



different TV stations have featured it, two of which made programmes about all my success over the last few years, being the record DCMM winner. Before the DCMM took place, it won the German Modding Master competition twice too. After winning the DCMM, it was also the star attraction at the Schwabacher City Museum, alongside my other creations, which were shown there until 5 October. Since it was first shown there, it's been in the papers at least 20 times all over Germany.

BE A WINNER

To enter your machine for possible inclusion in Readers' Drives, your mod needs to be fully working and, ideally, finished based in the UK. Simply log on to www.bit-tech.net and head over to the forums. Once you're there, post a write-up of your mod, along with some pics, in the Project Logs forum. Make sure you read the relevant rules and advice sticky threads before you post. The best entrant each month will be featured here, where we'll print your photos of your project and also interview you about the build process. Fame isn't the only prize; you'll also get your hands on a fabulous selection of prizes – see the opposite page for details.

CPC: How long did the build take? Ali Abbas: Not such a long time when compared with other mods I've made. The Dark Knight took about 550 hours, and it came out really well.

CPC: What did you learn from the build process?

Ali Abbas: I learned that a handmade mod can really fool people into thinking it came out of a CNC, or another automated machine, which is great – I'm proud to say that I can beat the machines. Also, MDF is a paint sucker, although it's good for modelling. That wasn't a big problem, seeing as I was going to paint all over the MDF anyway, and you didn't need to see the wood grain, but it needed a lot of paint coats and sanding over and over again. I hate MDF, but I love the end results.

CPC: Are you happy with the end result, and is there anything you'd do differently if you built it again? Ali Abbas: Oh man, am I happy. From the day it left the workshop, It's been drawing attention,

dropping jaws and winning every contest it's entered. I must admit that I never really make big plans, or many drawings and sketches before starting a project, because I know I won't stick to them anyway. My builds just develop on the way. Usually, I also make many parts that don't make it to the final stage. With this build, though, I was so indulged in the sinister Dark Knight theme that all the parts fell into place.

Seeing as I almost never know how the final build is going to look, I also surprise myself when I manage to nail a theme such as this, and getting such a great response really confirms your position as an artist doing what they like best. I wouldn't change anything if I made this build again, but I never build the same design twice anyway, so that question is hypothetical. I already have too many themes on the drawing board, which are waiting to be incorporated into builds; too many new ideas that are waiting to be realised. The next mod is always the most important one.