



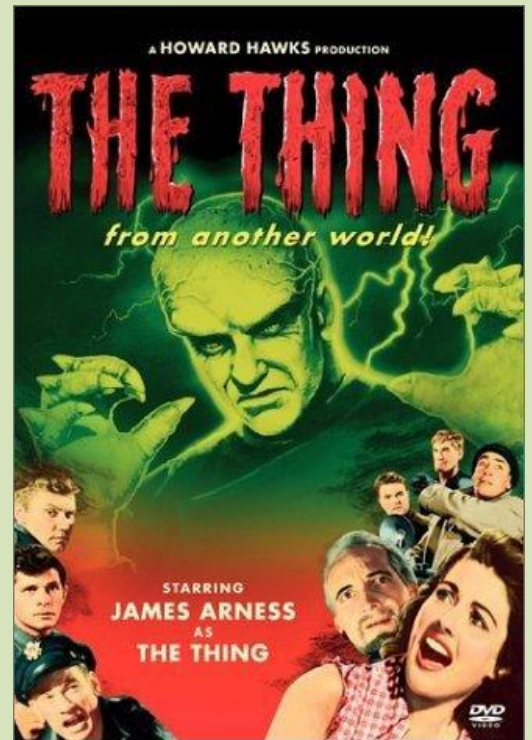
i nailed a THING FROM ANOTHER WORLD

Rusty Nail is an accomplished Garage Kit artist living in Edgemont, Arkansas. In 2010, Black Heart was looking for an artist to write a step-by-step article documenting a cool paint job on The Thing from Another World wall-hanger; Rusty was drafted for the project. We told him that, without hair or fur or scales or fangs or other obviously monstrous features, this was a project that required something really special for this Thing. Rusty went the extra mile writing a step-by-step article on the alien's skin tones and demonstrated the eyes of a thing that could only have come from another world.

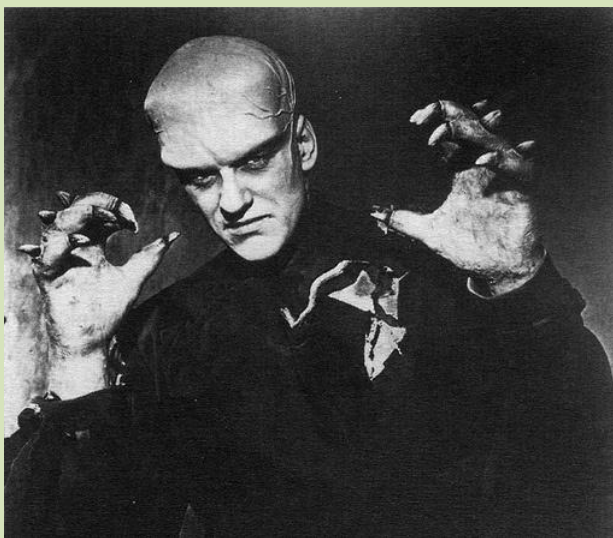
Rusty entered his Thing (the model!) in the model contest at the Chicago Figure Show in 2010 and won Gold. The kit won Gold again at the Little Rock, Arkansas Model Show contest in 2010 and was also awarded the coveted Black Swamp Modelers' Society Trophy at that show. The Thing then won Silver at the WonderFest 2011 model competition in Louisville, Kentucky. Thanks for making us look good, Rusty.

Rusty Nail's The Thing from Another World

I was a kid when I first saw the '50s sci-fi classic, *The Thing from Another World* (1951). I must have seen it on one of those Saturday morning monstermania theater shows and I recall being scared out of my pants! It was one of the better science fiction/horror movies on TV back in those days. The title creature was a hostile alien frozen in Antarctic ice for thousands of years before being revived by a group of scientists. The Thing was played by the late James Arness, best-known for his role as Marshal Matt Dillon from the popular TV western, *Gunsmoke*. Contrary to some reports, Mr. Arness was always fond of his role in the film and, in a letter written for publication after his death, he referenced his pride in the role and his appreciation for fans of the film.



