

Dioramas and Vignettes Judging Criteria

Note: All Entries are assumed to be accurate. Accuracy will not be considered in this evaluation.

1. Construction: Symmetry, Completeness, and Quality.

A. Items That Should Be Present.

1. Machine guns, main guns, exhausts, vents, etc. have been drilled out/opened up.
2. Parts that are thick, over-scale, or coarse (such as mudflaps) have been thinned, modified, or replaced.
3. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are in-scale and well-integrated into the model. Photo-etched parts are precisely shaped, and surfaces that require a thicker cross-section are smooth and uniform.
4. Viewable portions of the model's underside have been given the same attention as the top (motor holes filled, etc.).

B. Items That Should Not Be Present.

1. Flash, sink/mold marks, ejector-pin marks, provisions for motorization. Unfilled/inconsistent seams, glue marks.
2. Gaps between parts or that allow a "see-through" effect not existing on the actual vehicle.
3. Asymmetric track/wheel/flight surface alignment/masts/decks and/or clearances with noticeable misalignment.
4. Track/wheel patterns that are not the same side to side unless notes are provided.
5. Road wheels/tires that are not aligned down the length of the vehicle and/or not in contact with the track/ground.
6. Gun barrels that are not aligned or parallel with the centerline of the vehicle.
7. Details/contour/cylindrical cross section/creases that has been sanded off but has not been restored.
8. Tiedowns/straps have fuzz or edges that are out-of-scale with the subject.
9. Poorly fitted or scratched clear parts.

2. Finishing: Paint, Decals, and Weathering.

A. Items That Should be Present.

1. Smooth and even paint finish unless irregular surfaces are being represented: non-slip walkways, zimmerit, screens, etc.
2. Viewable portions of the vehicle's underside have been given the same attention to the finishing on the top. The finishing of the underside is consistent with and complementary to that of the top and sides. This includes such as road wheels and ordnance.
3. Markings appear to be painted on unless noted.
4. Weathering, if present, shows concern for scale (e.g., size of chipped areas), is consistent and believable throughout the model, and is in accordance with the conditions in which the operating environment represented. Extreme examples should be documented.

B. Items that Should Not be Present.

1. Signs of the construction process: glue, file/sanding marks; fingerprints; discontinuities with filler materials.
2. Debris in the finish: lint, brush hairs, dust, etc. or unpainted parts.
3. Discontinuities in finish: Fingerprints, "Orange-peel" or "eggshell" effects, "Powdering" or grainy paint in recessed areas.
4. Drips, runs, or pooling of paint/oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking.
5. Inconsistent finish sheen, sometimes caused by misapplication of final clear coats.
6. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
7. Decal film. Decals that are thick and create a raised surface on the model inconsistent with the rest of the model. Placards which have been attached rather than painted on the subject vehicle should be noted.
8. Chrome parts are clear and bright.

3. Overall Presentation & Scope of Work.

A. Documentation. A plate with a clearly-stated title or a short description of the entry's story must be part of the entry. The modeler is encouraged to concisely inform the judges of the work, detailing, and research related to the entry that may not be visible or readily-apparent to the judges. This may include photographs and images. The professionalism and conciseness of the documentation will be considered. Documentation is limited to one attachment to the entry form of no more than one 8.5" x 11" page/entry element with a suggested bullet point outline format as described the ModelFiesta contest rules. Documentation beyond this will not be considered by the judges.

B. Showmanship. Effort has been made to present the work as art to enhance the display of the model. This can include bases, backdrops, posters, sound effects, lighting, mirrors, and similar attributes of showmanship beyond the kit's contents. The quality of the display must enhance the presentation of the model.

C. Visual Appeal. The ability of the entry to attract and hold the interest of the viewer.

D. Storytelling. The ability of the entry to evoke emotion or convey the life of the subject beyond the subject itself. This will be a prime consideration in the evaluation of Diorama entries. Other types of entries may also have elements of storytelling that should be recognized. The story should be consistent with the documentation presented.

E. Scope of Work. This considers the degree to which the contestant has gone beyond the scope of the original kit with additional detailing and the addition of features. The application of multi-media detailing sets, scratch-building, kit-bashing techniques may be included. It includes exotic finishing techniques. Examples of extra detailing might include:

1. Aftermarket details that blend with the model.
2. Cables and electrical lines for lights, weapons, etc.
3. Running gear, track, stowage auxiliary equipment detailing.
4. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.

F. Multi-element Entries.

Note: Dioramas and Vignettes normally have all of the elements in the same scale. However, in some cases multiple scales may be necessary to create deliberate foreshortening effects for the viewer.

1. Vignettes: This is a scene depicting "a moment in time" which includes up to five figures and does not contain a vehicle. The vignette will be judged in aggregate, with consideration given to the overall quality of *all* of the vignette's elements. These entries must demonstrate that all of its elements are clearly aligned to the theme of the vignette, including the figures themselves, the creative method of display, and clear name identification of the entry. This should be reflected in the Overall Presentation & Scope of Work score.

2. Dioramas: This is an entry that is "telling a story" and evoking an emotional response. The story must be clear and easily discernable for the viewer. The quality of the entry will be judged in aggregate, with consideration given to *all* of the diorama's elements: vehicles, figures, groundwork, buildings, debris, etc. The degree to which the entire diorama (all elements) sets a mood and tells a clear story (consistent with its title signage) is critical and will be reflected in the Overall Presentation & Scope of Work score.