

## ***Building Daphne's Surprise***

Thank you for purchasing the first model in the Filmy's Girls line of babe kits, *Daphne's Surprise*. Daphne is a 1/6 scale resin kit produced by Marc Havican and sculpted by Mike Petryszak. The kit consists of eleven pressure-cast parts, molded and cast by Michael Allen. Please note that the process of building and painting this model kit requires a certain level of modeling skill. Do NOT let children or teenaged modelers work on this kit without adult supervision.

Daphne has been an explorer since childhood. While most of her schoolmates were playing with Barbies and tea sets, she and her two best friends – Brooke and Christa – roamed the nearby woods in search of adventure, often returning home after dark with a rucksack full of bugs and critters.

After graduating from Chelsea Bonestell High School, Daphne, Brooke, and Christa enrolled in Roddenberry University, where they each earned Ph.Ds in Applied Physics and Aerospace Engineering. All three joined the Intergalactic Space Patrol and set off to explore the universe.

Daphne's Surprise captures a scene from the girls' first expedition to an alien world. Daphne – ever the intrepid explorer – could not wait to clamber down from the three-finned rocket and set out on a new adventure. Shortly after leaving her gleaming cylindrical chariot, she encounters her first alien life form, a tentacled critter named Orb.

This guide to building Daphne is merely that – a guide. Please feel free to interpret Daphne as you see fit – colors, modifications, dioramas, etc. These “instructions” are not meant to be the definitive guide to building and painting the kit, but are just a collection of photos, suggestions, and tips and tricks. I'd love to see what you do with her so have fun, and send me some photos!

Marc Havican

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The first thing to do is to remove any remaining mold release from the kit. The release on Daphne is minimal and can probably be removed with dishwashing detergent. Remove any flash and mold seams using sandpaper, sanding pads, or the back of a hobby knife. Prime the parts using your favorite primer and check for any remaining mold lines or scratches.

I started with the base. I wanted a sort of Martian feel, but with a bit more variation in the soil. I base coated with a red oxide color, followed by washes of various colors, including chestnut inks, mixes of umbers and grays, and various highlights. Just play with it until you're happy with the look, then seal everything with Dulcote or Krylon Matte. I then drybrushed the highlights using shades of yellow, orange, and green.

After sealing again, I masked off the base so that I could paint Orb. You could hand-paint him and save the masking, but I like to airbrush and love the look when I peel away the masking. To mask Orb, cut thin strips of tape in small sections and carefully apply around the base. I use Tamiya tape.





Next I flattened Silly Putty and tore off several chunks to overlap the tape and protect the uneven surface of the base.



After covering the remaining areas with blue painter's tape, I based Orb in a light green color. You could do this in purples, reds, grays, whatever interpretation you want. Let your imagination run wild – after all, he IS an alien critter!



Be sure to paint Orb's upper body and tentacles at the same time. That way you'll be sure to match up all of the colors. As you can see from this photo, I used a slightly darker green to paint stripes around the circumference of his torso. I did the same around the small tentacles and across the main tentacle on the base.

After you are happy with the base coats, seal with Dulcote to protect your work so far.



The next step is to mix a glaze to bring out the detail in Orb's body. I use Golden Acrylic Glazing Medium mixed about 50-50 with Golden Hooker's Green Hue airbrush-ready paint. I chose a glaze for this application because I wanted a darker look in the cracks and crevices.

You can use any kind of glaze or wash you want, mix it with water, Windex, different ratios, etc. Use what you're comfortable with – remember, there is more than one way to skin an alien!





Liberally apply your wash or glaze and let it sit for a few minutes before gently wiping it off the raised surfaces using a soft cloth.



Here you can see how the glaze settled into the cracks before I wiped it off.





After removing the masking, I painted Orb's spots in purple, followed by a lighter purple drybrushing.



Here I've test-fit Daphne's right boot on to the base. I used square brass tubing as support rods between her feet and the base. You can find it at most hobby shops or train stores.



I used watercolors to add a light pink ridge around the inner lid of his eye. The eyeball is gloss coated with Tamiya clear gloss.

