

# Presentation

This project that has now become reality was born almost two years ago. Our first thought for the title of the book was "The Spanish Way" in reference to the "Spanish School of Modeling"; to show the state of the art\* of Spanish modeling at the beginning of the XXI century. But after some conversations and thought, I have reached the conclusion that it no longer makes sense to apply the concept of schools or styles of painting, which are theories in the realm of art, to modeling. To classify or to label modeling in this era that we live; the era of communications, technology, and of information, as Spanish, Belgian, Nordic, Japanese, or the Verlinden style", just doesn't make much sense. Everything has been globalizing, and modeling is no exception. Maybe twenty years ago Mr. Verlinden created a style. Maybe a few years ago a Spanish scale model differed clearly from another that was not it. The same thing could be said about a vignette or Japanese diorama, they were quite unmistakable. But nowadays, who dares to say that this model is of such or which style, or from which country? Certainly not me. I don't know if European and American modelers have taken a good look and have learned from Spanish modeling, and I don't believe that they care. The best thing about any knowledge is sharing it with others. Why should it have to be different for modeling?

I think that now we should speak of people with a shared hobby that have tried to rise above and to improve their techniques and methods, devising tricks, and new forms of making the same thing. Many modelers have reached a brilliant technical level, and their models are a sum of technical skill, tricks, and pictorial effects that convert them, at least for us, into true works of art. The current technical level is very difficult to beat. Now that the level is so high where do we look for new inspiration? Maybe we should first wonder if it is necessary to look for them or not and simply be devoted to enjoying what we like in our rooms, listening to our favorite music, disconnecting from the stresses of the day, and escaping from the real world into the world of our imagination. Have you not wondered why the hours pass by so quickly when we do modeling? It is because it distracts us. But I believe that man, in humanity's sense, has looked for "more" in all professions, and in all the arts, from the beginning of time. I don't know if it is nonconformity or an overcoming spirit, or both things, but man has always challenged himself to overcome his current limitations. This is our greatness. Why have we gone passed using a wooden branch as a toy, to having a box with hundreds of pieces of plastic, photo etched sheets, aluminum barrels, and link to link tracks without any ejection

pin marks? Why? I like to believe it is because of man's overcoming spirit, but I had never made this book.

In this sense, this book is intended for those modelers that want to be inspired on one hand, and want to improve their techniques on the other. This is not new, and it is what modelers demand: originality and technique. So then, what is it that makes this book different? Very simply, the concept with which it was born: some scenes structured around some challenging topics carried out by a group of modelers, many of them friends, with a spirit of creativity and going beyond themselves, and to share the best of each other with the rest. That is what I believe that each modeler that has participated in the collaboration of this book has wanted to achieve. They did this without trying to demonstrate anything to anybody, and only by sharing their knowledge.

Therefore, what was to be a book has developed into a new series of books full of techniques and inspiration to display your scale models.

And now I present you the contents of the book. The book has four parts:

- **The four elements:** Earth, Water, Air, and Fire
- **The four seasons:** Spring, Summer, Winter, and Fall
- **Spaces:** this part is dedicated to human spaces (streets, facades, factories, etc)
- **Addenda:** dedicated to an invited modeller and articles that don't fit in the other parts.

I have had to divide the book into two parts for space reasons, since if not, its volume would be huge. Therefore, in this first part, we will see scenes on wind and fire (Elements); spring and winter (Seasons); city and factory (Spaces). In the Addenda, our guest modeler is Miguel "Mig" Jiménez, and the book concludes with a superb historical article on the Bison 1.

In the second part we will see the rest of the topics: water and earth, summer and fall, and more human spaces. In the Addenda, the guest will be Jaume Ortiz, and the book will conclude with a visual reference guide to observe how to create different effects such as paint chips, rust, wood, snow, mud, etc...

As I say in the magazine XTREME MODELLING, I hope these new books are vastly useful and that you enjoy it immensely. e

*José A. Azorín*

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\* The state of the art is the highest level of development, as of a technique or scientific field, achieved at a particular time.