James Arness as The Thing



Joe Simon has **hammered** out an incredible likeness for this 1:1 scale wall-hanger. It looks just like James Arness! And my plan was to **nailed** the paint job. Since the head is molded in one piece, there is no assembly required and no cleanup beyond washing it with soap and water.



Black Heart's Thing prototype by Joe Simon

Finishing The Thing

This is a straight painting project and, since the movie was in black and white, the color scheme is pretty open and allows more freedom to paint it how I like. In the movie, the creature was, in essence, a plant. So, I decided to use colors that would give the notion of an eggplant. Using my trusty Harder and Steinbeck Infinity airbrush I prime the head with a mixture of white primer (Freestyle brand) and five drops of black primer (Reaper). This makes a light grey color. I can't say enough about this airbrush. It's precision, handling and looks make for a superior weapon for your painting arsenal. I then sponge on Paynes Grey (Liquitex) mixed with Floetrol. This leaves the paint semi-transparent. The results look a little stark at this point, but most of it will be covered up. **(Image 1)** I then sponge a medium flesh color (Liquitex) mixed with Floetrol. I allow some of the grey to still show through. **(Image 2)**



Image 1

Image 2

Image 3

Image 4

Image 5

Using my Infinity, I began pre-shading around the eyes, temples, under cheeks and inside the ears. This was done using transparent smoke (Comart). I also do some mottling and deep veining with this color. **(Images 3-5)**

Using a sea sponge again, I sponge dioxide purple (Liquitex) mixed again with Floetrol and apply it to the top of the head, cheeks, tip and bridge of nose. I also sponge a little to the ears. Again back with the sponge using burnt sienna (Liquitex) and Floetrol, I sponge over the top of the purple areas previously done. I also sponge the two frontal lobes, upper cheeks, top of the chin and under chin. I add a little to the jaw line and sides of neck and then spray the whole head with Dull Cote to protect my work. I do some deep veining with transparent black green (Freestyle) on the lips, the inner eyes, ears, and under chin. I used transparent Mars Red (Freestyle) to mottle over the purple areas previously painted. **(Images 6-9)**



Image 6

Image 7

Image 8

Image 9

After the mottling is done, I switch back to sponging with a mix of medium and light flesh (Dermacote) over the entire head. I also paint the raised veins with ultra marine blue and chrome green (Comart).



Images 10 and 11

I do some light sponging again to the raised veins with the same flesh mixture and a little more floetrol added to the mix. (Images 10 and 11)

A raw umber (Liquitex and Liquitex Medium Gel) glaze is applied to the entire head and then wiped away with a lint free cloth. Another sponging is done with some light blue (Liquitex) and light flesh (Dermacote) over the entire head again. I lightly mottle the entire head with black

green (Freestyle). I do some very light sponging with violet (Liquitex) to random areas of the face. A concise sponging is done with a mixture of flesh (Dermacote) and alzurim crimson (Liquitex) over the top of the head, cheeks, chin and along the neck area. Then I paint the raised veins again with dusty pink (Freestyle). I give it a nice cote of dull cote again. A light spray of dusty pink is also used on all the prominent raised areas. Shading grey (golden) is lightly applied to the eye area, nostril folds, cheek folds, middle and upper lips. The temples, ears and collar line are also shaded with the same color. The area is sprayed with another layer of dull cote.

I then do some pin washes on the forehead and various other areas such as the outer corners of the eyes using Asurmen blue (Citadel washes). I open up the airbrush to about 20 psi and spray a wash of light flesh (Dermacote) which was cut 50/50 with golden airbrush medium over the entire head. I am careful not to let it build up in any specific areas, just an overall wash. I then spray a very thinned down wash of smoke (Tamiya) over the entire head again, including the lips. (Images 12 and 13) I painted the entire orb of the eyes with buck skin tan (Freestyle), then I penciled in where the iris should be. (Image 14)



