

BayCon Judging Guidelines For Vignettes and Dioramas

Introduction:

The following guidelines have been developed to assist in the judging of the Vignette and Diorama categories. They are based on the IPMS/USA Competition Handbook and our own guidelines, placing stress on basic construction, that we have successfully used for many years. Please remember that these are only guidelines and not hard and fast rules.

Vignettes:

Vignettes are small dioramas utilizing two to five interrelated figures on a base of 80 square inches or less. Objects such as vehicles or weapons may be used but the figures must be the predominant feature of the diorama. Vignettes should be thought of as a moment in time as would be produced by a photograph.

Dioramas:

Dioramas are small scenes that may include weapons, vehicles, figures, structures and buildings mounted on a base or in a box, to control point of view, in such a manner as to tell a story or record a moment in time as would a photograph. They may contain large numbers of figures, any number of vehicles, and other scenic components as required to tell the story.

Model Components:

Dioramas are composed of individual model components each of which will be judged according to the criteria specified in the appropriate individual class. Armor pieces will be subject to a military vehicle judging guidelines while figures will be evaluated according to the figure modeling guidelines. As always the basics of construction and finishing of prime importance.

The Base:

The base is an integral component of the diorama or vignette. The base should bring together the individual elements that combined form a realistic and/or plausible setting for the primary models or components. The base should provide a focal point for the scene and fit or enhance the story line or mood of the diorama. The scenic components should be

judged as individual elements, each being believable in it's own right and consistent as a component of the scene. Additional credit should be given to the modeler that creates and decorates his own base versus a base provided by the model manufacturer or one that is commercially available.

Presentation and Story Line:

The degree of imagination and inventiveness used to pose the main elements will factor into the overall presentation evaluation. Dioramas with a well defined focal point highlighting a simple story generally will have a stronger presentation than those attempting to portray an entire battlefield. The story, mood, or atmosphere created by the diorama should be obvious; that judges shouldn't have to strain to see it. Stories can incorporate historical or even humorous aspects. Here again, imagination and inventiveness in telling the story or setting the mood can lift a diorama out of the ordinary.

Scratchbuilding:

Scratch building is the creating of a model or parts of a model from raw materials. Do to the nature of dioramas, one would expect scratch building to be an important component in construction of a diorama. Additional points or weight should be given to the modeler using extensive amounts of scratch built materials to create his scene.

Historical Accuracy:

In the construction of dioramas and vignettes historical accuracy may be very subjective. Many times a modeler may base his work on a photograph or written description of a particular circumstance. Interpreting this into a three dimensional presentation presents unique challenges. See benefit of doubt below.

Benefit of Doubt:

The benefit of doubt goes to the modeler! If the judges are unsure of the accuracy of what the modeler has depicted he should not be penalized in any form. Please remember that

creativity and imagination is an important part of diorama construction.

Conceptual Notes to Judges:

Unlike many of our other judging guidelines we have not attempted to assign approximate values with this set of guidelines. Judges will have to determine how much weight should be placed on the construction of the base versus the construction of the models. A large base with a few models and figures may have more weight placed on the work on the base than on the models, where a base with many models may demand more weight be placed on the models than on the actual base. We expect the judges to determine amongst themselves the proper balance between the different components of the diorama.