

EDM-GA-01 GUNDAM LFRITH UR

*My heart's
hurting so badly.
I can't... breathe.
I might throw up
the snacks I just ate.
But...I'm still alive!*

Using a muted color palette inspired by the atmosphere of the anime

The Gundam Lfrith UR makes its debut towards the end of Season 1. This mobile suit is derived from the prototype Gundam Lfrith. The model kit meticulously replicates its massive design with precision-molded components, allowing enthusiasts to simulate scenes including the deployment of rear weapons and the use of the beam Gatling gun. DOOVA has enhanced this kit by painting it in a subdued green-gray that reflects the show's artistic renderings and conceptual art. This results in a more subdued aesthetic compared to the vibrant tones of the kit's original mold.

BANDAI SPIRITS 1/144 scale plastic kit "High Grade" Gundam Lfrith UR modified

EDM-GA-01 Gundam Lfrith UR

Composition and text by DOOVA

HG Gundam Lfrith UR
● Manufacturer: BANDAI SPIRITS Hobby Division Creation Department ● 2090 yen,
on sale now ● 1/144, approx. 15 cm ● Plastic kit



▲ I added 0.5 mm to the neck joint because the neck seemed to be slightly buried in the torso.



▼ The Gundam Lfrith UR is piloted by Sophie Pulone from Earth's anti-Spacian group Dawn of Fold. Joined by wingman Gundam Lfrith Thorn, they launch a surprise attack on Quetza Plant and get into intense fights against the mobile suits from Dominicos Squad and the Gundam Aerial Rebuild.

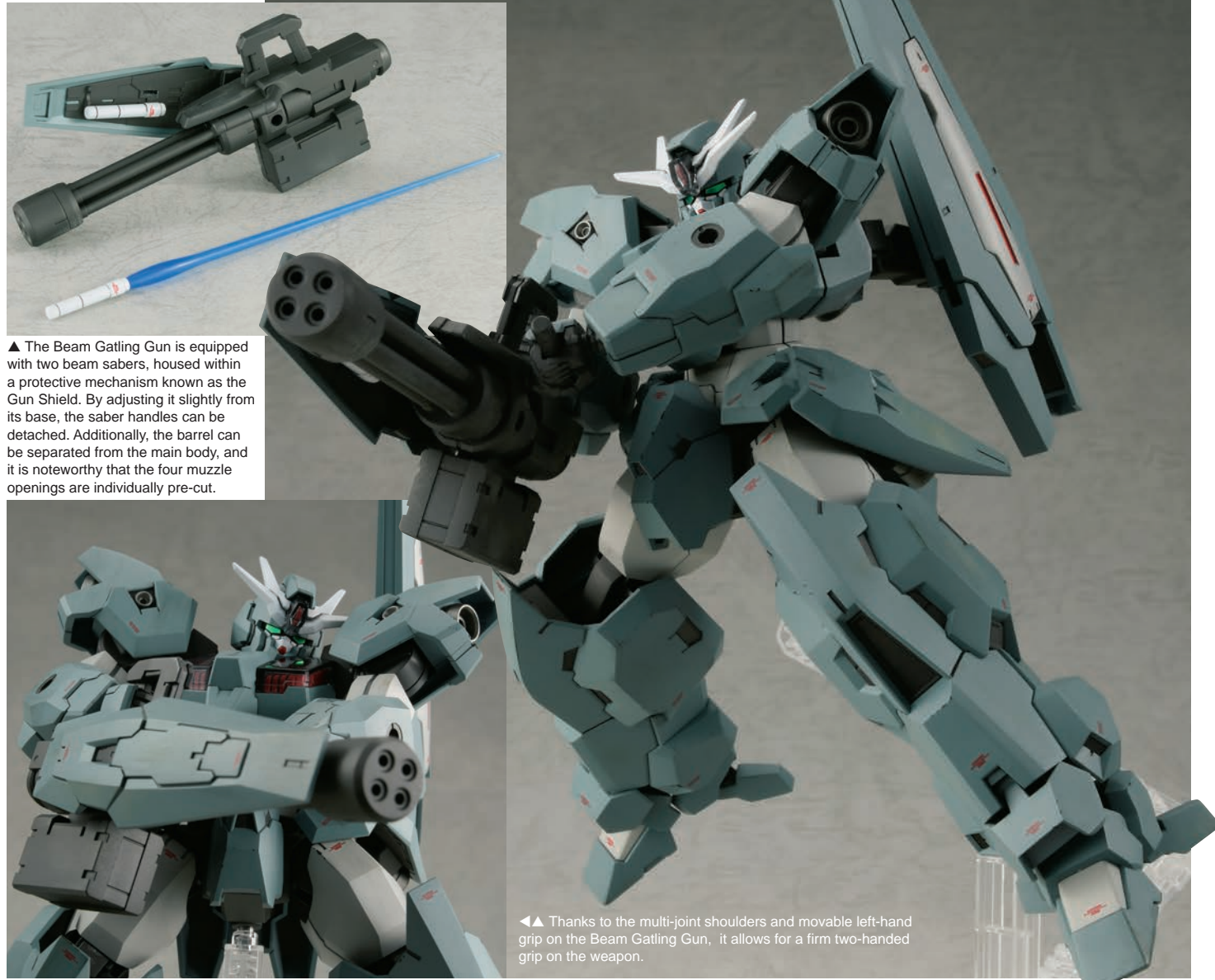


▲ Before painting, I smoothed all the surfaces with a file and took care of visible sink marks, but hardly changed the proportions.