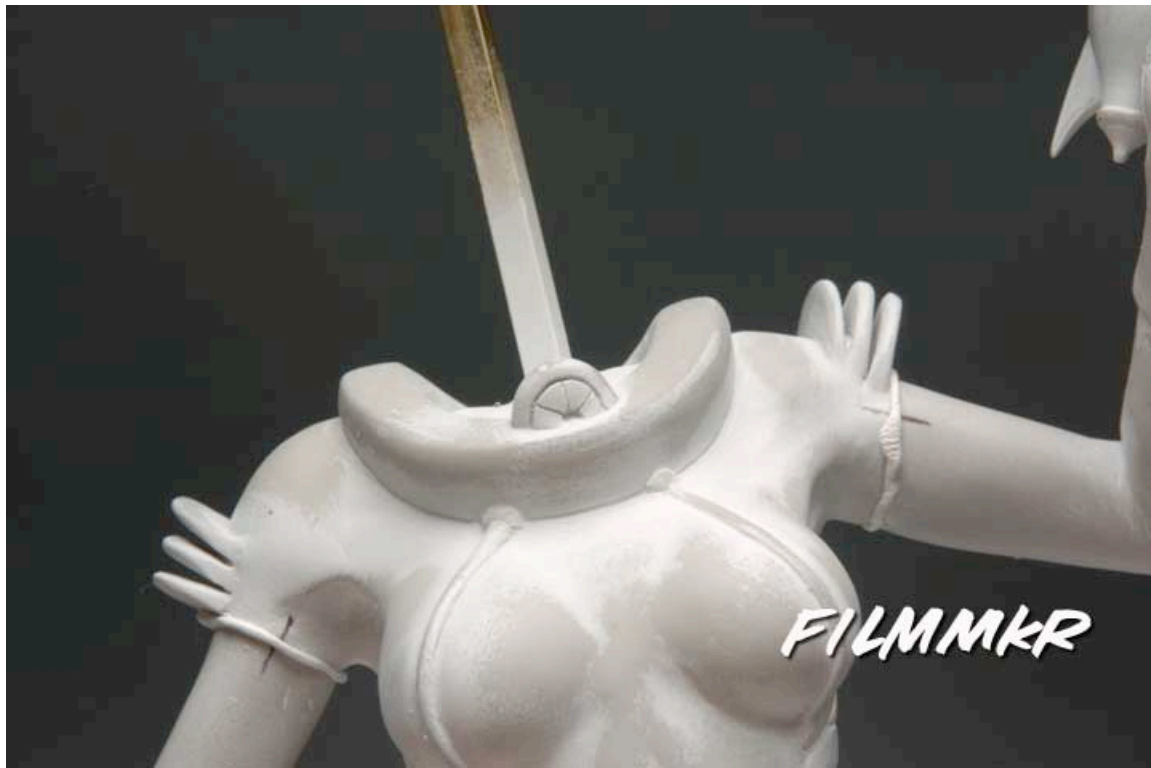




After carefully removing any seams and mold lines, I scribed the lines along Daphne's gloves with a scribing tool. You could also use the back of a number 11 hobby blade, but please be careful!



With the base completed, I pinned Daphne's arms and legs, using brass rod. After lining up her arm in the correct position, I used a fine-line marker to mark alignment points.



To fill the slight gaps between her arms and torso, I rolled out two thin worms of Aves Apoxie Sculpt, put them around the circumference of her upper arms, and gently pressed the parts together. I let the parts sit for about a half hour, then gently removed most of the excess putty using Aves Safety Solvent. I did the same for the joints where her boots join her legs, then set everything aside to cure for 24 hours.





After the putty cures, sand the seams until they are smooth. Here we see Daphne completely assembled after all of the seams have been filled and sanded.



And here she is after a final primer coat. I wanted the final base to be white so that the colors would really pop.



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Okay, lets paint! Working from dark to light, I shaded her face with a dark tan flesh color.



Then added the mid tones and highlights by lightening the dark coat.



Add highlights to the tops of her cheeks, chin, and eyebrows. Do the same for her arms, and – if you choose to have her with bare legs instead of leggings – her thighs, knees, etc.





