

SPACE MARINE WIP PART 1.

Index

1. Introduction.....	2
2. The Torso and pelvis	4
3. Arms and legs.....	7
4. Legs.....	10
5. Shoulder pads.....	13
6. Head.....	16
7. Boltgun.....	28
8. The banner.....	34
9. Figure assembly.....	41
10. Banner top and the left hand first try.....	45
11. The tyrannid body.....	57
12. The helmet.....	62
13. The base.....	66
14. Awards.....	72





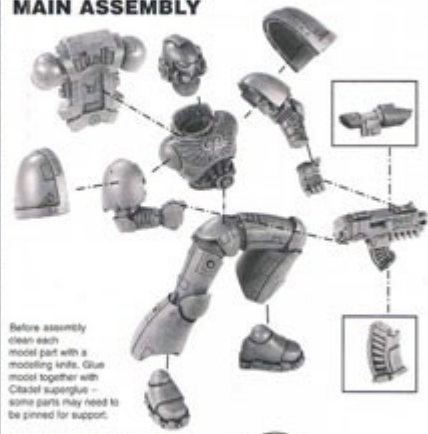
Forge World

HOW TO ASSEMBLE YOUR IMPERIAL SPACE MARINE

EXTRAS



MAIN ASSEMBLY



Before assembly clean each model part with a modelling knife. Glue model together with Citadel superglue - some parts may need to be pinned for support.

ADDING EXTRAS



You may have to enlarge or drill out the hole on the knife handle to attach it to the boltgun.



2. The Torso and pelvis

The torso of the marine is very short so I removed the lower belt section and ground out the abdominal section. The surface of the torso, as with the rest of the model is very fussy with lots of panel lines and ports/vents etc.

I filled all of the details with putty and sanded the surface smooth. I have also drilled through the chest eagle and inserted a plastic ring to act as a mount for a chapter icon later on.



The pelvis is integral to the legs so this was ground and sawn away and a new pelvis built from scratch.

As you can see the belt buckle shows I'll be making this a marine from the Ultramarines chapter. Flexible leg joint was made from coiled aluminium wire.



Abdomen section was then scratchbuilt using putty and plastic card strips. The piping was made from aluminium wire and plastic tube detailed with 1mm steel balls.



3. Arms and legs

The arms had extremely limited pose potential so they were sawn up into separate upper and lower sections with all of the joints removed. All the details were either ground and sanded off or filled with putty. Cast-on tubing was removed from the upper shoulder sections and replaced with new, finer wire details.



Lower arm sections were attached to the shoulders with coils of wire to imitate flexible joints in the armour.



Here you can see the arms and torso assembly. I'm using an old scratchbuilt head to check proportions and give me some idea of scale.



Plastic card is curved by heating it gently with a hairdryer until it is slightly more 'bendy' than usual and glueing in place.

Finished pose will probably be something proud and triumphant, standing over a vanquished foe perhaps.

