

## **Master Series Paint Open**

### **Exhibition Rules-**

#### **Which Division should you place your entry in?**

##### **Open Division**

This Division includes converted and/or scratch-sculpted entries where the exhibitor understands that all aspects of the entry are judged. While unmodified or stock models might be found as part of a diorama or vignette, a single unmodified or stock model, regardless of the basing of the entry, will not be found in this division unless the exhibitor was also the sculptor of the original model. This is the division where you will find almost all of the scratch built, converted figures, vignettes, and dioramas. Entries in this division are judged for Difficulty, Creativity, Workmanship, Painting Skill and Presentation.

##### **Painters Division**

This Division includes figure models where the exhibitor understands that only the painting aspects of the entry are judged. Regardless of any added basing, an entry that is single figure model that is unmodified or stock belongs in this division. Scratch built and converted figures are not excluded from this division but they are judged as if they were a painted stock commercial casting. Entries in this division are judged for Difficulty, Workmanship, Painting Skill and Presentation.

##### **Ordnance Division**

This Division includes all types of mechanical-in-nature entries where the exhibitor understands that all aspects of the entry are judged. This is the division where you will find tanks, airplanes, vehicles, ships, cannons, spaceships and machines of every type imaginable. Figures may be included, but they will not count in the judging of the machine. Entries in this division are judged on equal measures of imagination and skill. Entries in this division are judged for Difficulty, Creativity, Workmanship, Painting Skill and Presentation.

If after reading the descriptions above of each Division you are still not sure where your entry belongs, please feel free to ask the Exhibition Staff at the time you submit your entry. You may also post a query on the Reaper Miniatures discussion boards in the Master Series Open forum.

- 1.** Any number of entries are permitted per painter per Division, but only one of a painter's entries in each Division will be judged.
- 2.** Basing adds to the Presentation value of your entry. Be creative!
- 3.** Please contact the Exhibition Staff before bringing any entry larger than 24" cubed. Any large diorama or display requires additional preparation by the staff and space may not be available.
- 4.** By submitting an entry you agree to allow the model to be photographed by Reaper Miniatures, ReaperCon, Hobby-Q, Master Series Paint or Master Series Paint Open for use in ads, promotions, and galleries.
- 5.** All entries submitted for judging must be modeled/painted personally by the original modeler/painter. The discovery that a person entered for judging an exhibit they did not personally create will result in the barring of that individual from all future Reaper Miniatures, ReaperCon and Master Series Open events.
- 6.** Every entry to be judged in the Exhibition must be accompanied by a Display Form. Display Forms are color coded to correspond to the Division they are entered in. If you wish to bring a model or collection for non-judging display DO NOT fill out a Display Form card for that exhibit. Instead place a 'For Display Only' card next to your entry. 'For Display Only' cards will be provided and are available at the Exhibition registration desk.
- 7.** Models that have been entered for judging in a prior Reaper Miniatures, ReaperCon or Master Series Paint Open event are not allowed and such entries will be disqualified in accord with the spirit of the Exhibition. However we do wholeheartedly

encourage the 'For Display Only' exhibition of past work.

**8.** You may let the public know that your entry is for sale by checking the appropriate box on the Display Form. **DO NOT** list a price. Any transaction of this type you enter into at the Exhibition is solely between you, the seller, and the buyer. The Master Series Paint Open is not a party to any transaction of this type.

**9.** Entrants may choose to make documentation for their entry available to judges and attendees, to be placed next to their entry on display. These may be something as simple as an index card with a few details of interest to the viewer, or an entire booklet documenting the work in progress! The aim of such documentation should be to help the viewer further enjoy the piece through understanding what went into it. Common topics would be: why the subject matter is meaningful to the entrant, the story behind the entry (especially with dioramas), photo documentation of conversions or sculpting done before the model was painted, or photo or text documentation as to the historical or literary source behind the scene. A model will not be penalized for not including this type of information, but it is encouraged in the hope that it will build interest in the subject or techniques presented. For a couple of sample documentations, see below.

### **Sample Documentations**

**A)** "This is a WWII fighter pilot bust that I have converted to resemble my grandfather, who flew in the war. I have enclosed a photo of him and of his original uniform, which was passed down, to my dad, so you can see how closely I've matched the colors. Also included are some photographs of the sculpt before I applied the paint, so that you can see how much modification was involved."

**B)** "This is a sculpt I did of Vincent Van Gogh painting while he was living in the asylum. I began this project because I greatly admire his work. I wanted to portray him later in his career, and to attempt to convey his emotional state at this time of his life, so I chose muted, cool colors primarily to convey melancholy. However, Van Gogh was known for using complementary colors to shade and highlight each other, so I have worked a lot of these also in to my piece as a tribute. I incorporated research from source x, y, and z in designing the asylum room, and the painting he is working on is one he completed while incarcerated, as x book on his life states."

**C)** "This is a Warlord elf who I have converted and painted as if she were a Japanese geisha. I have included copies of the fabric patterns I chose to imitate, taken from X book on kimonos, and with sketches I've tried to show how I had to simplify them to make them work in 28mm. She is based on a character in a famous series of fantasy novels by x author, and with her basing I have chosen to portray her standing on the balcony of her noble house, where much important drama unfolds! Below are a few paragraphs from the book where her clothing and the balcony are described."

**D)** "This is a conversion I did to represent my role-playing character, Ed the Mighty. I've included a photo of the original figure. I cut off his left hand and modeled it holding a Sonic cup for the tea he gets every day, and the right hand has been re-modeled into a fist, which he is shaking at his legions of minions. I have added stubble on the face and re-modeled some of the clothes to match Ed's outfit in the game. He is based atop a mountain of pewter figurines, which I've had to model out of 10mm army figures."