◀ The chest Shell Unit, head and back weapons can be built either in the active mode or in-active mode of the GUND Format by using the included optional red stickers.

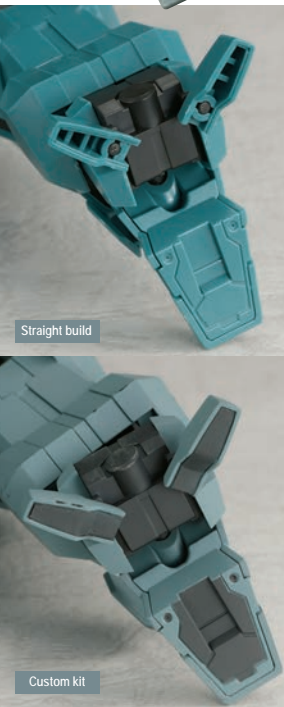


▲ A mix of Starbright Duralumin and Starbright Iron colors was used to paint the thruster systems focused on the back



▲ The Beam Gatling Gun is equipped with two beam sabers, housed within a protective mechanism known as the Gun Shield. By adjusting it slightly from its base, the saber handles can be detached. Additionally, the barrel can be separated from the main body, and it is noteworthy that the four muzzle openings are individually pre-cut.

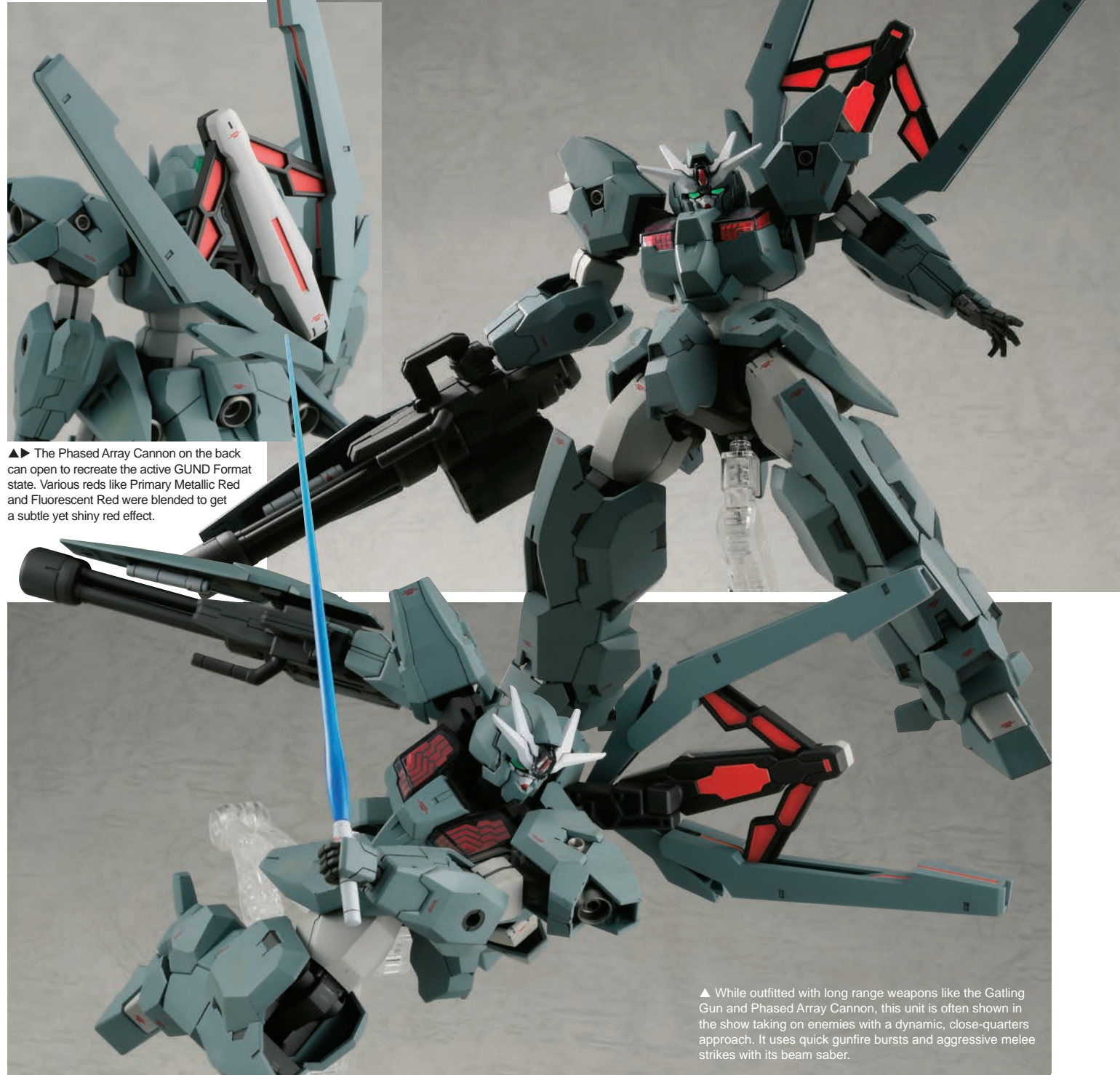
◀ Thanks to the multi-joint shoulders and movable left-hand grip on the Beam Gatling Gun, it allows for a firm two-handed grip on the weapon.



