

Concerning Hobbits



I was given a number of the Games Workshop *Lord of the Rings* models as birthday and Christmas presents, so I thought I'd better paint some before they joined that horde of lead which haunts all us painters and gamers! The problem was I couldn't decide which ones to do, so I went out and bought some more, a cunning solution! I thought I'd start small and paint the Frodo, Sam and Gollum set. At six quid this set didn't seem too expensive and the sculpting appealed too; the characters were in nice action poses without suffering from too much "leaping about".

On first examination they are great little models, very fine and superbly detailed. They vaguely remind me of long forgotten models from my dim and distant gaming past. However, this very fineness means you must take great care when cleaning them up to avoid damaging any detail. On the plus side, they only needed a quick scrape with a scalpel and a run over with a fine file. The metal is hard but quite workable. Make sure to remove the air runners, (very fine strands of metal left from the moulding process); I missed a couple the first time around!

As always I undercoated black and painted the flesh first to get the feel of the models. I then engaged in arduous research to figure out the colours for all the other bits... by watching the movie eight or ten times! The models were mostly painted using Foundry's three-colour paint system. I have listed the Foundry paints and brushes I used below, and where I deviated from the Foundry System I will let you know.

Frodo Baggins

The tricky bits on Frodo were his waistcoat and trousers. I wanted a dark red for the waistcoat so I had to mix a bit of Black into the Bright Red shade to make it darker, then I worked up from there by adding more Bright Red to the mix for each stage. The same went for the trousers and lapels, as I wanted a darker than standard brown. Again Black was added to the shade colour, adding Dusky Flesh to lighten it for the highlights. The cloak is the standard Storm Green, but I mixed

intermediate shades in between the three colours to make a five-colour graduation, and I did the same on Sam. The brooches were painted silver instead of green, as they got a bit lost against the green cloak.

Paints

Flesh: Flesh (5)

Hair: Dusky Flesh and Black (6 & 34)

Eyes: Deep Blue (20), well I did them brown by mistake, but they should be blue...

Cloak: Storm Green (27)

Brooch: Armour (35)

Coat: Tan (14)

Lapels and Trousers: Dusky Flesh and Black (6 & 34)

Waistcoat: Bright Red and Black (15 & 34)

Straps: Rawhide (11)

Back Pack: Drab and Royal Purple (12 & 19)

Sting: Armour (35)

Base: Base Sand (10)

Rock: Slate Grey (32)

Grass: Ochre (4)



Frodo actual size

Master Samwise

In terms of colours Sam was more straightforward, but the model itself was more complex, having more clothing and kit on him. So you need to be careful to work out which bits are which, like differentiating his jacket and waistcoat. However, I did make his trousers a bit lighter by adding another highlight with Arctic Grey shade, and I had to mix a complete grey/blue colour for his bed roll from Tomb blue and Black, adding white to this mix for the highlight.

Paints

Flesh: Flesh (5)

Hair: Buff Leather (7)

Eyes: Deep Blue (20)

Cloak: Storm Green (27)

Brooch: Armour (35)

Coat: Drab (12)



Trousers: Slate Grey and Arctic Grey (32 & 33)
Shirt: Canvas (8)
Waistcoat: Slate Grey (32)
Belt and Scabbard: Spearshaft (13)
Straps: Rawhide (11)
Back Pack: Drab (12)
Bed Roll: Tomb Blue and Black (23 & 34)
Rope: Slate Grey (32)
Sword: Armour (35)
Small Pack: Buff Leather (7)
Pots and Pans: Armour (35)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Ochre (4)

Am I hooked? I have just started work on the Attack at Weather Top set; I'll let you know how it goes... I can give it up any time, my precious...

Kevin.



Sam actual size



Smeagol/Gollum

As it was the largest part of the model I did the rock first. Then for the flesh I used an undercoat of Buff Leather shade, then the standard Flesh over that, but using a lot of highlight. I then added White (33) to the flesh highlight and went over all the flesh again with this second highlight to make him quite pale. He is still not quite as washed out as he is in the film, but the model being so small, needed some life in it!

Paints

Flesh: Buff Leather and Flesh (7 & 5)
Hair: Black (34)
Eyes: Deep Blue (20)
Teeth: Boneyard (9)
Loin Cloth: Drab (12)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Ochre (4)



Smeagol actual size



Brushes

Throughout the painting of these models I've used a Foundry Series 3: size 0000 brush for the detail, a Series 100: size 000 for larger areas, (not many on these models!), and a Series 30: size 2 brush for bases and dry-brushing.

Varnish

The models were gloss- and then matt-varnished using polyurethane varnish, but that is another story!

Careful my precious

I was more pleased with the results than I expected. However, these models are not an easy ride, and their precise attention to detail makes few concessions to ease of painting. As I said, you must be very gentle when preparing the models so as not to spoil the fine detail, and be careful in your painting to get the best results from these excellent castings.

With a bit of care, for the slightly more experienced painter, they are a great challenge and offer a great return.

With all said and done they are truly magnificent representations of the characters from the film, or even the books... enjoy.

