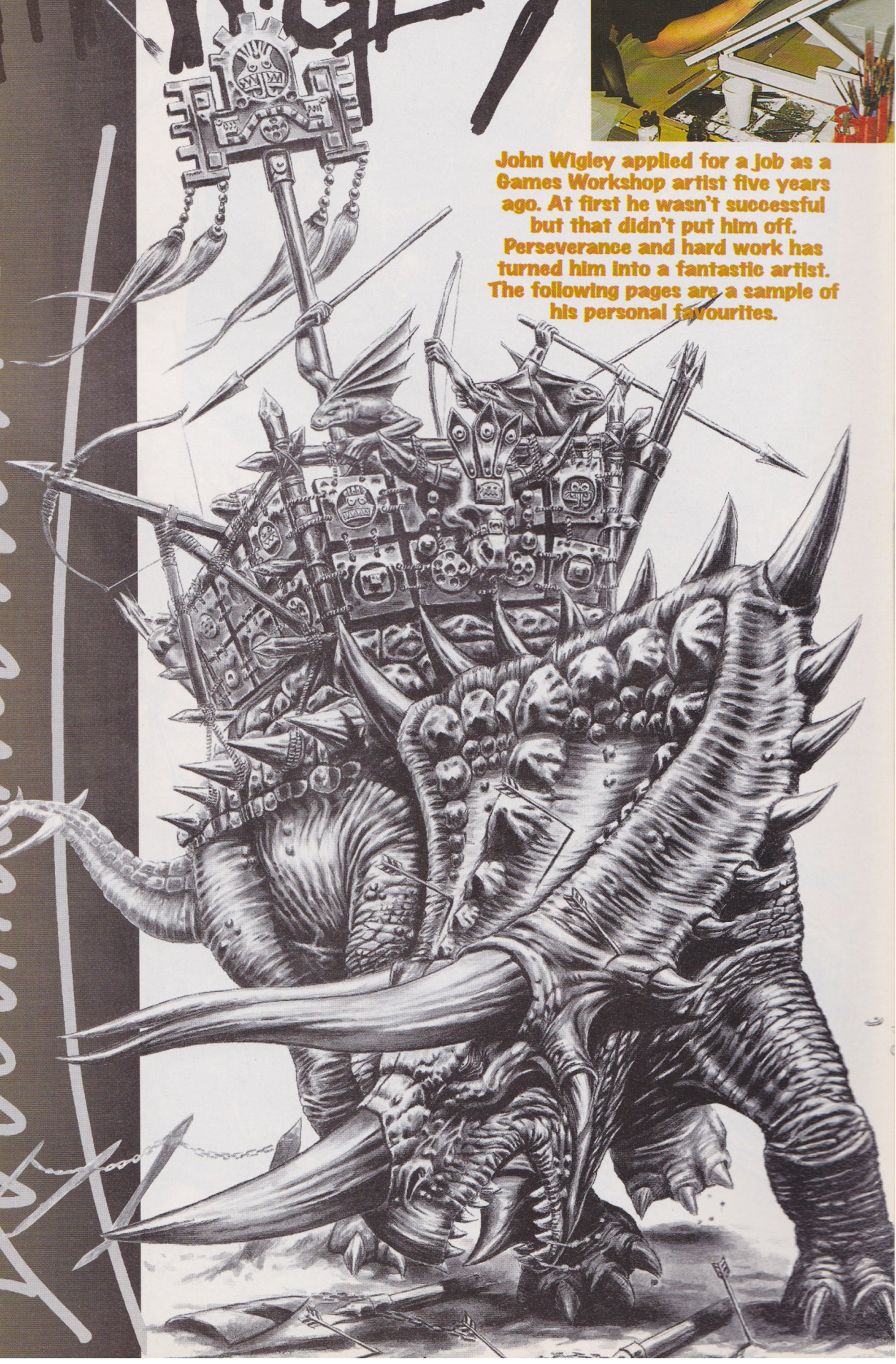