Straight build

Custom kit

▲ I used a plastic piece to cover a recess at the base of the heel.
 ◀ Comparing to the regular build on the left, you can see the custom kit was painted in more muted shades, taking inspiration from pictures in the anime and concept art.



▲▶ The Phased Array Cannon on the back can open to recreate the active GUND Format state. Various reds like Primary Metallic Red and Fluorescent Red were blended to get a subtle yet shiny red effect.

▲ While outfitted with long range weapons like the Gatling Gun and Phased Array Cannon, this unit is often shown in the show taking on enemies with a dynamic, close-quarters approach. It uses quick gunfire bursts and aggressive melee strikes with its beam saber.

■ Introduction

My name is DOOVA, and this time I built the HG Gundam Lfrith UR. What an awesome kit! The proportions and color sections are fantastic, and it looks great even without paint. There wasn't much need for modifications during the painting process, and it was free of significant seam lines, making the assembly process smooth and efficient.

■ Building process

The kit's design focuses on a linear layout of flat surfaces and edges. To get a sharper, crisper look, I sanded the surfaces with sandpaper till they felt sharp to the touch. I also addressed the recessed areas on the backs of the heels, which I saw as minor imperfections. For my taste, I made a slight adjustment to the neck joint, lengthening it by about 0.5 mm.

■ Paint and finish

The dominant color in the concept art is a deep blue-green-gray. In the absence of an exact match, I created a custom blend. This was a combination of RLM78 Light Blue (with a greenish-gray tint) and Blue Gray (with a bluish-gray tint), with the brightness fine-tuned with black. I used Graphite Black paint for the joints, resulting in a sophisticated matte finish – a technique I wholeheartedly recommend. Rather than using the supplied decals for the backlit weapon components, I attempted to simulate a luminous effect by mixing Metallic Red and Fluorescent Red. After applying the warning markings, I performed subtle chipping and filtering techniques for weathering to ensure a balanced finish.

■ Color recipe

- Main Body Gray = RLM78 Light Blue 60% + Blue Gray FS35189 40%
- + a small amount of black
- Main Body White = Neutral Gray II
- Frame & Weapons = Graphite Black
- Propulsion Units = Starbright Duralumin 50% + Starbright Iron 50%
- Glowing Sections = Primary Metallic Red 50% + Fluorescent Red 50%

DOOVA

A dedicated modeler with a deep appreciation for Kunihiko Okawara's designs. Committed to faithfully translating Okawara's conceptual artistry through continuous experimentation and self-improvement.