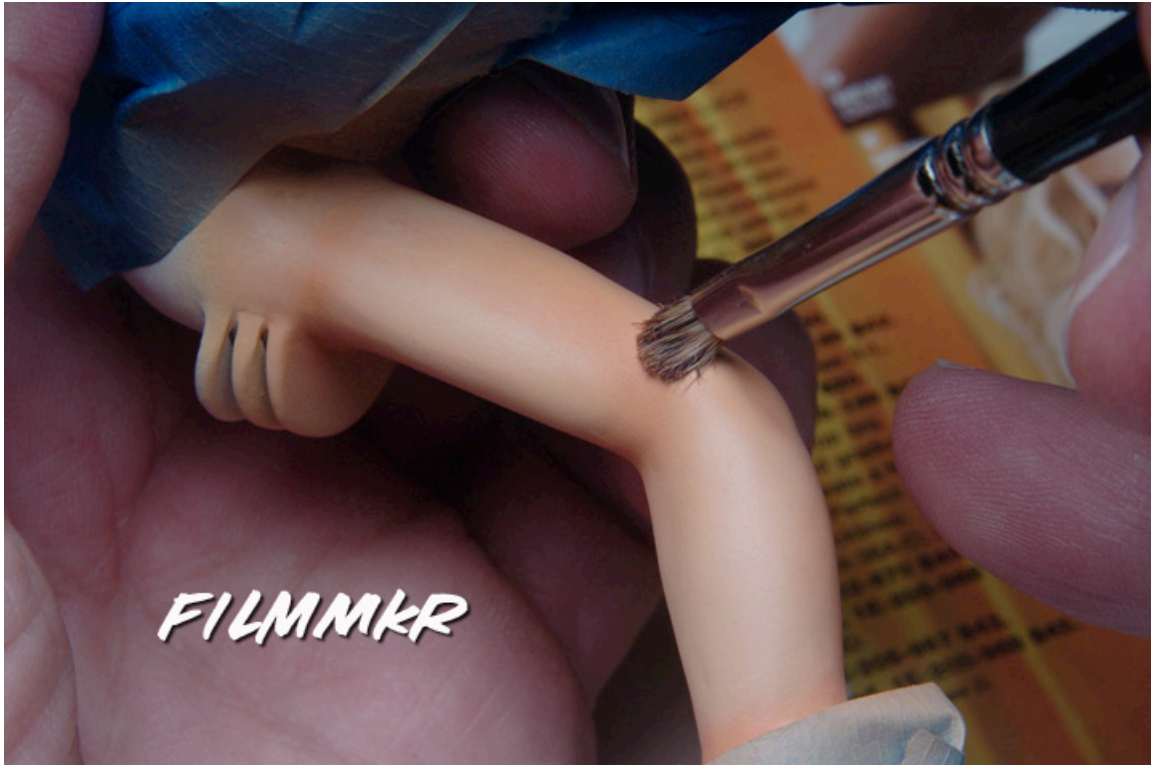
After sealing with Dulcote, I used pastels to further shade her skintones. I use Faber Castell pastels because the shade and blend really well, and they don't change color when sealed.

Grind some powder off the stick with sandpaper, then gently dab the pastels where you want them. Wipe your lips and swallow your spit, then blow the excess pastel off the part. The last thing you want to do is expel moisture on to the powder!



Using a soft brush (I use Micro Mark's excellent drybrushes) gently blend the pastel into the surround skintones, feathering away from the darkest areas into the lightest.

Nothing beats good reference material – I use Victoria's Secret catalogs, but you could use Cosmo or any magazine that has good clear shots.



Using the same technique, I shade her arms and further define her musculature.







More reference.



After sealing the pastel work, mask off her arms and paint her space suit.





Here I've base coated Daphne with a bright yellow-orange from Golden's excellent line of airbrush-ready paints. I darkened the base coat with orange and then shaded the areas that needed it.





I wanted a semi-metallic pearlescent sheen to her suit, so I mixed up some thinned gold metallic craft paint with Badger extender about 70-30 extender to paint, then added a very small amount of Pearl Ex pigment to the mix.



Daphne's eyes were basecoated with an oyster color made from a mixture of unbleached titanium and a tiny drop of Payne's Gray. I used watercolors to create a thin wash of pink and applied it in a thin line just inside her lower eyelid, then brushed her lashes and pupils with Mars Black. Her lips were brushed with various shades of pink and coral, then outlined with red.



I wanted Daphne to have blue eyes. Place a couple of white highlights around the edge of her irises. I used a sharpened toothpick for this.



And here are a few shots of Daphne after painting. For more shots of the finished kit, please check out the Beauty Shots folder on this CD. I hope you enjoy painting her as much as I did producing her. Thank you once again for purchasing Daphne's Surprise!









