

## Coats (Modeling and Painting)

By Geifer



1. Decide where on the model the coat will be attached. In the picture, this is just under the belt. For a closed coat, this would be above the ankles. For a coat turning with a whirling model, this might be just under the armpits.
2. Take a large enough lump of green stuff and roll it out on a flat surface, on plastic wrap. Once rolled out, cut out the angular form of the lower coat, ie everything from the point where it will be attached to the bottom edge.
3. Attach the green stuff to the model, ideally touching it only at the top as you don't want fingerprints on the green stuff (especially the inside of the coat). Be thorough and use as much green stuff on the upper end as possible, you'll need the green stuff to stick to the model for the next few steps.
4. This is your frame. You can now bring it in position, making folds as you please. Since your green stuff will be thin it will probably not hold on its own. Let gravity work for you. Once shaped, put the model in a position that gravity won't deform it until it's hard.

5. Now you should have a thin frame with:

- position to define the coat
- large, basic folds
- the proper, angular shape

6. Wait a day.

7. Now you can apply another layer of green stuff to the outside, creating more folds if you like or just reinforcing the general shape as it is now. Don't hesitate to make the coat thick. The thicker it is, the less it will bend when used.

8. Do this again if your coat is still too thin or you need deeper folds, until you are happy with the result.

9. Now is the time to talk about how to make the surface smooth. While you apply the layers (steps 7. and 8.), shape the green stuff with a wet blade. When you are done, brush lightly over the surface with a dry blade. When it is dry, the green stuff will stick to the metal and the surface will move in the direction you pull the blade, thereby creating a smooth surface. Once this is done and the green stuff hardened, you can use a sharp knife to scrape over the surface (holding the blade at a right angle to the surface) to get an even smoother surface and remove little bumps you missed before.

10. Now you have the coat itself, it's time for the details. Buttons, buckles, whatever you want to see on your model.