EDM-GA-02 GUNDAM LFRITH THORN

*Scared to go alone?
If you need any help,
don't hesitate to ask.*



Create presence with enhanced edges and details

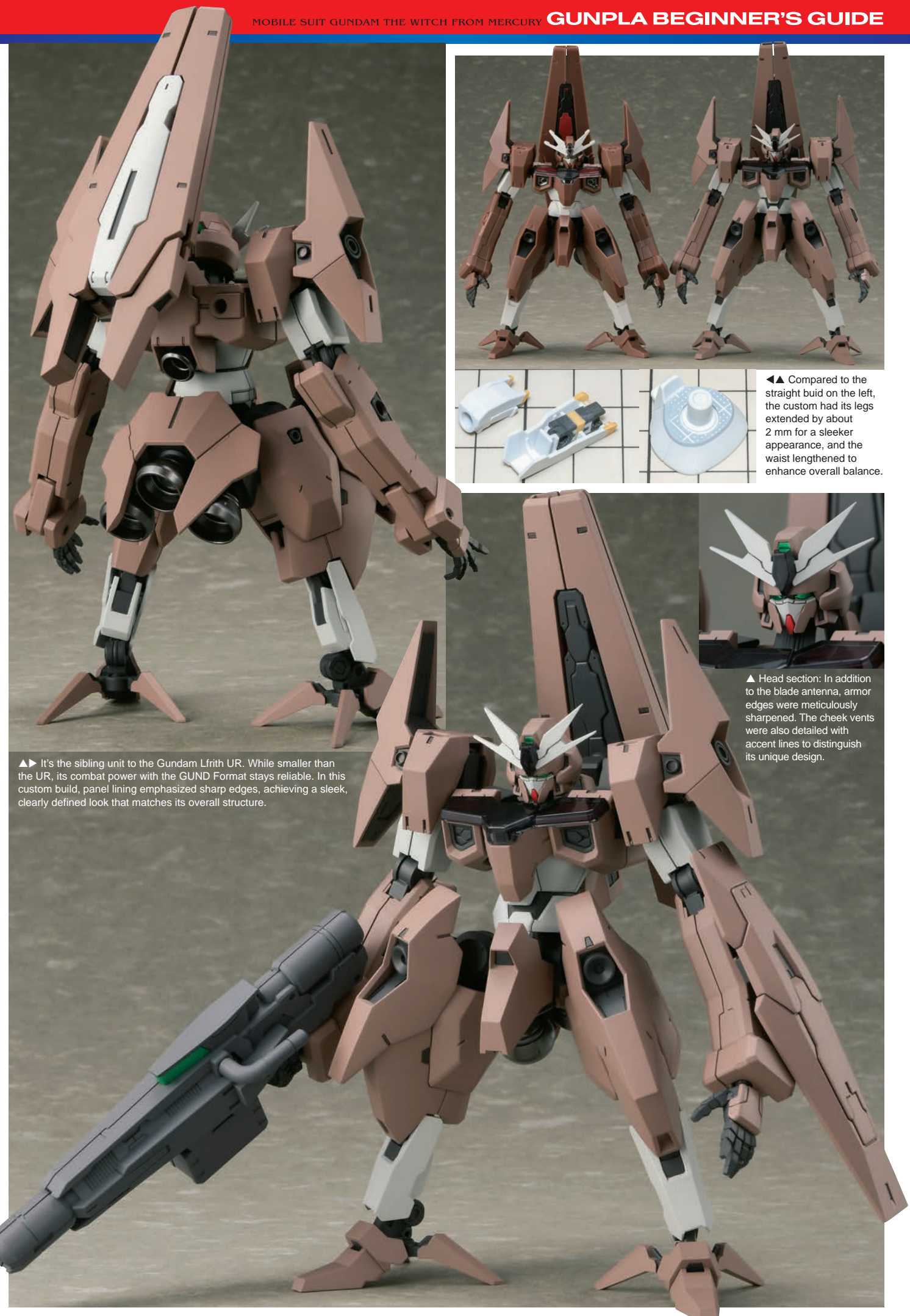
The HG Gundam Lfrith Thorn was released alongside the Gundam Lfrith UR in March 2023. Adhering to HG standards, it meticulously replicates the striking torso design that grabbed attention at its first presentation, offering a new building experience. In this rendition by KOBOPANDA, modifications have been strategically applied to accentuate its linear architecture. Further refinements were made to enhance specific attributes and encapsulate the cool, calculated demeanor of its pilot, Norea.

BANDAI SPIRITS 1/144 scale plastic kit "High Grade" Gundam Lfrith Thorn modified

EDM-GA-02 Gundam Lfrith Thorn

Composition and text by KOBOPANDA

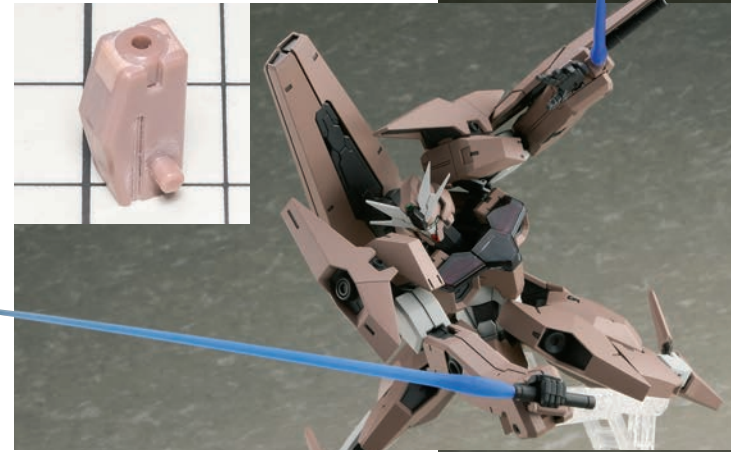
HG Gundam Lfrith UR
 ● Manufacturer: BANDAI SPIRITS Hobby Division
 Creation Department ● 1760 yen, on sale now
 ● 1/144, approx. 12 cm ● Plastic kit



▲▲ It's the sibling unit to the Gundam Lfrith UR. While smaller than the UR, its combat power with the GUND Format stays reliable. In this custom build, panel lining emphasized sharp edges, achieving a sleek, clearly defined look that matches its overall structure.