Image 12



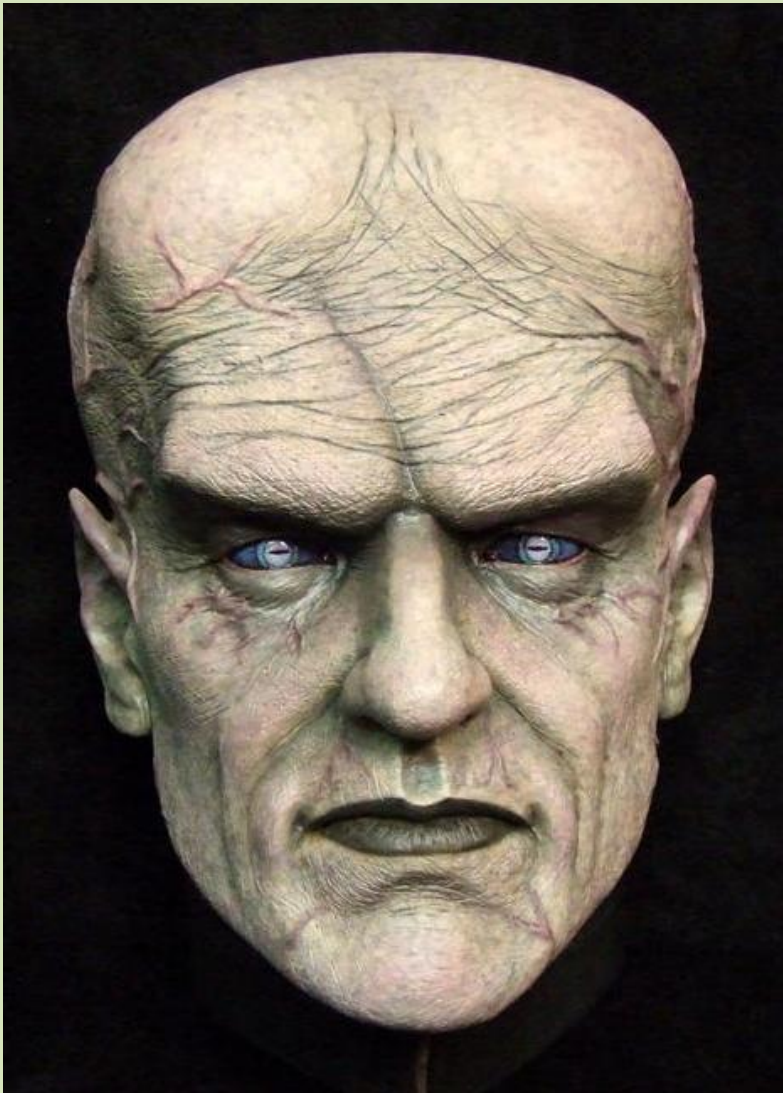
Image 13



Image 14

Eyes For The Thing

I had really wanted to do something freaky with The Thing's eyes but I was worried that the folks at Black Heart might not like something as freaky as I had planned. I went ahead and painted alien-looking eyes and was convinced that they were probably too much, too alien, for this article. So, I re-painted him with human-looking eyes, photographed him (see photo below), and sent the article and photos to Black Heart. When George and I talked after he got the photos, I realized he really wanted something non-human for the eyes, something different than anything he had ever seen. George loved the human-looking eyes I had done but we both felt something *other-worldly*, *something inhuman* would have been even better.



up and then repeated the process three times with each layer using the different shades throughout the eye. Doing this gives the eyes depth and a realistic sheen.

