

BASING MASTER COURSE



STUDENT PACK

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General Information

Venue Address:

Element Games, Stockport Course, 1 Hallam Business Centre, Hallam St, Stockport SK2 6PT

Times:

Saturday - 10:00 - 17:30Sunday - 10:00 - 17:00

Travel:

Element Games is located South of Stockport Town Centre and easily reachable via public and personal transport.

If travelling by train, Davenport Station is a 10-minute walk to Element Games. Additionally, Stockport Station is connected to Northern Railway services with several bus networks running from the station to the venue.

If travelling by personal transport, Element Games is a 10-minute drive from the M60 Junction 1.

Parking is available at the venue free of charge.

Breaks:

A lunch break is dedicated to each day at a set time (Please see Schedule for more details).

Please be aware that our course venues will only permit food and drink purchased on site to be consumed on the premises. All venues are located within a suitable distance to a variety of food and drink options.

If you require the need for a break, whether it be bathroom, cigarette or phone call, you are free to do so however please make the tutor aware out of curtesy.

Please note that as the schedule for each day is organised as such to best manage time, sections cannot be paused to cater for individual breaks.

Contact:

If you can no longer attend the course, or have any questions or concerns, please get in touch by emailing: info@siegestudios.co.uk. Any cancellations must be received in writing and acknowledged prior to the event. Full cancellation and refund policies can be found within the Terms and Conditions on our webpage: https://siegestudios.co.uk/terms/.



Course Schedule

Please make sure that you arrive at least fifteen minutes early to ensure the course can start promptly.

If, for any reason, you are running late please contact us via email in the Contact section of this course pack.

Saturday

- 10:00 Open Venue/Set Up/Introduction
- 10:15 Bombproof Road Base demonstration and student build time
- 11:00 Woodland basing demonstration and student build time
- 12:00 Lunch
- 13:00 Concrete Rubble basing demonstration and student build time
- 14:00 Industrial basing demonstration and student build time
- 15:30 Bombproof Road Base painting Over brushing
- 16:30 Day One round-up & Instructor Q&A
- 17:30 Day One Finish

Sunday

- 10:00 Open Venue/Set Up
- 10:15 Wet palette demonstration
- 10:30 Woodland painting demonstration and student painting time Layer/Stipple
- 11:30 Concrete Rubble painting demonstration and student painting time
- 12:00 Lunch
- 13:00 Concrete Rubble student painting time
- 14:00 Industrial painting demonstration and student painting time
- 16:00 Day Two/Course round-up & Instructor Q&A
- 17:00 Day Two Finish

Equipment & Supplies

• Your OWN brushes for painting - we typically use Kolinsky Sable 2, 1, 0, 00 or 000 size brushes for detail work. These or equivalent quality brushes for detailed work are needed. Certain sections of the course require you to have a brush with a very fine tip, please make sure you have at least one brush that meets this requirement.



Key Paints

(Vallejo) Model Color Black 70.950 - or any black equivalent

(Vallejo) Model Color Cold White 70.919 - or any white equivalent

(Vallejo) Model Air Steel 71.065

Citadel

Eshin Grey Fenrisian Grey Mournfang Brown Rhinox Hide Scrag Brown Tau Light Ochre Steel Legion Drab Baneblade Brown Karak Stone Celestra Grey **Ulthuan Grey Averland Sunset Yriel Yellow** Doombull Brown Leadbelcher Ironbreaker Nuln Oil

Choose a triad

Caliban Green
Warpstone Glow
Moot Green
Khorne Red
Mephiston Red
Troll Slayer Orange
Kantor Blue
Caledor Sky
Lothern Blue

Recommended Paint list – With regards to the following list, these are recommendations that we would advise using for best results, however if you have preferred substitutes, please feel free to bring those instead. We highly recommend acquiring your own paint to bring with you, or to purchase them from the venue if they stock it. We do, however, have our own pots that may be used on the day if you don't have your own.



- **Painting Lamp** Bringing a lamp is advised for you to be able to benefit the most from your time painting on the course.
- Hair Dryer Please bring a small/travel hair dryer as this will be ESSENTIAL to speed up drying time.
- **Palette** A wet palette is preferred. Any alternative that you frequently use is also acceptable.
- Notepad & Pen These will come in handy for you to take notes throughout the day!
- Glue Super glue and high quality PVA is recommended i.e Mod Podge
- Scissors
- Knife and spare blades
- Tweezers
- Files/Sanding sticks
- Cutting Mat
- Steel Ruler
- Hand Drill and 1mm bit.
- Holder cork, shot glass, branded etc

Optional (Course leader will have these for you to try before you commit to buy)

Pigments - Black, Brown, Light

Acrylic paste - Vallejo Thick Mud 26.808 Russian Mud or equivalent brand/colour

Masking Tape - Tamiya 3mm + 6mm or equivalent brand

Models Required:

All bases and basing materials used within the course are supplied by us.

If you would prefer, you can bring your own models that you are working on currently, or new models to practice on – both are perfectly fine. You are free to use these during the free painting session and request any feedback and advice when practising your techniques.

Further Information

Unfortunately, we are unable to supply painting lamps for you to borrow for the day if you do not bring one. If you don't have a lamp that you can bring, or are looking to upgrade, we have the best painting lamps in the industry for sale on our webstore.

If you'd like to purchase one and pick it up at the course, please add a note to your online order and we can arrange this for you. Please ensure your order is processed within 1 week of the course date otherwise we cannot guarantee collection.



We often get asked what our recommended products are and we have curated a list - https://elementgames.co.uk/paints-hobby-and-scenery/element-essentials/egaps/siege-studios-recommends?id=10211. Please note these are not needed for this class and is just a general recommendation.

Q&A

Each course will have a dedicated time for a Q&A session. Whilst the tutor will be happy to answer any questions throughout the course, we do kindly ask that, if possible, you save these for the dedicated time slot to prevent teaching from being interrupted too frequently. We also strongly encourage you to think of some questions prior to attending as the tutor will do their best to answer everything for you in one go.