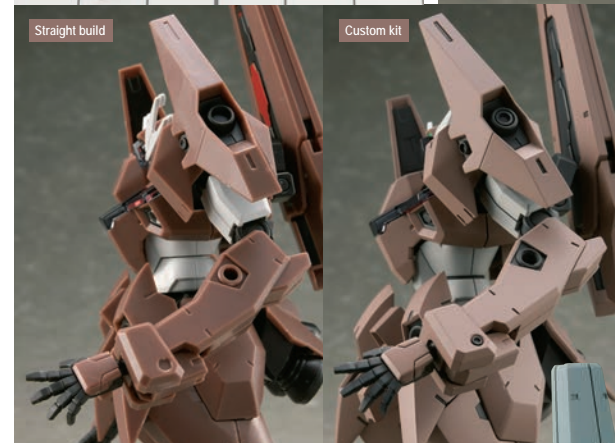
◀▲ Compared to the straight build on the left, the custom had its legs extended by about 2 mm for a sleeker appearance, and the waist lengthened to enhance overall balance.

▲ Head section: In addition to the blade antenna, armor edges were meticulously sharpened. The cheek vents were also detailed with accent lines to distinguish its unique design.



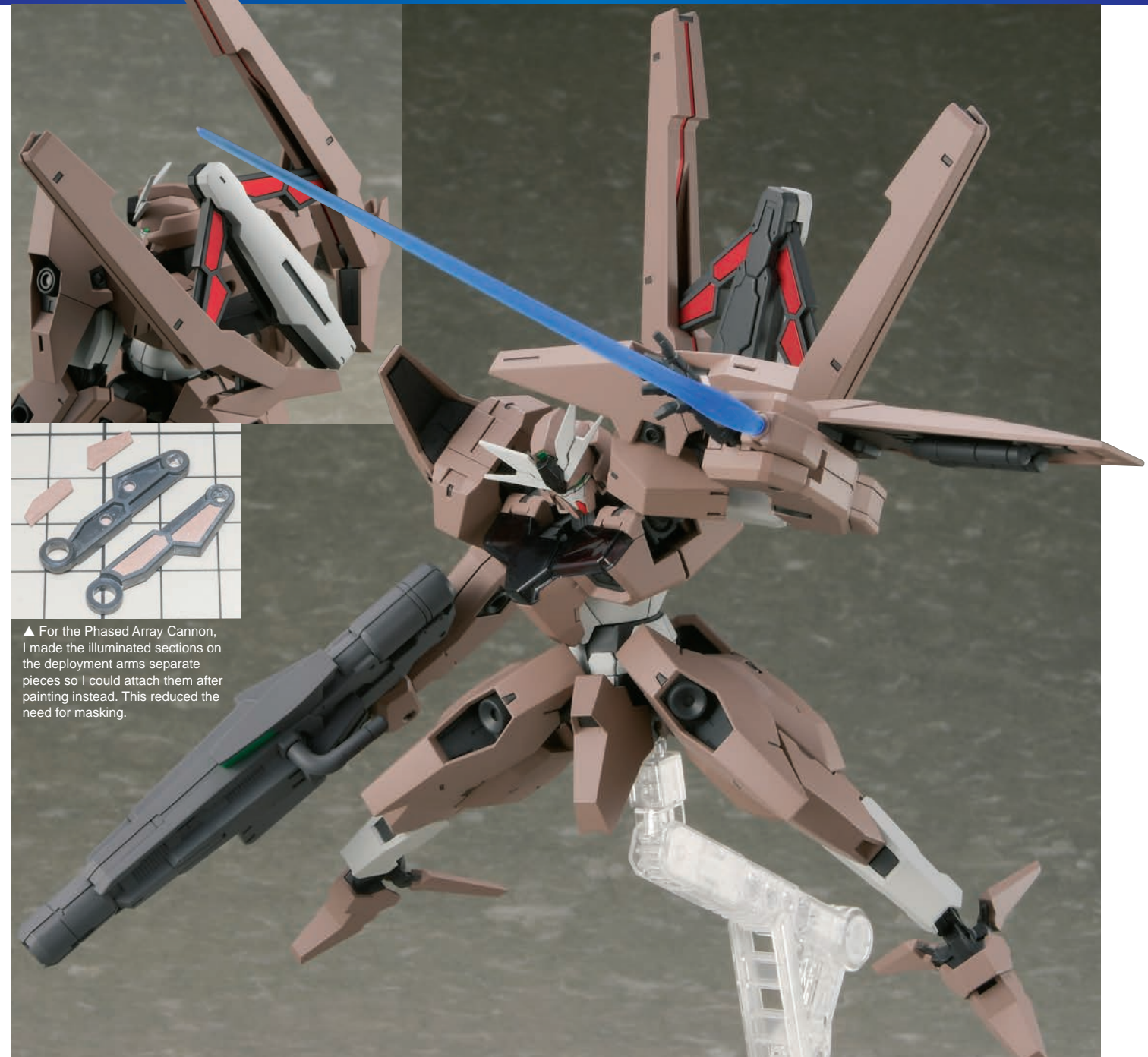
▲ In addition to the beam saber identical to the Gundam UR's, a rotating beam saber was added to the sleeve. Gaps were filled in and the shape was refined.