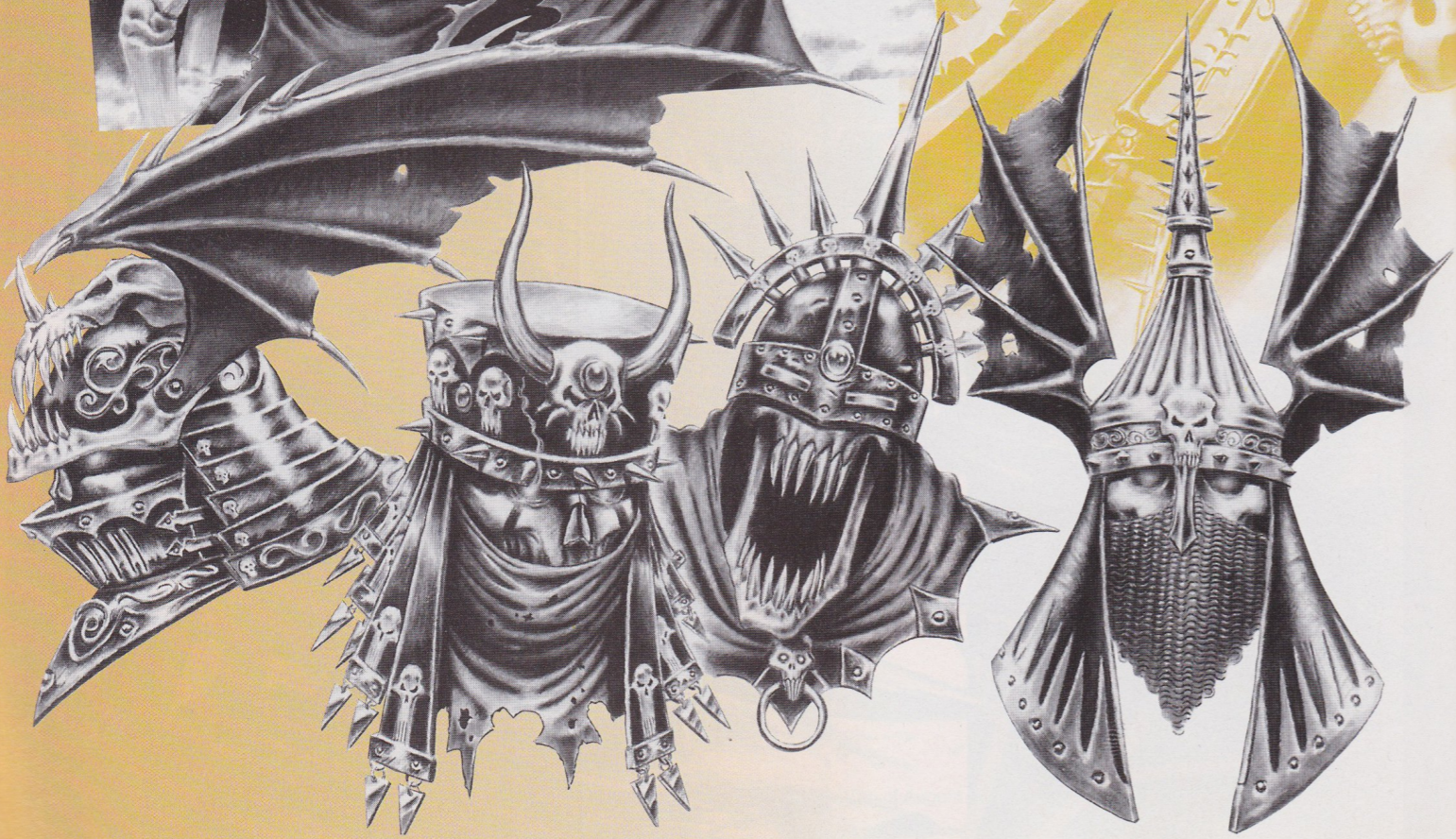
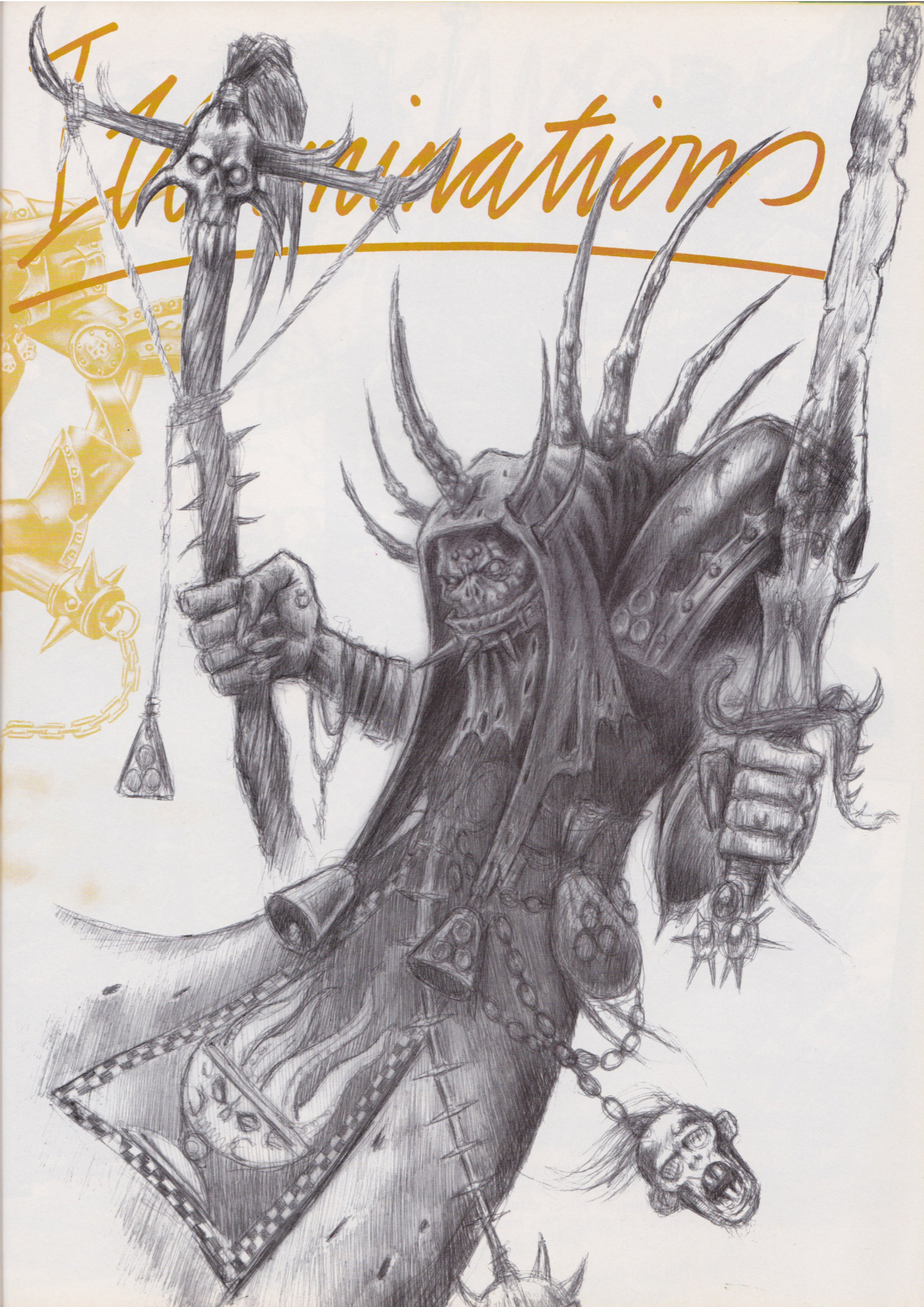
