

M&P

MODELING & PAINTING























Megalith, Baldur's wold masterpiece, was crafted with the still-living branches of great trees growing from its frame. For this modification, I have highlighted this aspect of the giant wold, showing its branches in their fullest expression, reaching and gathering sustenance from the brilliant sun above.

This project highlights the chemistry between miniatures and terrain, integrating techniques of both into a cohesive piece. Here I will go over how I used tree armatures and some simple sculpting techniques to achieve this striking modification.

MATERIALS LIST

Formula P3 Modeling Putty
Formula P3 Clippers
Formula P3 Hobby Blade
Formula P3 Sculpting Set
Formula P3 Super Glue
Formula P3 File Set
Tree armatures
Various clump foliage
Various static grass
Fine turf
Birch pods

COLORS USED

| | |
|---|---------------------|
|  | Armor Wash |
|  | Bastion Grey |
|  | Beast Hide |
|  | Bloodstone |
|  | Bloodtracker Brown |
|  | Blue Ink |
|  | Brown Ink |
|  | Cryx Bane Highlight |
|  | Cygnaur Blue Base |
|  | Cygnus Yellow |
|  | Gnarls Green |
|  | Green Ink |
|  | Hammerfall Khaki |
|  | Menoth White Base |
|  | Mereditus Blue |
|  | Morrow White |
|  | Olive Green |
|  | Rucksack Tan |
|  | Thamar Black |
|  | Thornwood Green |
|  | Turquoise Ink |
|  | Umbral Umber |

MEGALITH: LIVING WOLD

By Leo Carson-DePasquale





THE BASE

The base shows Megalith in natural terrain where the ground has never been paved.

- 1) After marking off where Megalith's right foot will connect with the base, use Formula P3 Modeling Putty to add a slight uneven slope to the base. Leave the marked area flat so Megalith's foot will have a strong bond to the base. Dry fit Megalith's legs to its lower torso so you can see where his left foot will connect with the putty. Keep the putty approximately level with the outer lip of the base so Megalith can stand tall and straight.
- 2) While the putty is curing, take Megalith's metal branch and clip off one side. Cut at an angle so when it is laid flat on the base the cut blends into the putty.
- 3) Press a few large rocks and the metal branch into the surface of the putty, but avoid the area where Megalith's feet connect. Push the rocks and the branch into the putty so they look half-buried.
- 4) After completing the assembly and repose, coat the base with watered-down wood glue and drizzle play-sand over it. Be sure to hit all the recesses; however, the idea is to leave some patches bare or partially sanded to add textural variation.



ASSEMBLY AND REPOSE

For this representation of Megalith, I have chosen an intimidating, grounded pose, suggesting the giant wold's Bountiful Restoration and Steady abilities.

When doing a repose, it is important to consider balance of the miniature. Megalith's left leg is bent, but its weight is forward. This suggests forward momentum driving off the left leg, so the torso should have a slight left lean and the head should also look left.

It is sometimes helpful to put your own body in the position of the model to get an idea of which pose is ideal.

- 1) Remove the flash and mold lines from all the parts using the Formula P3 File Set, Clippers, and a Hobby Knife.
- 2) Remove the tabs from the upper torso armpits. This allows the arms to be repositioned.
- 3) When assembling, always begin with the un-articulated joints—that is, glue everything together in which you have absolutely no choice in how it goes together. In the context of Megalith, this means glue the upper and lower torso sections together.

