

Modelfiesta Figure Judging Criteria

The entry is assumed to be accurate. Accuracy shall not be considered in this evaluation.

1. Construction: Symmetry, Completeness, and Quality.

A. Items That Should Be Present.

1. Guns, exhausts, vents, etc. have been drilled out/opened up.
2. Parts that are thick, over-scale, or coarse (such as straps) have been thinned, modified, or replaced.
3. Modifications and added items are well-integrated and match the scale of the figure.
Equipment attached to the figure is properly attached (canteens to belts, holsters are not hanging in space, etc.).
Lapels and collars should be slightly raised whenever possible.
4. Slings have been added to the weapons where appropriate. Straps supporting hanging equipment reflect the weight of the object (rifle slings, horse harnesses, etc.) and have the appropriate indentations on the figure.
5. The weight of the figure subject is reflected in the depth to which its feet are indented into the groundwork. Bases show the appropriate footprints.

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 a "see-through" effect not existing on the actual subject.
3. Feet that do not touch the base properly.
4. Asymmetrical features that were not present on the actual subject. Damaged features should be noted.
5. Details/contour/cylindrical cross section/creases which cross seams that have been sanded off but have not been restored.
6. Tiedowns/straps have fuzz or edges that are out-of-scale with the subject.

2. Finishing: Paint, Decals, and Weathering.

A. Items That Should Be Present.

1. Smooth, even paint finish unless irregular surfaces are being represented: non-slip walkways, zimmerit, screens, etc.
2. Blending of highlighted and shaded area with the base color that is smooth and gradual.
3. Eyes should be symmetrical and not painted with white in order to avoid a pop-eyed look.
4. Shadows should be present when two surfaces meet and on undersides such as headgear shadows on the figure's face. Equipment like swords should cast the appropriate shadows on the figure.
5. Viewable portions of the figure'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.
6. Markings and insignia appear to be painted-on unless noted.

B. Items That Should Not Be Present.

1. Debris or discontinuities in the finish: lint, brush hairs, dust, fingerprints, "Orange-peel" or "eggshell" effects, grainy paint in recessed areas. No unpainted parts.
2. Drips, runs, or pooling of paint/oils. Paint overspray inconsistent with the paint/camouflage schemes.
3. Inconsistent finish sheen. Cloth, leather, and metal have appropriate sheen. Some shoes may have a slight sheen.
4. Decals that are thick, damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
5. Foliage on the base that does not harmonize with the figure's attire, such as flowers with winter coats.

C. 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. The figure's feet will be weathered and consistent with the base. Flesh tones should reflect the climate in which the figure is depicted.

3. Overall Presentation & Scope of Work.

- a. **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.
- b. **Documentation:** The description of the entry, subject modeled, and/or the techniques used to produce the entry. The modeler is encouraged to concisely inform the judges of the work, detailing, and research 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 bullet point outline format as described the ModelFiesta contest rules. Documentation beyond this will not be considered by the judges.
- 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. Entries may have elements of storytelling, consistent with the documentation, that should be recognized.
- 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:
 - i. Electronics, lights, sounds, moving parts, ground work, etc.
 - ii. Advanced airbrushing techniques (shading, fading, candy effects, etc.) and/or complex painting schemes.