



AdeptiCon 2006 Hobby Seminar Highlights

Hello anxiously awaiting AdeptiCon attendee! (wow, that's quite a mouthful) We've captured some details straight from this year's AdeptiCon Hobby Seminar instructors on how, what, and why they'll be teaching. The "where" is obvious – AdeptiCon 2006 at the Schaumburg Marriott! Looking forward to seeing you there in March!

Susan Wachowski, aka "PaintMinion": *Beyond Basics*

Susan has won numerous awards for her work, including two first place awards at GenCon in 1998 and the Gold and Master Class "Best of Show" awards in AdeptiCon 2005's Rogue Demon competition. Her website, www.paintminion.com showcases some fine examples of her work.

"The focus of this class is to bring painters trapped in a wash and drybrushing world up to the next level. We'll cover advanced brush techniques such as feathering and glazing. Quick tips on Source Lighting highlights, thinning paint, brushes, and paint additives will also be given.

We'll all do it together, each stage, and you will understand the techniques and their various uses before you leave."

Dave Pauwels: *Liber Metallica: Advanced Metallic Techniques and Methods*

Dave began painting at the precocious age of 8, when he discovered that unpainted toy soldiers were available. Since then, he's has won 3 Bronze, 1 Silver, and 4 Golds in Games Workshops prestigious Golden Daemon competition, along with numerous "Best Army" and "Best Appearance" awards from Grand Tournaments.

"I get asked most about painting metallics so I thought I'd share what I've learned over the years. I want to cover some non-metallic metal (NMM) theory, but really delve into the use of inks, washes and glazes to make true metallics look good."

Mike Butcher: *Themed Army Building and Conversion Planning and Execution*

Mike started with BattleTech, was introduced to the original Rogue Trader, and the rest is history. He took home a Gold in the Open Category at AdeptiCon 2005's Rogue Demon competition, and Silver from Games Workshop's 2005 Golden Demon competition. His armies have been featured in Citadel Journal and White Dwarf, and have won considerable recognition in numerous Grand Tournaments.

"In my Themed Army Building class, I plan to cover

1. Planning (aesthetics vs. game viability vs. the "spirit of the game"), buying, building (and converting), tying it all together, Army painting and basing, and finally, playing.
2. Extras, such as movement trays, tokens, and game aids.
3. Display boards and how to build your army so it can be moved.

The course will be a combination of Powerpoint presentations, demos and displays, and Q&A/advice sessions.

During my Conversion Planning and Execution class I'll cover

1. The "do's" and "don'ts" of conversion planning.
2. Dynamic posing and basing
3. Tools and techniques (head/weapon swaps up to scratch building bits)
4. Thinking outside the box.

The course will be a combination of Powerpoint presentations, hands-on help, Q&A/advice sessions, and demos with the help of an army or two for display.

Participants are encouraged to bring any models/concepts they want help with or are working on."

Terry Peterson: A Classic Reinvented: Exploring Highlighting, Blending, and Theory with Metallic Paints

Terry has been involved with the hobby since a friend introduced him to Warhammer 40K. Since then, he's won 4 Bronze, 1 Silver, and 3 Golds at Games Workshop's Golden Demon contest, along with a 3rd place in the Bolter and Chainsword's Space Marine Commander contest.

"A look at how metallic objects reflect light and translating this into metallic paints on a miniature. The class will look at why non-metallic metal (NMM) is so popular, and how one can achieve a realistic appearance similar to NMM with metallic paints.

The class will include demonstrations and explanations on how to achieve various effects in painting silvers, golds, bronzes, patinas, ageing, weathering, and wet blending."

Nathan Comanse: Vehicles and Armor 101

Nathan began his involvement in the miniature wargaming hobby with a box of RTB01 marines, way back in the Rogue Trader era. Since then, he's won multiple Bronze, Silver, and Golds in Games Workshop's Golden Demon competition, as well as feature articles in White Dwarf.

"I will teach the tricks I use when building, converting, and painting vehicles of various scales and types. My area of expertise is realism and weathering, and I will show you how to do it so that it can withstand the rigors of table top combat. From metal to flesh to titans to scout cars, the techniques will be useful no matter what the project.

When it comes to questions, feel free to fire at will. It will be a tread-head's delight! So button up and let's roll!"

For more information on these great seminars, the instructors, or our other exciting events, visit <http://www.adepticon.org>. Registration for AdeptiCon 2006 is available online via PayPal at the website above. Space is limited, so don't delay!

<http://www.adepticon.org>