

ModelFiesta Ship Judging Criteria

Note: The entry is presumed to be accurate as-entered. No evaluation of accuracy will be considered in this judging 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. Superstructure components (platforms, cabins, funnels, etc.) as well as masts and periscopes should be properly oriented and aligned with the vertical when viewed from stern to stern.
3. Parts that are thick, over-scale, or coarse have been thinned, modified, or replaced. Surfaces that require building up to a thicker cross-section are smooth and uniform.
4. Modifications and added details match the scale of the vessel. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are in-scale and well-integrated into the model, including spars, bulwarks, splinter shields, railings, and rigging. Most small, molded-in details have been sanded off and replaced by aftermarket parts.
5. Photo-etched parts are precisely shaped, free of nubs, and completely painted. Railings should be straight without waves. They must line up horizontally and vertically at joints. Corner seams should be filled.
6. Deadeyes are right side-up and rigging lines and blocks are in proper proportion to each other.
7. 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 (including around the feet of figures).
2. Gaps between parts which allow a "see-through" effect not existing on the actual vessel, including open hatches.
3. Asymmetrical features and clearances that were not present on the actual vessel. Sailing ships may have yards arrayed at off angles. Vessels also may have raked masts and funnels. Damaged features should be noted.
4. Any rigging that is not to scale or incorrectly tensioned (e.g. bending the spars). Lines should not be fuzzy or frayed.
5. Details/contour/cylindrical cross section that has been sanded off but has not been restored.

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, screens, etc.
2. Viewable portions of vessel'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.
3. Markings appear to be painted-on unless noted.
4. Clear demarcations exist between masts/superstructure and decks.
5. Weathering, if present, shows concern for scale (e.g., size of chipped areas), is consistent and believable throughout the entire model (hull and superstructure). Shell/expansion plating and oil-canning effects may be added. Extreme weathering examples should be documented.

B. Items that Should Not be Present.

1. Construction process signs or debris: glue, file/sanding marks; fingerprints; discontinuities with filler materials.
2. Finish Discontinuities: Fingerprints, "Orange-peel," "eggshell" effects," or grainy paint in recessed areas.
3. Drips, runs, or pooling of paint/oils. Paint overspray due to poor masking or unpainted parts.
4. Inconsistent finish sheen. In most cases, the vessel and its equipment should have a matte finish.
5. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
6. Decal film. Decals that are thick and create a raised surface on the model inconsistent with the rest of the model.

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. Entries may also 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 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. Elaborate detail: Rigging and detailing
2. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.