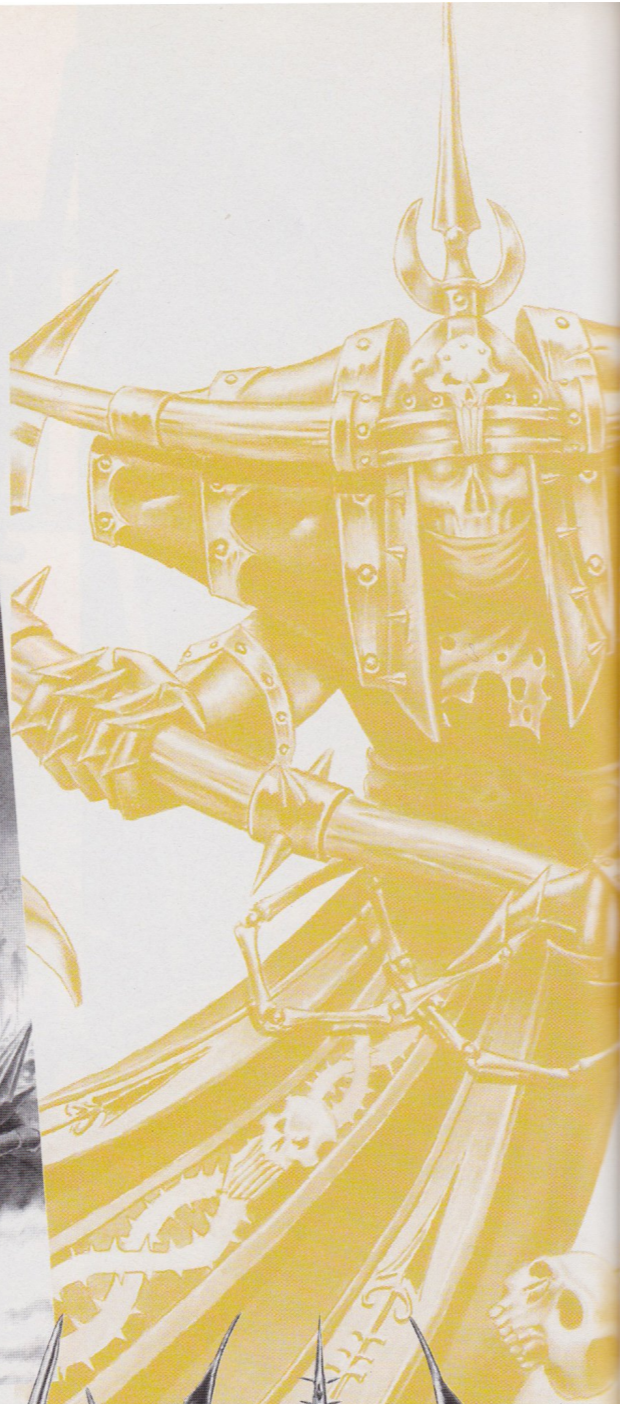
JOHN WIGLEY