▼ A standout design element is the multiple circular molded details. Here I swapped them out for different off-the-shelf pieces to boost detail. I added edges around the shield ports to match the molded circles.



▲ I meticulously sculpted the feet, paying mind to tiny gaps under the claws and at joints. The axle holes too were enhanced by putting thin plastic rods inside them.

◀ With the HG Lfrith UR shows it has hardly any of the same parts, even though their overall looks are similar.



▲ For the Phased Array Cannon, I made the illuminated sections on the deployment arms separate pieces so I could attach them after painting instead. This reduced the need for masking.

■ **Witches from Earth**

I had the opportunity to build the HG Gundam Lfrith Thorn. Although it shares its base with the formidable UR (the Lfrith proto), this model has unique characteristics. In its series representation, its reduced size (about 7 m shorter than the UR) gives it increased speed and agility, allowing for quick strikes. For this custom project, I incorporated subtle modifications to highlight its distinctive qualities and meticulously refined edges to ensure its distinctive identity as a stand-alone unit.

■ **Crafting**

The head was sharpened including the blade antenna, and the cheek pads were thinned from the top and sculpted down 0.5 mm on the bottom to shrink the face. The insides of the cheek pads were carefully carved and adjusted to better show facial features. The neck was worked to fill in recesses, and the joint base was taken off and extended 1 mm before reattaching.

While the out-of-the-box design closely mirrors the concept art, I took steps to improve the model's proportions by lengthening the legs.

The white shin component was lengthened by 2 mm and the armor was adjusted accordingly. Prior alignment with the thigh ensured minimal disruption to the articulation. To complement the longer legs, the upper torso was expanded by 0.8 mm using plastic plates. Special care was taken to seamlessly fill potentially conspicuous gaps such as those at the foot bases, ankles, and boosters.

■ **Detailing and painting**

Because of the angular design, I spent a great deal of time refining the surfaces and edges. Sanding, starting with 400 grit and progressing to 600 and 800 grit, was done systematically to accentuate the contours. Components such as the shoulder boosters were replaced with aftermarket parts to improve detail. All square moldings throughout the kit were chiseled for added definition. After the armor was painted, the joints were hand painted to add a sense of realism.

Main Body (Brown): Wood Brown + Neutral Gray + Black + MS Red
 Main Body (White): Neutral Gray I + Neutral Gray II
 Joint Color: Mecha Surfacer Super Heavy + Neutral Gray

KOBOPANDA

A modeler of remarkable skill, known for his precision in panel lining, plastic sheet craftsmanship, and a variety of painting techniques.

EDM-GB GUNDVÖLVA

Let'er rip, Gundvölvas!



Exploring different build methods for displaying units side-by-side

The HG Gundvölva kit made its debut in June 2023. Featured prominently in the anime, the Gundvölva gained recognition as the GUND-Bit paired with the Gundam Lfrith UR and Thorn in confrontations against the students of the Asticassia School. The kit is designed according to HG standards, featuring minimal seams and parts that fit together seamlessly. Kinosuke's interpretation differs slightly from typical reviews. Instead, the focus is on displaying multiple units and implementing efficient yet effective techniques to enhance the final appearance. These efforts not only maintain the integrity of the original mold colors, but also integrate innovative methods to enhance the craftsmanship.

BANDAI SPIRITS 1/144 scale plastic kit "High Grade"

EDM-GB Gundvölva

Composition and text by KINOSUKE

HG Gundvölva
 ● Manufacturer: BANDAI SPIRITS Hobby Division
 Creation Department ● 1540 yen, on sale now
 ● 1/144, approx. 13 cm ● Plastic kit



► The blade antenna was pointed up at the tip, and the gaps in the back were filled in with matching colored runner plastic from the kit – all without any painting needed.



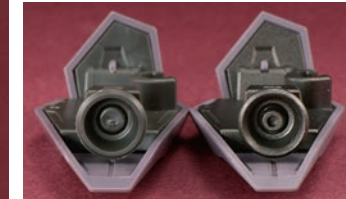
◀ This is an unmanned MS that operates with the GUND Format. It's controlled as a GUND-Bit by the Gundam Lfrith UR and Thorn. Six units were deployed in the Rumble Ring to cause chaos and help kidnap Salius Zenelli while also going after the students' mobile suits. This custom build shows an easy way to recreate anime scenes – making two units quickly just using the stock molded colors.



▲ Side-by-side with the straight build (left). The kit's molded colors are great, making methods like this easier to pull off. While sharpening the blade antenna is a classic technique, it's still an effective way to improve build details.



◀ The joints have been given a metallic finish. Tube-like details on the sides and back of the knees have been painted white.



▲ The thrusters in the waist had their edges slightly reshaped. The connector pins between parts were cut out and glued internally. While this custom build was painted, this mod technique boosts detail without needing paint.



◀ The ankle base and heel gaps were filled in with plastic plates and extra off-the-shelf parts, streamlining things by skipping the need for putty.