4. Legs

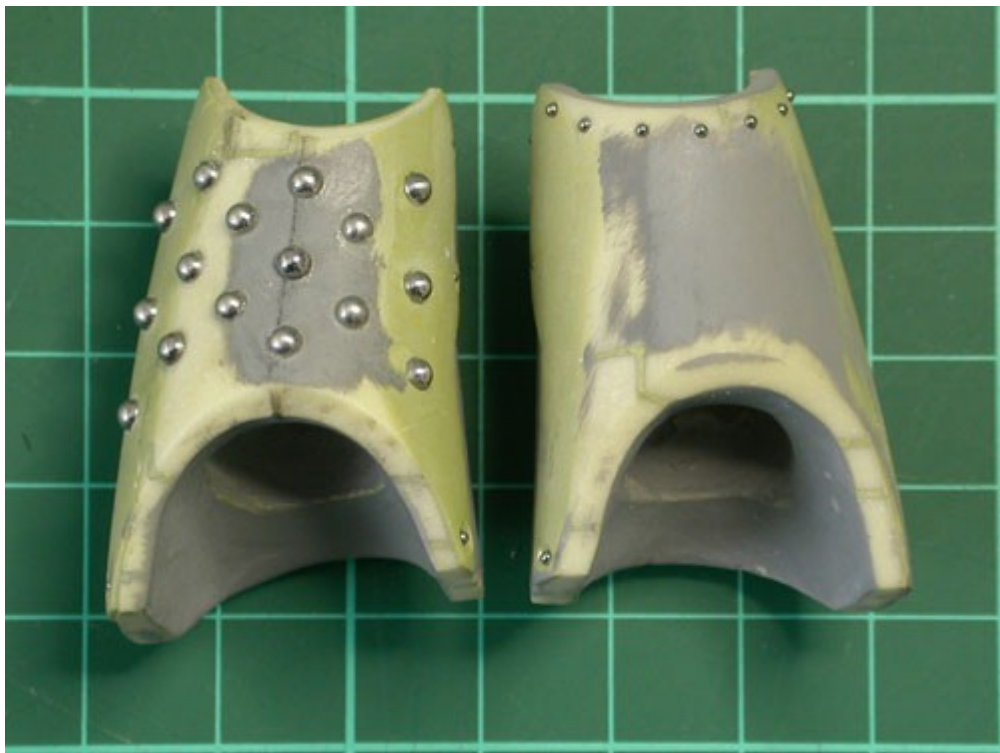
The legs were also of a limited pose and as the arms, were sawn into separate upper and lower sections.

Both sections were subject to my 'de-detailing' providing me with clean surfaces on which to work back into.

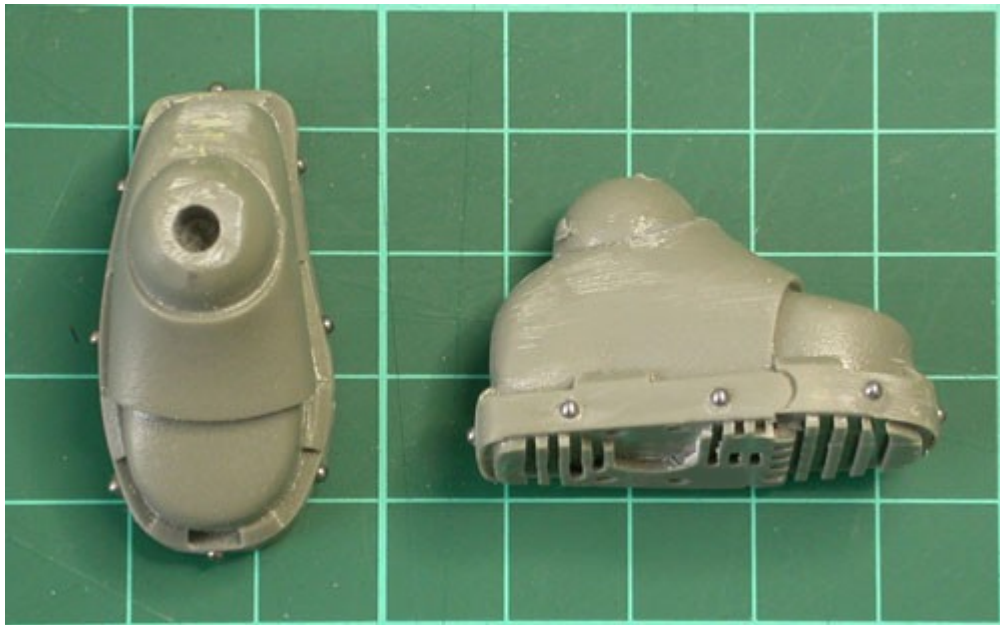


Lower leg sections have been treated the same as before with some details being added with steel balls.

Lower right leg has been given a pre-heresy feel as I wanted the armour to have some history, an ancient armour that has been customised and enhanced over centuries.