John Wigley applied for a job as a Games Workshop artist five years ago. At first he wasn't successful but that didn't put him off. Perseverance and hard work has turned him into a fantastic artist. The following pages are a sample of his personal favourites.

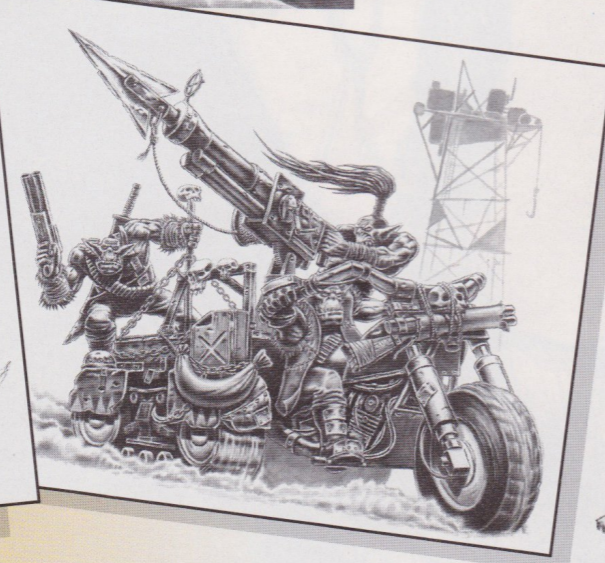
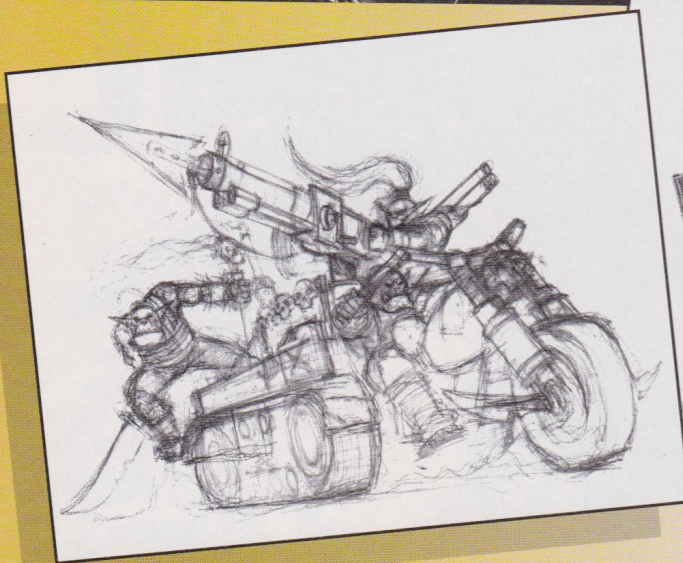
Illustration