▲▲ The hollows on the back of the magazine were filled with runner plastic. The shield can hold two spare magazines molded as one piece, but by splitting and reshaping, they can attach directly to the beam rifle instead.



▲ I applied gradients to the beam saber blade for a glowing effect. Extra features, like hanging the saber off the leg or the sliding shield base, serve as intricate enhancements that add to the overall experience of the model.



◀ The eyes and sensor of the beam rifle were given more detail with Citadel Colors colors. Starting with a base coat of white, layers of yellow and green were applied to enhance the glowing effect on these parts.



▶ Citadel Colors were also used for panel lining and shading. A huge benefit of using the mold color finish is the reduction of paint cracking that can occur over full paint finishes.

▲ The appeal of this mobile suit lies in its presentation as part of a large ensemble, allowing for recreation of anime sequences involving multiple suits. While thoroughly painting and assembling individual units can be satisfying, assembling a group using these techniques offers a faster, stress-free approach.

■ Introduction

The Gundvölva, an MS-type GUND bit, made its debut in episode 14. While depicting all six units in a single scene may seem like overkill, you'll definitely want to display them as a group. The purpose of this article is to highlight key techniques for efficiently and easily assembling multiple kits at once.

■ Building process

The assembly of this kit is straightforward. However, there are noticeable gaps in the blade antenna, heels, and rifle magazine that need attention. Since you're making multiples, an easy way is to use leftover colored runner pieces or unused pieces you would usually discard. Cut them roughly to size, glue in place and fill the gaps. Let them dry for 2-3 days before trimming away the excess. If any bubbles or gaps remain, thinly cut matching plastic can patch and glue them. Since the material matches the mold

colors, sculpting is simpler than putty and no paint is needed.

Since the verniers on the side thrusters stand out, it's best to refine their edges and increase their detailing. I cut and used connection pins from the backpack and torso without using aftermarket parts.

■ Painting

I did some panel lining on the armor and gave it a matte finish. Used Citadel Nuln Oil paint for lining since it makes nice shadows in recesses. Applied with a thin brush, going over the lines and edges since it doesn't flow as smoothly as enamel. It's watered down already so you build up the color in layers gradually. For the frame and weapons, I used gunmetal from Gaia Colors mixed with flat base for a smooth metallic look and then added lining. For the beam saber I used a light aqua gradient on the beam blade's base and sealed it with

matte. Finally, I hand brushed some Citadel paint on the eyes and sensors to complete it.

Kinosuke
He boasts an impressive portfolio of projects, particularly in the *Ma.K. (Maschinen Krieger)* realm. His expertise ranges from scale models to intricate figurines.

CFP-010 HEINDREE

Building the image of an armored knight

The Heindree is a mobile suit designed by Grassley Defense Systems, boasting a knight-like silhouette. Ryunz's kit review was influenced by the concept art and box, resulting in a colorful scheme complemented by metallic parts. The final build exudes the essence of a knight in heavy armor.

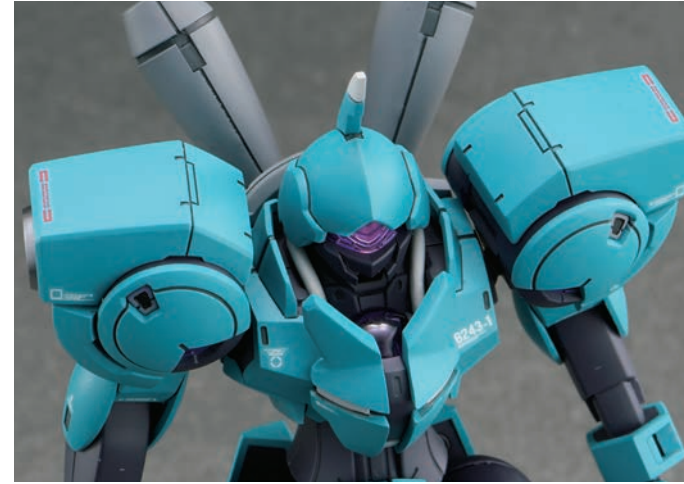
BANDAI SPIRITS 1/144 scale plastic kit "High Grade"

CFP-10 Heindree

Composition and text by Ryunz

HG Heindree
 ● Manufacturer: BANDAI SPIRITS Hobby
 Division Creation Department ● 1760 yen, on
 sale now ● 1/144, approx. 13 cm ● Plastic kit

► All the mobile suit designs from Grassley are by Kanetake Ebikawa. The Heindree, while following in the footsteps of the earlier Heingra from *PROLOGUE*, has a style that focuses more on sleek, streamlined shapes.



▲ The signature chest cockpit and head visor of Grassley's MS designs are intricately recreated in clear plastic. The thin cables at the back of the neck were highlighted with white paint.

► To accentuate the lines on the chest armor, I used putty. However, I carefully adjusted the amount of putty applied to ensure that the centerpiece retained its fit.

▼ The backpack has a rounded base that houses three nozzles. Each nozzle is attached to the base by a ball-and-socket joint, allowing for flexible positioning.