Feet details were enhanced with steel balls.



This shows the legs assembled with the pelvis. Kneepads have been added and detailed and additional piping has been introduced into the joints. Thigh armour has been made from putty, detailed and tacked in place.



5. Shoulder pads

Shoulder pads came blank ready for chapter insignia to be added. For the Marine's right shoulder pad I decided to go with a reinforced style into which I have added chapter icon with a recessed skull. I am intending this to be a real skull rather than a sculptural detail. Marine's left shoulder pad has just a simple chapter symbol to which I will add some laurels at a later stage. Edges have been detailed with more steel bearings.



Here you can see assembly so far. I've started some minor work on a helmeted head too.



Figure assembly with bare placeholder head and shoulder pads. The parts are all only tacked together at this stage so some repositioning will happen later.



A hole is drilled into the model and the steel ball is inserted.

This Marine is 1/15 scale so if we are to understand that a Marine is about 8ft tall the model is a little over 130mm in height or just larger than the Warhammer Plastic Giant.

6. Head

Now, on to the head...

I wasn't sure at this point whether or not to have the marine with a bare or helmeted head so I decided to work on both and decide later.

In order to have the marine with a bare head I would have to sculpt a new one from scratch as there was no way I was using the Forgeworld head!

Starting with a lump of grey Super Sculpey Firm, I marked out the proportions of the face.



Basic volumes are established such as brow, nose and eye sockets.



Further refinement of the forms and planes of the face.



Details are established.



Details are refined and the face start to take shape.



Basic face has been smoothed and refined but there is not much expression or personality yet.



Finished face. I wanted a battle worn marine so I made the face a little more craggy with a couple of old scars and wrinkles. Before the Sculpey is baked I'll probably add a couple of service studs and some inlets for tubing.



I find sculpting material is a very subjective topic and lots of different people use lots of different mediums. I prefer Sculpey Grey as I've used it for such a long time and find it yields the best results for my type of larger scale sculpting. However it is not as elastic as Green Stuff/Duro and can only be pushed so far.

I have seen various forms of Sculpey used at 30mm scale with some stunning results. I personally use Magic Sculpt or a mix of Duro/Milliput for really detailed work. My only advise is 'give it a go'. You may find Sculpey isn't suitable but it may take you in a different direction altogether, thats the beauty of experimentation.

As for the skin texture, I use a very fine brush for smoothing down with Sculpey Dilutent. A stippling motion with the brush produces tiny pores in the skin. Not sure why I take the trouble really as they usually get filled in when the model is primed!

I'm not sure I know you well enough to show you my tools...oh, alright then.



From left to right, homemade sculpting wires for removing clay quickly and roughing out, a selection of silicone tipped shapers for refining forms, ball tipped tools for detailing, stainless steel dental probes for the really detailed work, and finally a couple of very fine brushes for smoothing down the sculpture.

Completed bare head. Wire, plastic card and putty have been used to detail the head. The loose tubes will eventually connect into the collar of the armour.







This is a shot of the new head alongside the Forgeworld head. As you can see in order to maintain some sense of scale and proportion the Forgeworld head would have been just too big.