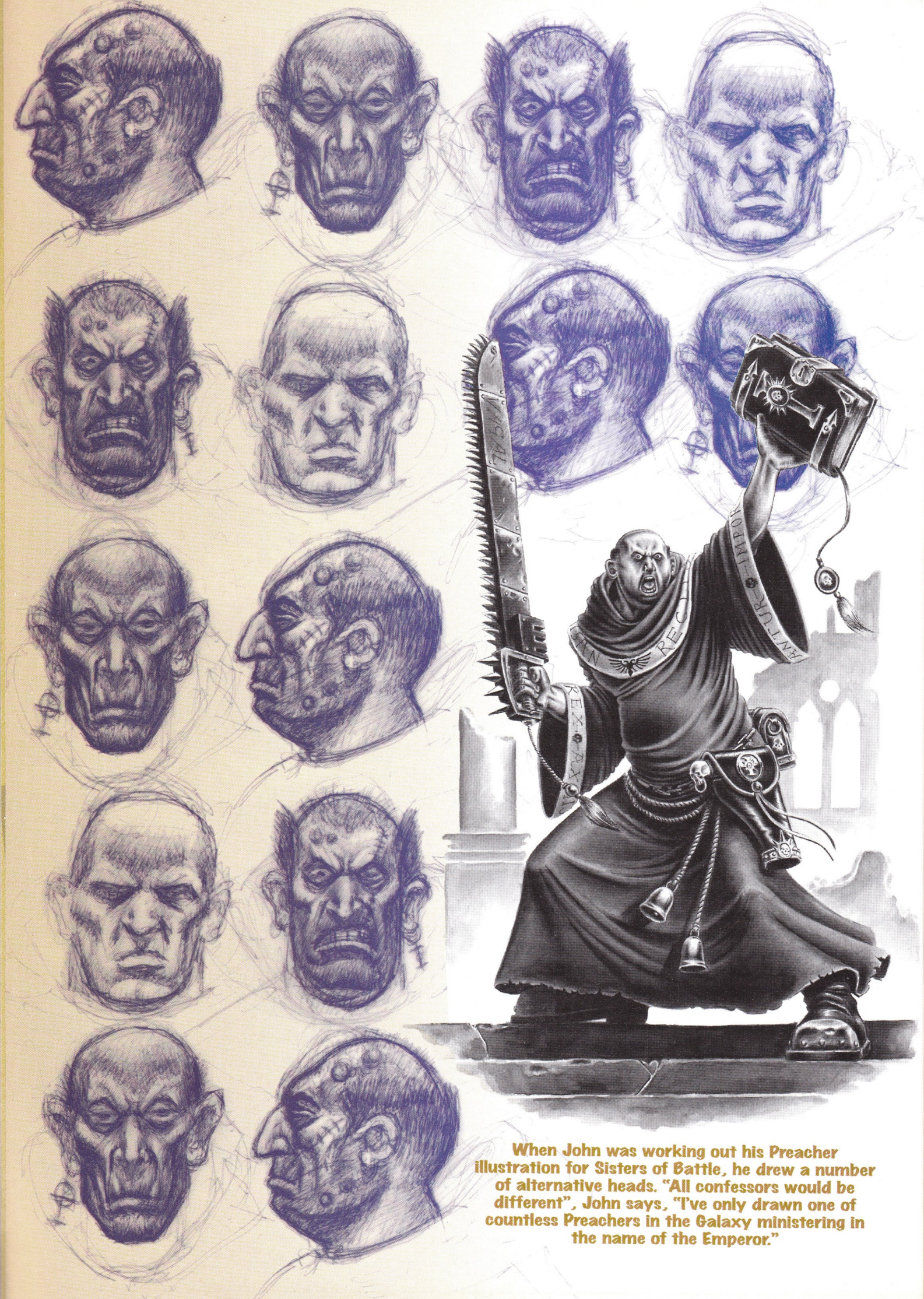


GORKAMORKA
ZORKAMORKA
MORKA



Above you can see another of John's sketches with the finished piece beside it. John rarely keeps a preliminary sketch once he has completed a picture.

"It would be easy for me to say that the Mad Max movies were an influence on my artwork for Gorkamorka. Actually they weren't. The main image in my head was of Orks riding around on buggies. What would they do? They'd drive 'round like raving nutters, shooting at their enemies and crashing into their buggies!"



When John was working out his Preacher illustration for Sisters of Battle, he drew a number of alternative heads. "All confessors would be different", John says, "I've only drawn one of countless Preachers in the Galaxy ministering in the name of the Emperor."

Redemptor Kyrinob Arch-Confessor



This drawing comes from the new Codex Sisters of Battle. "I had been given the finished green (the original sculpture from which we cast our miniatures) that had just been completed by sculptor Brian Nelson. I didn't want to handle the green too much so I got the pose right and then looked to the green in order to get the fine details right. I also used some Valhallan models from my army for reference as well as a picture of some forked lightning."

