed in a manner which contributes to the story of the miniature and it does not distract from the miniature	5 Points	_____
Base has details and decorations that set a scale for the model	5 Points	_____
Base has ballast, flock, static grass and/or other added elements to enhance effect.	5 points	_____
Base has freehand painting	5 points	_____
	Total	_____
	Score	_____ Max 20

---

### Color Scheme

The entire model shows a effective color palette	5 Points	_____
Color is used to create focus points to attract the viewers attention to specific points (for example, the face)	5 Points	_____
The color treatment of the model allows the model to act as a focal point and it does not blend into the base.	5 Points	_____
Effective use of cold and warm colors, contrasting and complimentary colors, color saturation, brightness and color contrast.	5 Points	_____
Model uses a consistent direction of light source	5 Points	_____
	Total	_____
	Score	_____ Max 15

---

<b>Painting Technique</b>		
Model is fully painted	3 Points	_____
Paint is added to the model in thin, even coats without showing brush marks or streaking	5 Points	_____
Model lacks mistakes and “painting outside of the lines”	3 points	_____
Model makes effective use and shading of metallic paints	5 points	_____
Model makes effective use and non-metallic metallics	7 points	_____
Model uses shading and highlighting to create depth in objects (hair, clothing, mail)	7 points	_____
Model uses blending to create color variations/light sourcing	5 points	_____
Model shines/glazes only in inappropriate places	3 points	_____
All necessary details are painted (eyes, lips, laces, bolts, emblems)	3 points	_____
Weathering and wear and tear painted on the model or the base	7 points	_____
Miniature has freehand painting	7 points	_____
	Total	_____
	Score	_____ Max 40

<b>Theme</b>		
Model follows the theme “Magic”	10 Points	_____
Model follows the theme “Flight”	10 Points	_____
Model follows the theme “Valentine’s Day”	10 Points	_____
Model follows another theme appropriate to contest	10 Points	_____
	Total	_____
	Score	_____ Max 10

<b>Section</b>	<b>Total Points</b>	<b>Score</b>
<b>Model Construction &amp; Preparation</b>	_____	_____ / 15
<b>Basing and Scenery</b>	_____	_____ / 20
<b>Color Scheme</b>	_____	_____ / 15
<b>Painting Technique</b>	_____	_____ / 40
<b>Theme</b>	_____	_____ / 10

The Total Score and the Total Points will be summed from all three judges. The Score will be used to determine the winner. In the case of a tie, the total points will be used