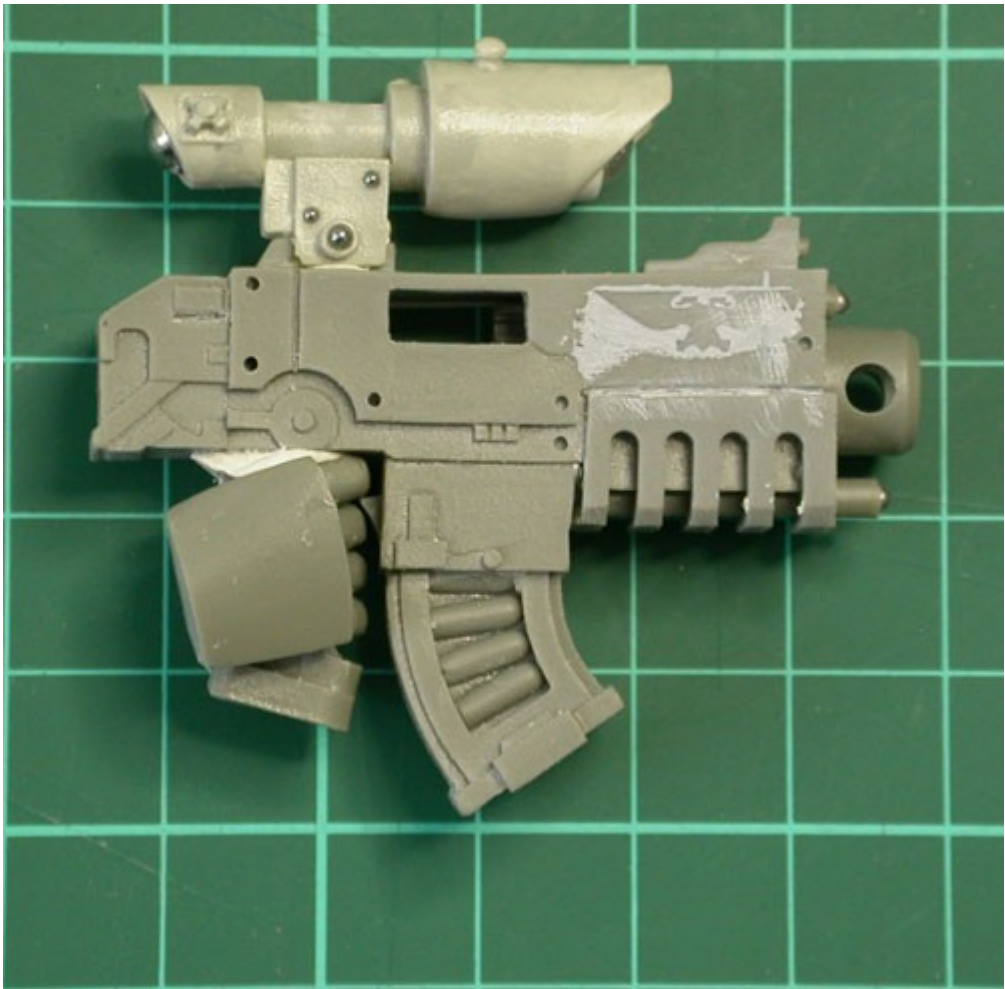


The helmet has received some minor detailing with wire brass etch and steel balls. Another reason for re-sculpting the head was to show that the head could actually fit inside the helmet.



7. Boltgun

The Boltgun didn't need too much conversion, details have been filed away removing imperial eagles on both sides and I straightened-up the grip. Sight has been re detailed with new rivets and replacement lenses.





Adjustment screws added to the sight along with some brass etch details.

