

A real story...

The Life of Brian

These are the models that Brian first sent in to Alan Merrett



Wizard



Dwarf



Barbarian



Ogre

Brian Nelson has been working as a Games Workshop miniatures designer since November 1995. Since then he has sculpted a stunning variety of superb models that take pride of place in collectors' armies the world over. Andy Kettlewell was despatched to find out a little more about the man who has made such a remarkable impact in such a short time.

STARTING AND COLLECTING

The young Brian started collecting miniatures at the age of six, by rummaging through jumble sales for bags of Airfix toy soldiers. This is a pastime that most of us at Games Workshop have, at some time, shown an unhealthy obsession for! His first contact with Citadel Miniatures was at school where he started to collect them because they were new and so different from anything else he'd ever seen.

Brian collected models from lots of different armies but his favourite models in those dim and distant days were the Dwarfs. The Empire army is Brian's current project and he really likes the diversity of troops and the flexibility that the Empire army affords as you can choose a cavalry-based army, an infantry army or a combination of both! The new Realm of Chaos boxed set is causing Brian a few problems as he is so tempted to collect a Beastman Warband because the new models are just so menacing.

Large scale historical miniatures were the first models Brian started making because he thought that the large size of the models would make them easier to sculpt. He began sculpting



after seeing the inspirational work of many modellers from historical sculptors to Citadel miniatures designers. He then moved on to smaller miniatures which are much closer in scale and subject matter to what he does now. These first models were made from Milliput, using a selection of tools collected from around his house. One of his first tools was a piece from a manicure set stuck on the end of an old pen re-fill which his mum gave him! Together with this, cocktail sticks and pins were Brian's first tools and he still uses some of them for modelling today. After using Milliput for a time he moved onto using the epoxy compound, 'greenstuff' which is the material that all our miniatures designers use to make their models.

GETTING THE JOB

While making these first sculptings Brian found, quite by chance, that he was a friend of a friend of Michael Perry! Brian phoned Michael and chatted about designing miniatures. As Games Workshop is always on the lookout for talented miniatures designers Brian was asked to send in models of a Human Barbarian, and then an Ogre, a Wizard and a Dwarf (you can see these models right). These models were so good that Brian got the job!

Games Workshop design manager, Alan Merrett then asked Brian to make more models of a Human, Dwarf, Elf and an Orc to see where his particular talents lay. This is an important procedure as a designer will produce much better results if he has an empathy with a particular race. Brian seemed to have a penchant for creating really savage looking Greenskins and the rest is history, as they say! He has gone on to sculpt loads of Orks and Grots for Gorkamorka along with a number of splendid Orc and Goblin miniatures. When asked if White Dwarf could have

a look at these, he was happy to, but wouldn't let us see his first Orc because he thought it was so bad! The second Orc Brian made was one of the Big 'Uns for which he has become famous. This means that Brian is either being extremely modest about his first Orc, or he has improved dramatically in a very short space to time.

After completing this second project, Brian started worked on his first production miniatures which were the brilliant psychic Wyrds for Necromunda.

Brian has really gone to town on the Gorkamorka greenskins and by far the most popular of his models in this range are the Ork Nobs shown below. The other models also carry the 'mark of Nelson' from the feral looking Grots to the savage Ork Spanners.

Brian really enjoyed getting to grips with the greenskins because "they're big and brutal with big and brutal guns!" What more could you want?

GORKAMORKA™

Orks and Grots



Gorkamorka Spanner



Gorkamorka Grots



Gorkamorka Ork Biker (above) and Rokkit Buggy (left)



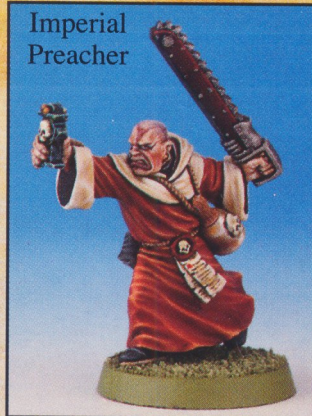
Gorkamorka Nobs



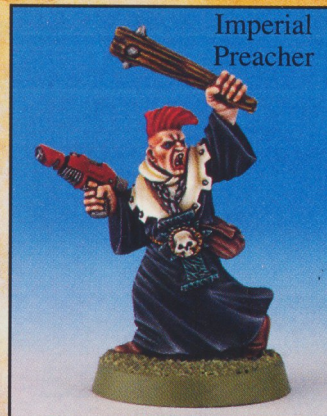
REDEMTOR KYRINOV, ARCH-CONFESSOR



Imperial
Preacher



Imperial
Preacher



Of all the great miniatures that Brian has created, he is really happy with the work he did on these. Brian found particular inspiration from the dark, atmospheric background for the Adeptus Ministorum, the excellent artwork and especially John Blanche's concept sketches.

