



Basic Toolbox List



Here is a list of items you may want to include in your basic toolbox. This is only a suggested list - there may be additional items you want to add or some you may not want to include at all. However, these are generally the things an instructor will expect you to have with you. If you need specific tools beyond this list, your instructor should let you know in advance. Your tool box will evolve over time and reflect your personality as you make your miniature creations.

X-acto knife with #11 blades	Sandpaper (medium/fine)	Small cutting mat
Small notebook and pencils	Needle nose pliers	Paint brushes- various sizes & styles
2 pair scissors (paper & fabric)	Masking tape	Small spring clamps
12" and 6" cork-backed rulers	Tacky Glue	Fine point tweezers
Toothpicks	Emery Boards	Glue spreader/old hotel keycards

You may wish to bring a work light and extension cord as hotel lighting isn't always the best for Miniaturing.

Below are additional supplies that you may find are helpful to have:

Steel wool 0000	Rubber gloves	Mouse pad
Wire cutters	Wood glue	Small screw drivers
Pin vise and drill bits	Cement for plastic	Container(s) for project
Utility knife	Plastic "zip" bags	Pins, needles, thread
Super glue	1" foam brush	Wax paper
Squaring jig or Legos	Damp cloth or wipes	Small bar clamps
Small T-square or right angle	Q-tips	Miter box & saw or a chopper
Band-Aids	Ball stylus	Black "Sharpie" marker

BASIC SKILLS

These are considered the basic skills necessary for a productive, enjoyable workshop experience:

1. Use basic tools confidently
2. Cut accurately with an X-acto knife
3. Read rulers and mark lengths accurately
4. Have knowledge of basic glues and how to apply them
5. Know how to paint smoothly

When asked to list the skills needed beyond the basic ones, most instructors reply that they would be more than prepared to teach whatever their students do not know how to do. What they would like students to have are some "Opens" – open minds, open hearts, open eyes, open ears and an open -----

SMILE