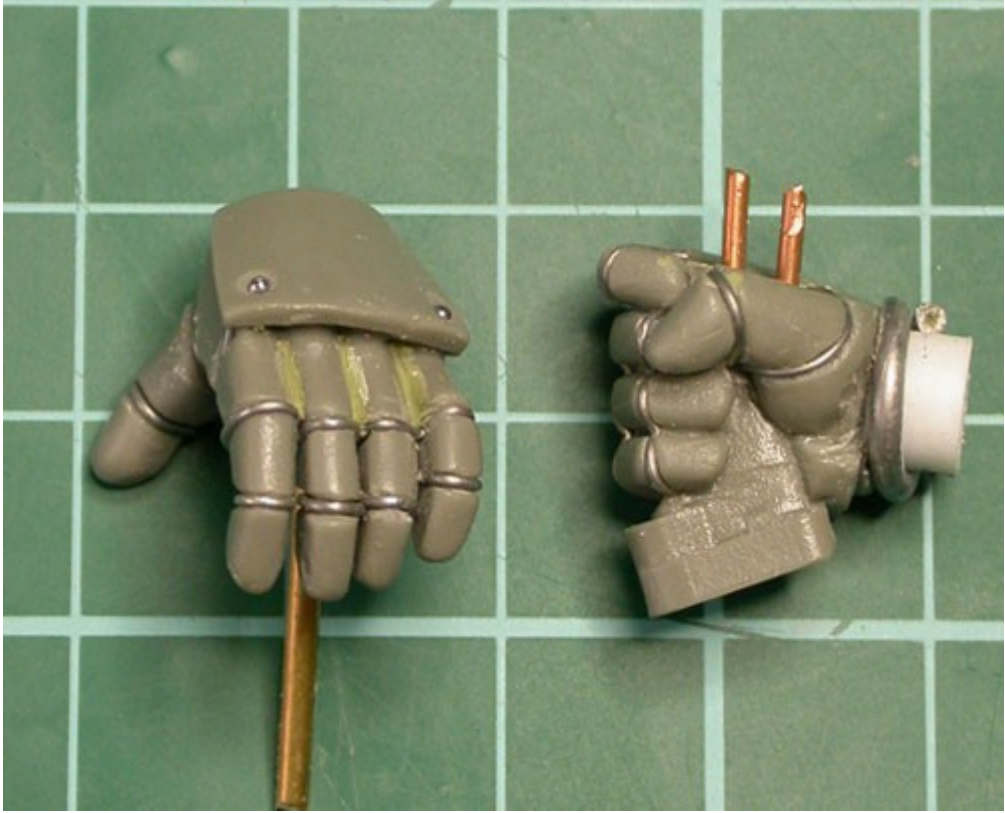


Boltgun finished. Strap made from lead foil with brass etch buckles and plastic card fastenings.





Gauntlet finger joints have been detailed with wire.



8. The banner

No iconic depiction of a Space Marine would be complete without a banner, so I thought I'd take this opportunity to try something a little different.

I thought it would be a nice idea to construct a back banner in a very slight relief to imply that the banner appeared to be made up of different pieces of fabric. It would provide some guidelines and help me when it came to painting an intricate design on an uneven surface.

Firstly I designed a banner.



I then sculpted the various elements using Magic Sculpt and constructed a relief with the help of some plastic card brass etch.



Using the relief I made a silicone negative mould from it.



Then by pressing an extremely thin and well powdered sheet of Magic Sculpt into the mould I made a positive relief. The thin putty could then be hung, folds shaped into it and damage implied before it cured.



I had a couple of off-cuts when rolling out the putty for the banner so I decided to fashion these into additional liturgical ribbons for the banner.



The backpack was detailed with steel balls and the exhausts were replaced with plastic square section tube and etched brass. Banner pole was constructed from plastic tube.

Not sure how to top off the banner pole at the moment, suggestions welcome. 😊



9. Figure assembly

Thought I would give a very quick update showing the assembled figure so far.

The figures various parts are only tacked together to check proportion and stance, so the position of some limbs may change slightly as I progress.