Uriah
Jacobus,
Protector of
the Faith



Brian says that he learns from every model he sculpts and that he always learns from them if he sees something could have been done better, or if an idea worked really well. He even feels the same way about his most recent miniatures.

Once he knows what criteria are needed for a range of models he often finds he has more ideas than he can fit onto one miniature! Ideas he can't fit in are stored away for use on conversions of his original model. Possibly the most interesting thing Brian told us was that he often

has ideas that he can see aren't going to work while he is actually making the miniature, so he changes them half way through! This means he has to replace these ideas with new ones in the middle of the model-making process, which requires some experimentation. Brian says that this is a very challenging part of the job and he enjoys it even more because of this.

The next question was: what is your favourite miniature? I was interested to know if Brian had made a model where all the ideas he used worked. He should have been expecting the question, but Brian was in deep thought for a long time. I was sure he was going to pick an Orc model (which he did in the end) but while he was thinking I realised that Brian has designed far more models than the Orcs he is famous for. He also designed miniatures for the Necromunda, Bretonnian, Chaos and Sisters of Battle ranges. In the end Brian's favourite model turned out to be the warboar-mounted Warlord used as 'Grotfang' in the Idol of Gork campaign pack which you can see opposite.



Chaos Space Marine Sorcerers

Brian's contributions to Codex Chaos were these exotic Chaos Space Marine Sorcerers. The brief that Brian had to work to was quite loose – 'they must have a backpack, shoulder pads, helmet and a robe whilst being dark parodies of Space Marines'. He tried to keep this sinister theme running through all of these models whilst making them individuals in their own right.

WARHAMMER®

Orcs & Goblins

Brian's rapidly growing reputation as 'Mr Greenskin' is based on his fantastic work on the Warhammer Orc & Goblin range of models.

His first greenskins to be produced were the Orc Big 'Uns which really epitomise the Orcs with their tattered armour and crude but savage weaponry.

Brian really loves greenskins be they for Warhammer, 40K or Gorkamorka! He thinks that they are an incredibly exciting range offering an endless challenge to capture the feral savageness of these monstrous creatures

Orc
Big 'Un



BRIAN'S FAVOURITE MODEL!

Grotfang, Orc
Warlord of the
Iron Claw Tribe.

This is Brian's
favourite of all of
his models because
it really is a beast!

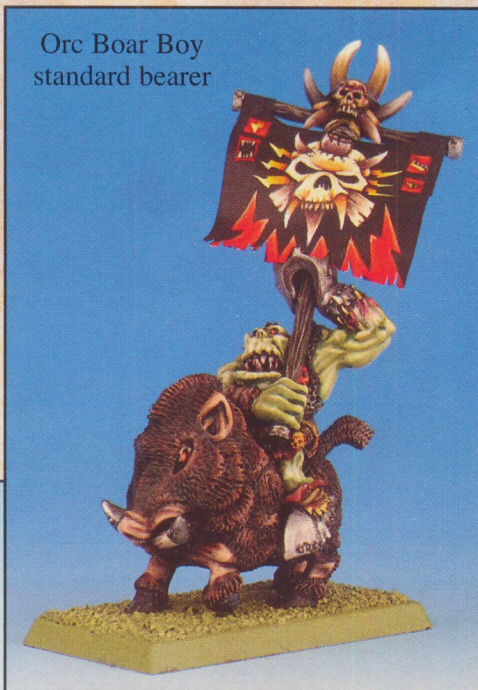
It portrays the
brutish personality
of a massive Orc
Warlord sat astride
his snorting,
flatulent warboar.
Stunning!



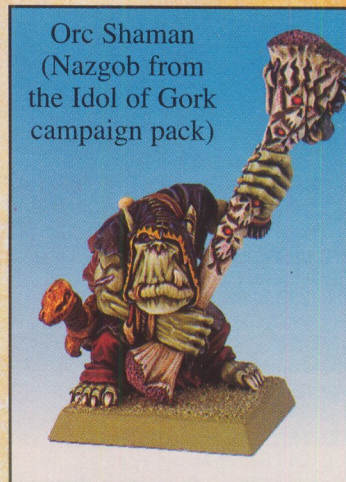
Orc Boar Boy Boss



Orc Boar Boy
standard bearer



Orc Shaman
(Nazgob from
the Idol of Gork
campaign pack)



Goblin
Wolf Chariot



Night Goblin
Shaman
(Oddgit from
the Idol of Gork
campaign pack)

