

Maximilian 1st Modelling Project part 2 by Alan Ball

Figure

As you may be able to tell from some of the pictures, I actually did some of the work on the figure of Maximilian when I was still working on the horse, but it simplifies things and makes more sense (as I can keep track of where I am up to) if I describe each part of the project as a separate process, which is why this section is purely covering Max himself

In essence, I had to have the saddle finished as a bare minimum before I could get too far on with Max himself (for obvious reasons as he was to be mounted) and only got as far as doing the face, roughing out the helmet and upper body....the whole thing would have fallen down if I couldn't get something of a likeness of Max, and it wouldn't have been worth continuing.

Showing how I did the face would take too long as the whole figure is the idea of this article, so I will skip over that (to be honest, I also have no photos of that work in progress as it went quite fast and smoothly...it's always a pleasure to work on "interesting faces", they give you so much help, a simple "everyday" face is much harder to "catch")

So...I had this head with the basics of the Helmet and a rough of the body armour.....





The first thing I did was to add a very rough “blob” where his crown would sit on the helmet, to give me an idea of the height of the figure on the horse.

I then added a piece of Magic sculpt to the bottom half of the Max figure, and “sat” it on the saddle of the horse at the correct height (putting Vaseline on the saddle first) so I could easily remove the figure

Once I was happy with that, I could start to add the legs (as you will notice, I don’t use any armatures, just add Magic sculpt onto the pieces I already have, once it’s set, it is its own armature.





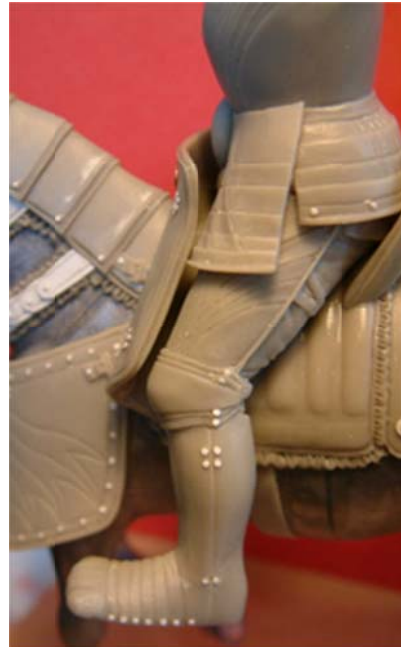
Once I am happy with the "sit" of one part, I can add on the next
So I have rough "legs" on the figure, and can now refine the Magicsculpt to a much better form.



Odd as it may seem, I then added back some Magic sculpt to form the armour. I just wanted to be happy with the basic shape of the legs before doing this, as if the anatomy was wrong at this point, it would be much harder to correct later on



Now I felt happy to start detailing the armour on his thighs, carving and scribing the shape and details onto the hardened Putty.



I did the same with the armour "Skirt" and the lower leg armour.



I also added some Putty to the front of the thighs, took it off when set (using Vaseline as a release agent) and made the plates of armour for that area.

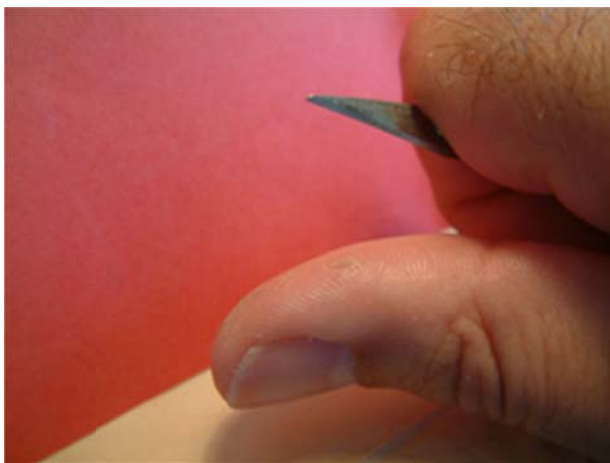
Rivets were added with Plasticard or Magicsculpt. As you can see, I have also started to add some detail to the feet , and generally tidy some of the odd pieces up.

