

## ReaperCon MSP Open Painting Contest

### Open Category – Explanation of Entry

*Thanks for entering! Please help the judges and other viewers by explaining your entry.*

- This entry is:
- ☐ unmodified figure(s) with custom-modeled basing
  - ☐ conversion or kitbash from stock parts with minimal original sculpting
  - ☐ heavy conversion or embellishment of a stock figure with original sculpting
  - ☐ fully original creation that you sculpted ("scratch sculpt")
  - ☐ other \_\_\_\_\_

Method(s) of sculpting, conversion, and/or modeling (check all that apply):

- ☐ **PHYSICAL**   ☐ putty   ☐ clay   ☐ removed/reassembled parts (weapon / limb / head swap)  
☐ assembly of modular parts   ☐ other \_\_\_\_\_

- ☐ **DIGITAL**   ☐ ZBrush   ☐ Nomad   ☐ Blender   ☐ other \_\_\_\_\_

Please describe any components by other sculptors, including physical models and digital files/STLs.

Examples: "main figure", "torso", "left arm", "head", "sword", "armature", "base", "skulls".

If you are providing other clear documentation in words and/or photos, don't repeat but say "SEE DOC".

Part	Original manufacturer & model (or sculptor or source)

*Please use the back to list additional components, if you need.*