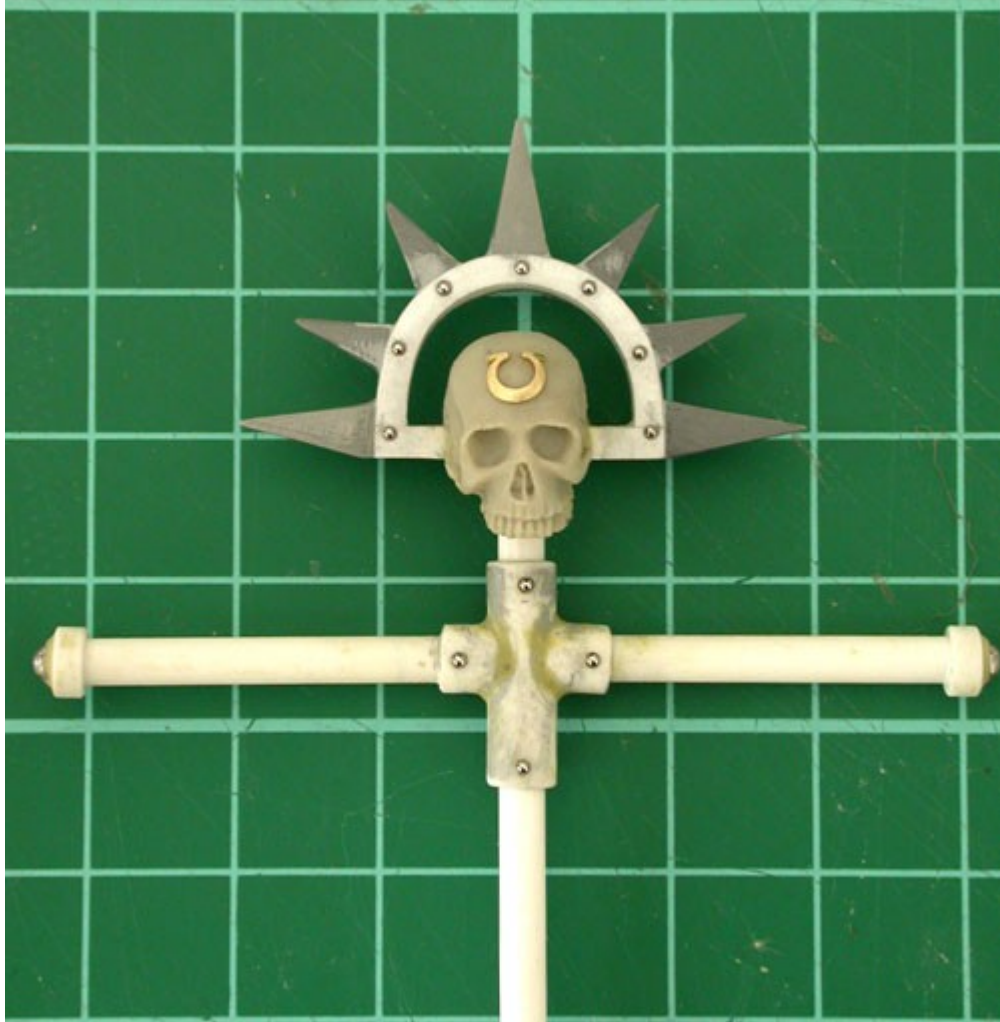




Not sure about the left hand yet, probably have it holding some trophy of battle.

10. Banner top and the left hand first try

I decided to go with a simple iron halo with skull icon in the end.



As for the left hand, I thought that after all the nervous, fragile putty pushing of the banner, I was aching to get sculpting again and that left hand needed something in it!

I envisioned the final model of the Marine to be standing proud in a distant war-torn battlefield after engaging in some vicious and bloody conflict. I wanted the left hand to be holding some bloody trophy of battle, and what better trophy than a severed Tyranid head! 🤖

I've never been that convinced by the Tyranids as a credible foe as I felt they have always leaned heavily towards the styling of the 'Xenomorph Alien' without absorbing any of its terrifying visceral appeal. I thought this would be a good opportunity for me to learn to love the Tyranid, take a few liberties, and re-style it towards a more frightening antagonist with a few more obvious nods to its stylistic heritage with a new twist maybe.

First I made a basic head from some crushed aluminium foil and then roughed out the basic shape and volume of the head in Super Sculpey.



After this had been baked I ground down the cured Scuplely to a crude skull shape for the next layers of sculpting.



Using a steel ball for the eye I fleshed out and started detailing with grey Super Sculpey Firm.



View showing the in progress mouth and teeth.



Facial detail almost finished and teeth added to the lower jaw.



For the other side of the head I wanted some evidence of battle with the flesh burnt away from the skull by a glancing shot from a Hellfire round and some of the skull crushed revealing internal matter.



