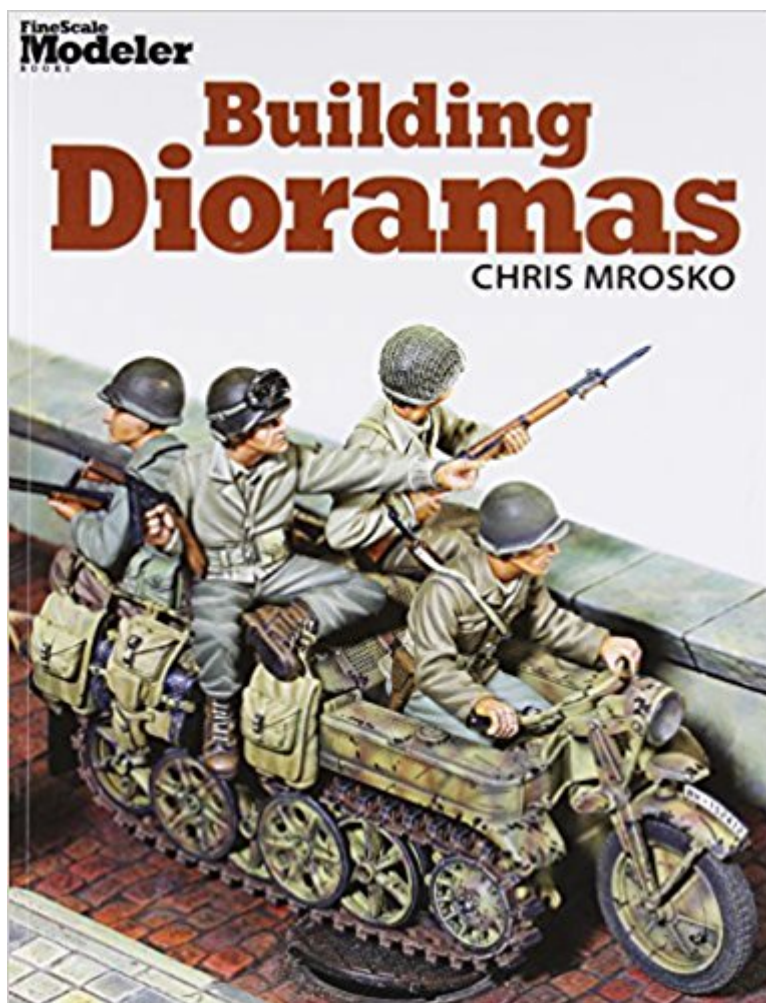


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# Building Dioramas



## Synopsis

Acclaimed modeler Chris Mrosko explains how to build dioramas that showcase models and create dramatic scenes, as well as offering expert modeling tips. Focusing on a step-by-step, how-to approach, modelers will learn the fundamentals of construction and design, airbrushing and finishing tips, how to cast pieces out of resin, and more. The ideal reference for modelers who want to expand their skills and do more with their models. A variety of step-by-step projects that range from Saving Private Ryan to modern global conflicts. Modelers will learn how to create wedgie dioramas to showcase figures.

## Book Information

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## Customer Reviews

Born and raised in Springfield, Ill., Chris Mrosko has succeeded in living the dream of many avid hobbyists finding a way to make his passion his livelihood. As an artist and designer, he has worked with well-known hobby manufacturers such as Verlinden, MMD, Custom Dioramics, and the Warriors and New World Miniatures lines of scale figures, creating buildings and display bases as well as sculpting original masters for figures. Like other kids in the 1960s, he built trendy plastic models like Revell's Dune Buggy. He was lured to dioramas by reading the booklets that came with Monogram kits, and after seeing built-up dioramas at a local hobby shop, he was hooked. Following a three-year hitch in the U.S. Army, he continued to improve his modeling skills while working in the museum of the 2nd Armored Division. He turned pro in 1991, moving to California to take a position with what was then known as Dragon/Kirin. It was there that he met John Rosengrant, a master modeler known for his character effects work in Avatar, Jurassic Park, Terminator, and other films. Together they formed Warriors Scale Models. In 1999, Chris returned to his native Missouri, where

he continues to make a living at his hobby and living his dreams.

I've been building models since I was about 6 years old. So I wouldn't exactly call myself a beginner. Because of this, I am typically pretty hesitant to buy some of these modelling books that come out because they are often a rehash of Shepard Paine's "How to build dioramas" that came out about 40 years ago. That being said, knowing the author, his skill and talent as well as his passion, I figured I'd give this title a shot. I was not disappointed. Read it cover to cover in two days. Keeping in mind that for \$20 it is 50-75% less expensive than many of the other books out there on the subject. Chris laid the book out really well. Instead of the typical "These are the tools you will need" first two chapters often found in these books that are geared strictly towards the beginner, he goes right into the entire subject of the book - dioramas- and the first step of creating one - inspiration. A chapter dedicated to airbrushes is the best I've seen in some time, especially in a book that isn't entirely devoted to the subject. The chapter on resin casting - something of a mystical art to even advanced modellers - is written clearly and concisely and even tells you what equipment to look for and where to get it. There are other chapters that again, simply haven't been written about, at least in one volume like this, before--like building "wedgies". Of course he covers painting, finishing, etc. in his own style, but that's the beauty of it. If you are advanced you can either pick up a few tidbits or ignore it, but because of the other subjects, you aren't wasting your money on another "how to paint faces on figures" book of which there are many. Incidentally he does include a "tools" section but as more of a reference towards the back of the book. His writing style is very much conversational in my opinion. As though he were instructing you in a classroom environment. It's easy to follow and keeps your interest. Overall I'd highly recommend this to both beginners and advanced modellers. For a beginner, it will set you on the road to good dioramas from the start. For the advanced modeller, the additional material not found in other books makes it a good (and reasonable) investment and addition to your reference library. I'm sure mine will be "dog eared" just like my 1978 copy of Shep Paine's book is.

I would highly recommend this book, not only to advanced modeler's. But, also beginner's. Mrosko [a world class] modeler has produced an excellent book for the diorama modeling community (and modeler's in general). He has brought 'us' old-timersÂ , up into the 21st Century, with some of the newer paints and materials, he discusses in his book. Kalmbach has published some excellent books over the years, and this one will be another classic, right up there with Shep Paine, and Kessler & Winar's books. I am enjoying reading it and it joins many other 'well-thumbed-editions', on

my over-crowded and cluttered work table. If allowed 'us', I'd give this a strong 4 and 1/2 Stars...If you are a modeler, you'll appreciate this book.

Good idea book but little actual construction techniques.

I would not recommend this for beginners. It has some great info but I am just getting started and felt this was way beyond me at this point. Once I build a few and want to get better this will be helpful, but not right now.

good painting guide. it could have used more photos of built models. And not built by the same guys.

A good addition to my diorama reference books, with helpful hints that most modelers would appreciate when attempting such a display!

Great book

Helpful but after being out of modeling for years felt a little shortchanged by this book

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