As you can see, I also had my first attempt at starting the "flutes on the armour, however, it became very hard to keep them even and looking as I wanted them to, I ended up gluing on "Runners of Plasticard, to give me the basic form and filling in the area between with Magicsculpt, shaped to give the flutes (with the Plasticard being the "top" of the "U" shape.

I decided to continue with the chain for the Order of the Golden Fleece, sword belt and the armour around the knees. I did these my usual way with Vaseline on the parts, and Putty added on top until it was set and could be taken off again for detailing.



The Magicsculpt added, holding a piece of Aluminium tubing, which will eventually be his dagger (put in now as a form for the hands to hold and to make sure positioning is rightIt also helps to hold up the Putty while it's setting). The hardened Magicsculpt arm taken off the figure. Here you can see the join where the arm will fit back onto the figure. This is also a nice reference point as to where the shoulder should be when carving the arm down.



A quick note on carving here...well the way I do it anyway, I always hold the knife as close to the end as possible, and keep a grip on it with my knuckles. The handle is well inside my hand and held firmly with the other fingers. That way the blade has very limited room for movement (as seen in the picture below).

I brace my thumb on the piece being carved and move the knife towards that, this means that the knife blade is both under control and that quite a bit of force can be exerted on the piece being carved without too much danger of the knife slipping off and cutting me ...well , most of the time.



The roughly shaped arm and gauntlet, as you can see, I have taken away the Aluminium tube to be detailed before replacing in his hand.



More detail is added as the arm becomes more refined.



Scribing on details and lines ...I hold the scalpel actually on the blade, with the handle resting on the hand like a pen.



Working on the right arm, this hand will hold his reins.



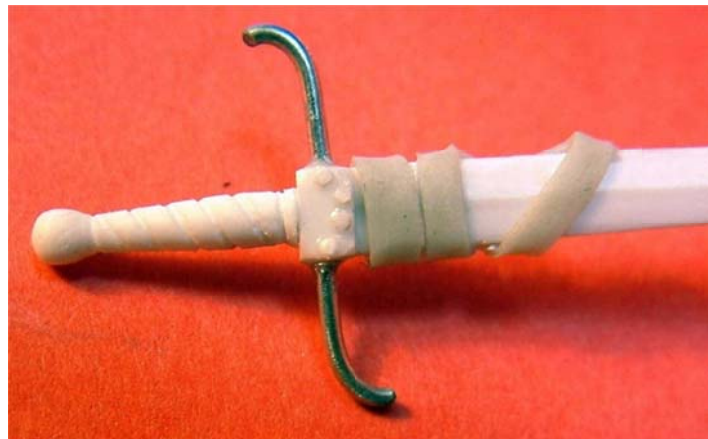
Once the arm is as detailed as it should be, I add it back onto the figure and add some more Magicsculpt to form the shoulder pieces. As you can see, at this point there is very little attempt to get a refined shape.

Again, once set, the arm is removed and the shoulder pieces carved to shape, refined and detailed. (At this point the dagger was completed also and put back in his hand ...the point was the tip of a pin, so the dagger is sharp (as I found out inadvertently once or twice)



How the pretty well completed left arm looks like on the figure

The sword was made with Plasticard, and wire, the strap was made with Magicsculpt.



Max's crown was also formed using Magicsculpt with Plasticard detailing, and the head cloth (I'm not sure what that is actually called) cut out of Duro added whilst still malleable and given a flowing shape ...Duro again as it remains slightly flexible, which would be very useful when trying to paint the figure as it could be moved "out of the way".



And finally, the whole thing put together



And painted by Rüdiger Möhrmann.....All in all, a very enjoyable project, and one I am due to repeat, as Rüdiger has asked me to make another Max for Castingwhat a pity I don't have any casts of this oneI didn't bother to take any as I couldn't foresee anyone else asking me to make a 90mm figure of Max. His face is so distinctive that I didn't think that I could use it for any other figures....it just shows that you shouldn't take anything for granted!!!!

