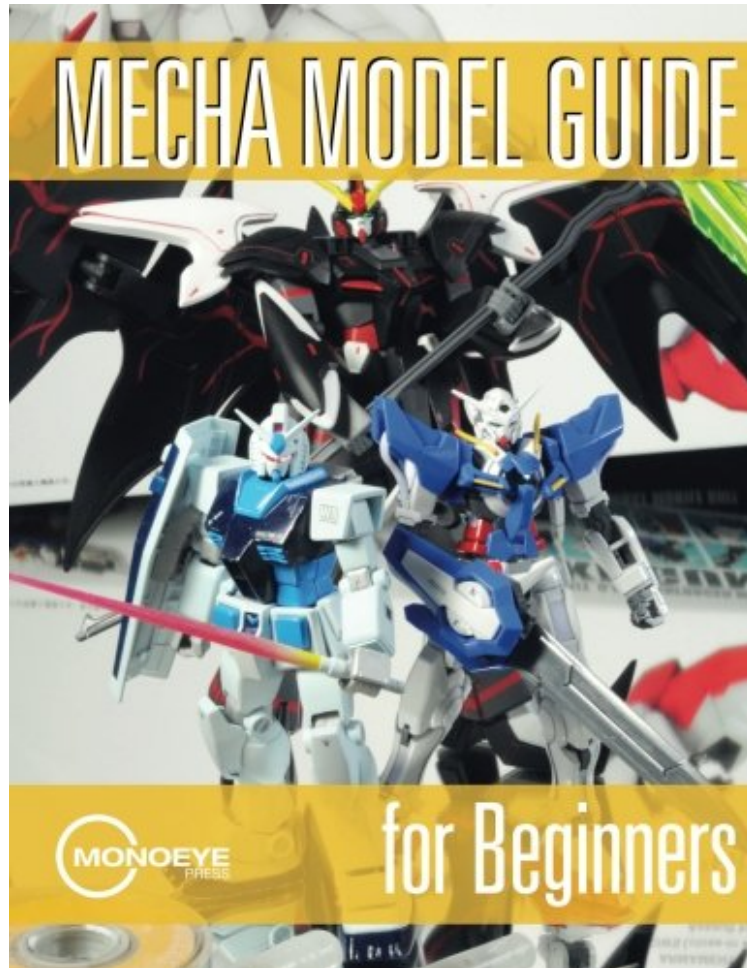


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## Mecha Model Guide for Beginners (Volume 1)

*Mr. Derick Siu, Mr. Ian King, Mr. Nick McLean, Mr. Robert Davidson*  
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#812533 in Books Ian King Nick McLean Robert Davidson Derick Siu 2013-11-30Original language:EnglishPDF # 1 11.00 x .23 x 8.50l, .53 #File Name: 149433681294 pagesMecha Model Guide for Beginners | File size: 69.Mb

**Mr. Derick Siu, Mr. Ian King, Mr. Nick McLean, Mr. Robert Davidson : Mecha Model Guide for Beginners (Volume 1)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Mecha Model Guide for Beginners (Volume 1):

2 of 2 people found the following review helpful. Great for beginnersBy kendal CormanyI have been doing this kind of modeling for over 10 years now and it is awesome to see a book out there that will teach you everything you need to know to get started. Sure there are tutorials online but nothing compares to having a book to skim through.I do have a issue I would like to address but it is minor. I understand this book was printed using 's services to keep initial costs down. but I do think in a volume 2 or reprint that you go with something different. I just feel the print quality, although ok, could be better. I know that means you have to order 1000s upfront but I think it is something to consider. Also I feel glossy pages will be better for this kind of book.But over all it is a great thing to have in a world where this kind

of book does not exist in english form.1 of 1 people found the following review helpful. Great, but not what I was expecting.By EvanI loved it, it gave great detail on how to paint, what kind of tools would be best, even getting rid of seams and sinks (I didn't even know that could happen). I even learned new ways to make basic weathering and battle damage. Though, I have to say a few things about it. First: There are around 15 pages or so of Gundam/Gunpla history in Japan and around the world. While it was fascinating to read, I felt like it could have been in a different book, rather than a book I was paying \$25 for to learn how to make good Gunpla rather than learn about Gunpla. Also, the book deals only in High Grade kits, whereas a all of my kits right now are Master Grade. This isn't necessarily the book's fault mind you, just a forewarning to anyone wanting to buy it.1 of 1 people found the following review helpful. Nothing fabulous but still useful.By eLDecent book nothing fabulous, serves as a decent starter guide to help you focus your individual research. Details a number of techniques belonging to the painting process, such as masking, modifications and paint types. Displays different techniques on different mobile suit models, however the most important aspect of this book is the breakdown of paint types. Simply put the type of paint matters, and this book can serve as a great introduction to paint types.

Created by hobby modelers for hobby modelers, this book provides you with simple and easy to understand techniques that are not only lots of fun, but can also help your kits like the pictures on the box! Dive into a world of countless possibilities as you discover the secrets of Mecha modelling! All models used in this book were designed by Bandai. Bandai owns the license to the Gundam franchise, and all subsequent Gundam designs.