

Mithril Miniature Figurines
Characters From The Lord Of The Rings
and other writings
By
J.R.R. Tolkien



Modelling Guides

A series of tutorials for the discerning collector

Introduction

Aims and Objectives:

The overall aims of these tutorials is to give inexperienced modelers and those that are just starting to explore the world of figure modeling, some observations, ideas and techniques on modeling and painting I have learned over many years. My hope is that you will find something useful here to help with your efforts, and to give you something a little different to add to your knowledge base and contribute towards expanding your skills. Another aim is to give you an idea of the diverse nature of our hobby and perhaps encourage you to explore further the world of Middle Earth. The movies have given us a wonderful insight into what Middle Earth, its peoples and individual characters look like, but this is only the movie producers and directors conception, its only one idea, therefore to the creative modeller and figure painter Tolkien's works are wide open to your own artistic interpretation, also the range of subject matter and ideas for projects is truly enormous. By using your imagination and the wonderful range of figures from Mithril Miniatures you can create your own world of Middle Earth and of course give yourself many hours of interesting and enjoyable model making.

Before we start I would like to bring to your attention something I read some years ago. The writer was reflecting on his life long hobby and stated. *'It has always been my belief that any artistic project that can produce a finished piece of work, that is achieved solely by the application of self taught skills should be something to be proud of and ranks as one of my life's greatest joys. And always remember that what other people think of your hobby is largely irrelevant. What you think of your achievements is all that matters'*. I have to agree with all that has been stated here and for my part it's the 'Self taught skills' bit that is important. In this High Tech' world we live in to day we can do just about everything via a computer and the Web but when it comes down to artistic ability and craftsmanship this is something we can't get by clicking a mouse. It takes time and dedication to learn these sort of skills and to channel these into a creative hobby really dose give a great deal of satisfaction and pride.