Another view of the damaged side showing a couple of missing teeth. I'll probably add a tongue later, hanging from this side of the mouth.



Completed head with upper carapace added. As you can see I've taken a few liberties on the design of the carapace.





I'm quite a fan of ancient Japanese Jomon pottery and ceramics. They have an eerie extraterrestrial quality almost as if they are alien artefacts, particularly the Dogu.



By including some of their stylistic signatures such as the spirals and cord patterns into the Tyrannid carapace I wanted to imply an almost prehistoric tribal alien race. Not wishing to upset the Tyrannid purists, but I thought that by giving the Tyrannid a notion of heritage made them slightly more interesting than just a voracious swarm. 🤖





11. The tyrannid body

After several fittings and posing of the Marine with the Tyrannid head trophy I found that it just didn't look right. The head appeared too cumbersome and obscured quite a bit of the Marine.

Frustrating as this was I couldn't just 'make do' and decided that some changes had to be made and some extra work was needed.

I chose to have the Marine holding his helmet surveying the battlefield instead of holding the trophy head.

After all the work on the Tyranid head I still wanted to include it in the model somehow, however I couldn't just have the head lying about so there was only one thing for it...sculpt the rest of the Tyranid. 🤖

It would now form part of the base with the Marine standing atop the Tyranid after delivering a 'coup de grace'

The Tyranid body was constructed in exactly the same way as the head. A foil core, over which the shape and form was roughed out in Super Sculpey. Surface details were then created in grey Sculpey Firm. Head was 're-attached' with a newly sculpted neck. Only a section of body has been sculpted as it will be partially buried in the groundwork of the base.





Where the Marine had been holding the head I re-sculpted that area with an 'entry wound' that corresponds to the skull damage on the other side of the head.



Limbs were sculpted so as to be detachable to aid painting later on.





12. The helmet

Only problem now is that I'm going to have to scratchbuild the interior of the Space Marine's helmet!

I had to do a little more work on the helmet by grinding out the interior and detailing with wire and brass etch. I ground away and remade the lenses from *Green Stuff*.

If I had more time I would have liked to remake the lenses in a clear acrylic, maybe next time.







13. The base

The base is constructed from some very heavyweight plastic card over a resin block. Part of the base has been cut away and smoothed over with putty to accommodate the Tyrannid.



Groundwork was made up from a layer of putty to describe the surface contours over which a mix of household filler, grit, sand and PVA has been spread.



Just to add a touch of interest towards the rear of the base I've embedded a resin skull into the battlefield. I didn't want to over detail the base as I thought a dead Tyrannid was probably focus enough. 🤪



It was time to have a look and see how everything looked together.



Marine is still only tacked together as most of the painting will be done in sub assemblies.



That's pretty much it for now.

Marine will be primed and then every square centimetre wet sanded with 600/800 grit paper to ensure a really good surface before it's primed again prior to painting.

Thanks to everyone for looking in on this WIP and thanks for all of your comments, they have been very helpful and encouraging.

Unfortunately due to my sculpting commitments it's going to be a while before I get to paint this bad boy, so keep an eye out for part 2 in the spring.

Realisation : **Chris Clayton from UK**

14. Awards

- Golden Demon UK 2003: silver - Great Miniature - Grey knight :



- Euromilitaire 2007:
Bronze - Fantasy - Fight or Flight



- Euromilitaire 2008:

- o Gold - Fantasy - Giants killer



- o Sylver - Minitature less than 65 mm - Samurai

No picture.

- Euromilitaire 2009:

- o Gold - Fantastique - Ultramarine



- o Gold - Fantasy - Ordo Hereticus



- Bronze - Fantasy - Necromancien



- Golden Demon UK 2009:

- Or - Figurine grande échelle - Ordo Hereticus (voir plus haut)
- Argent - Open - Ultramarine (voir plus haut)
- Argent - Warhammer Figurine Individuelle - Porte étendard de l'Empire

