

Modelfiesta Military Vehicle Judging Criteria

Note: The entry is presumed to be accurate as-entered. Accuracy will not be considered in this judging 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. Modifications and added stowage match the scale of the vehicle. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are well integrated into the model. Photo-etched parts are precisely shaped, and surfaces that require building up to 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 that allow a "see-through" effect not existing on the actual vehicle. This includes open hatches without interiors. Gap/overlap at the points where the track ends join.
 3. Asymmetric track/wheel alignment and/or clearances that are not symmetrical or 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. Asymmetrical features that were not present on the actual vehicle. Damaged features should be noted.
 7. Main gun barrels that are not aligned or parallel with the centerline of the vehicle.
 8. Details/contour/cylindrical cross section that has been sanded off but has not been restored.
 9. 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. 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. Paint and weathering on the inside of the road wheels is consistent with that on the outside. Normal wear and tear on the hull underside.
 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. Drips, runs, or pooling of paint/oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking. Inconsistent finish sheen.
 4. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model. Decal film evident. Thick decals which create a raised surface inconsistent with the rest of the model. Placards which have been attached to rather than painted on the vehicle should be noted.
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 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 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. 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. Cables and electrical lines for lights, weapons, etc.
 2. Running gear, track, stowage and auxiliary equipment detailing.
 3. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.