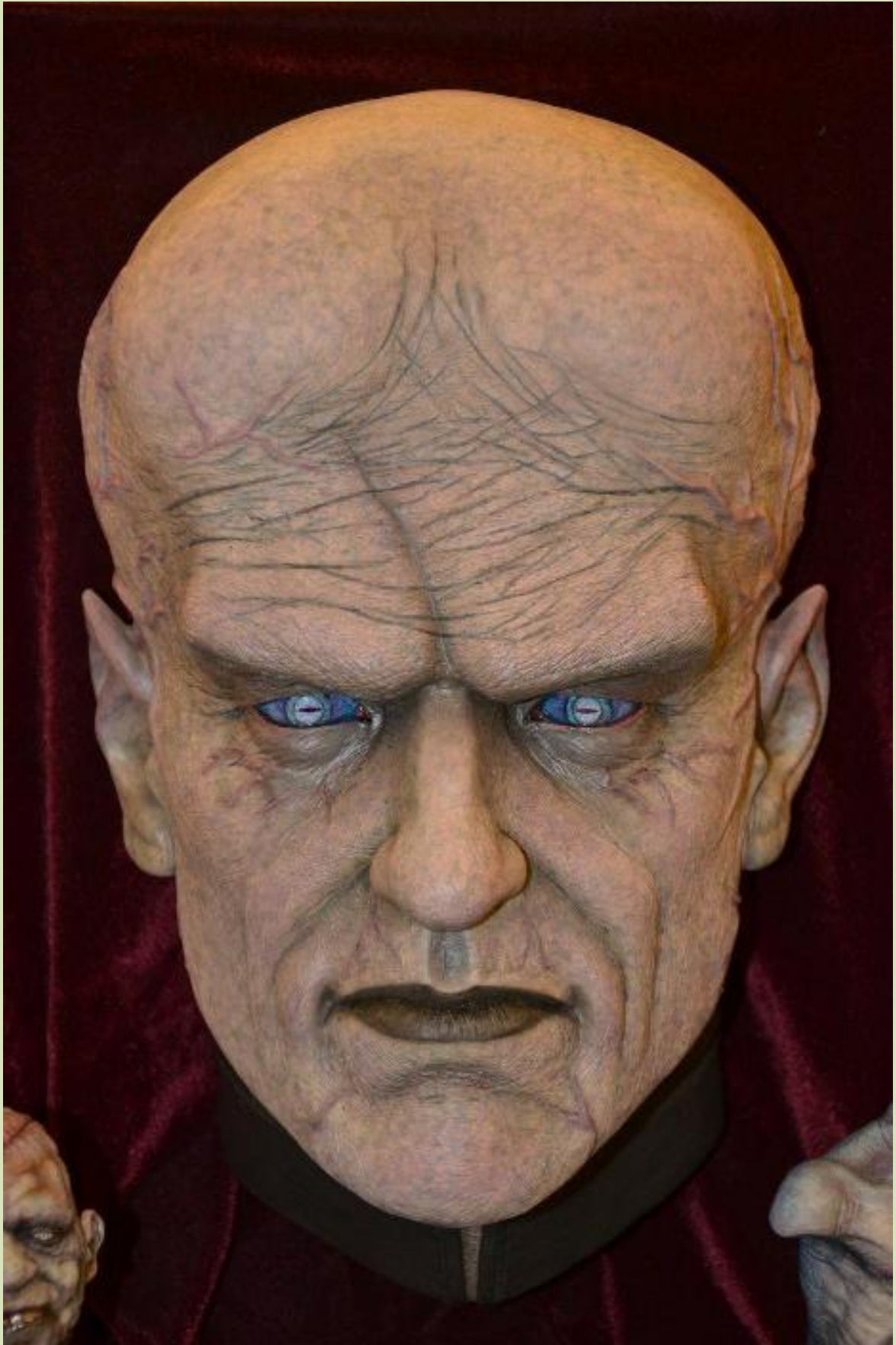
There you go. Eyes only an Alien Mother could love!

So, I went back to my original freaky-eyed design. I painted the upper lid a dark brown and the lower lid a dark pink color. Then I chose colors for the eyes that would complement the skin tones I used. I glazed over the entire orb of the eye with a medium shade blue. The blue gave me a good starting point. Then I painted the pupil a light gray.

Next came the fun part of the whole process. After laying down the basic colors, I covered the entire orb of the eye with five minute epoxy. While it was wet but just starting to set up, I used various shades of blues, purples, pinks and dark grays throughout the sclera (white part of the eye). I chose enamels because they seem to work better with the epoxy. I basically used a 00 paint brush and painted striations throughout the area leading up to the pupil edge. I then used black to paint tiny dots in the pupil and painted the iris a horizontal wedge shape. I let it set



A more human-looking Thing



Rusty's award-winning *The Thing From Another World*