▲ A comparison of the custom with the straight build (left). The custom parts stand out thanks to sharper edges. The kit's mold color is more gray, while the custom one has a bolder blue tone inspired by concept art and box illustrations. Marking decals were also added to boost the mechanical vibe.

▼ It is equipped with the "Lantern Shield," which consists of a beam handgun and a lance. The base of the lance rotates to allow for different stances. The left arm shield has a posable arm, allowing it to be aimed forward.



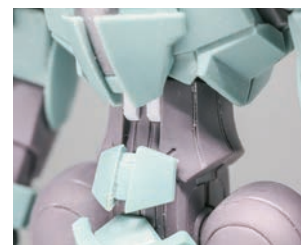
▲ I clipped off both ends of the lance, inserted brass wire, then molded putty around and reshaped before sharpening and gluing the ends back on.

► Next to the original, the increased length and sharpness is clear. In addition, the muzzle of the pistol was lengthened to allow for intricate detailing.



◀ Shield comparison. The introduction of even a single detail enhances its visual appeal by simulating the presence of moving features.

◀ I recreated the detail for the part on the shield base. I carefully chiseled out a single groove, then glued on some store-bought parts.

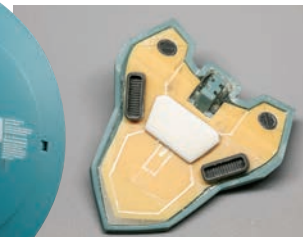


▲ The upper abdomen had a molded recess that wasn't in the concept art, so I filled it with plastic.



▲ I applied 0.5 mm plastic sheets to the angled sections of the front torso armor, trimming to create sharp edges.

▼ The rear hip armor already had detailed moldings. For this custom build, additional detail was added by combining plastic sheets and store-bought parts on a sticky putty base. Since the area is obvious, it was a good spot for some impressive modifications.



▲ The detailing on the backpack nozzles was improved with metal components.

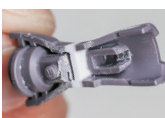


► The rotating waist provides a wide range of motion, allowing for versatile leg poses.



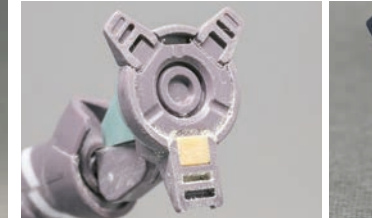
▲ I noticed visible seams on the sides of the shin plates. To remedy this, I modified and reattached parts of the frame.

► I made notches at the top of the pin slots so that the shin guard fits perfectly when the front and back are assembled.



▲ I adjusted the fit of the shin guard and lengthened it by 1.5 mm. The front and back pieces were modified separately to avoid interference with the internal connector pins.

◀ If you compare the leg parts, you'll notice that the seams are gone in the customized version. This version has also been slightly lengthened.



▲ I filled the largest hollow area at the back of the shoes with putty, which was designed to be removable for easier painting. A piece of metal was also inserted into the center section for added detail.

This kit has impressive construction that allows for a variety of poses with no visible gaps. Only subtle adjustments were made to the proportions, such as refining edges and filling hollow areas.

■ **Head**

The top point of the head crown was too rounded for my liking, so I added some putty to strengthen up its edge. The blade antenna tip had the same issue, so I built up its edge using a similar putty technique.

■ **Torso**

The back of the neck joint had a hollow spot, so I covered it with a plastic sheet. The chest armor lines were lacking detail, so I used putty to bolster and sharpen the edges. The abdomen had a concave shape that I filled in with plastic. To match the chest and give clearer edges, I also added putty to the angled front waist armor. The rear waist had a gap in the back that I packed with putty and plastic.

■ **Arms**

The shoulders were modified to resemble a three-part design by engraving appropriate lines. I seamlessly integrated the upper arm seams. The hands were replaced with a more compact version of the HGBC Dimension Build Knuckles Kaku.

■ **Legs**

To fix the seams on the shin armor, I adjusted the leg frame and made it detachable. I cut the frame and added in the ankle piece to get rid of the seams. For the knee side, I modified any parts causing issues between the frame and armor so I could attach the armor from the top down.

■ **Weapons etc.**

I improved the muzzle of the ray pistol for a more authentic look. The lance tips have been refined with brass wire for a sharper look. To add mobility to the shield's connecting arm, I added a commercial part as a movable axis. The



backpack was stripped of seams and the thrusters were etched for a polished nozzle section.

■ **Painting**

For the paint scheme, I stuck closely to the concept art and box art. The colors used were:

- Green: Container Blue
- Navy: Mechanical Surfacer Heavy + Purple Violet + Ex-Black + Suzie Blue
- White: Warm Light Gray
- Weapons: Mechanical Surfacer Light Sensors: GX Metal Violet
- Verniers: Frame Metallic 2

Ryunz:
His craftsmanship is remarkable, capturing even the smallest details with unparalleled precision. In addition to his exceptional skills, he has a deep appreciation for cats and cars.