



Emerald City Modelers

International Plastic Modelers Society

Wichita, Kansas

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The OZ Report

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Recreating History in Miniature

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A modeling tip for you:

Household rubbing alcohol dissolves most automotive fillers and modeling putties. After filling the seams with putty, rub off the excess with a rag soaked in the alcohol. This removes the excess putty leaving only the seam to be smoothed. No more sanding off the surrounding detail.



Federal Standard Colors explained:

Surprisingly there is a way to decode the 5-digit FS color code system. The first digit is the sheen: 1 for gloss, 2 for semi-gloss and 3 for matte (flat). The next digit is for the color family (red, blues, greens, etc.). The last 3 digits are for the particular color in that family. For example: FS 15042 mean gloss blue and the exact color of blue.

You can order a FS595b (Federal Color Chip guide) by complying with the following instructions.

1. No personal checks accepted. Use a Postal Money Order and make it out to: General Services Administration/Specification Section.
2. Visa and MasterCard is accepted. Make sure that you include both your account number and the expiration date when you place your order.
3. To insure quick processing include a self-addressed label with your order.
4. The price for a FS595b Color Book (586 chips, 1/2"X1") is \$40. A fan deck for the same colors is \$35.00.
5. Send your order to:

Federal Supply Service Bureau
Specification Section
470 East L'Enfant Plaza SW
Washington, DC 20407
Telephone: 1-202-744-0325
Fax: 1-202-755-0285

A Basic Guide to Contest Judging:

Judging is not always a personal issue. There are general ground rules when it comes to judging models and these rules cover everything from cars to ships to armor and aircraft. Foremost is “Workmanship”.

- Basic construction is the first thing a judge looks at. There should be no seams, glue marks, or sanding scratches. Parts and joints should be smooth and filled where necessary. For a scratchbuilt model, make sure the construction and detailing is uniform and to scale.
- Paint should be smooth and uniform with no smudges, runs, “orange peel” or fingerprints. Colors should reflect the actual item as close as possible.
- Weathering, if done at all, should be subtle and to scale. A “worn” model can be fairly well weathered but don’t over do it.
- Decals should be of uniform finish (important is you are using decals from several sources). All decals should be devoid of “silvering” and have no carrier film showing.
- If you are doing a space rocket (Apollo for example), the engine nozzles should have some sort of weathering on the inside of the rocket nozzles. Photos of Apollo vehicles in space show no weathering on the outside of the Service Module main engines, but the exterior of a Shuttle Main Engine shows various tones of black and metallic gray. This also applies to modern jet aircraft where most discoloration occurs on the outside in the form of various shades of metallic colors, due to the discoloration from high-temperature afterburner parts.
- On any space vehicle small thrusters and steering rockets should be drilled out or otherwise hollowed out, not left solid. This also applies to aircraft where gun ports on wings; exhaust nozzles and other “open” areas are visible on the real item. Drilling out portholes on ships can be done but only if the open area is “glassed” in. At sea an open porthole is a disaster waiting to happen!
- Any scratchbuilt model should supply references so that the judges have sufficient data to check details and accuracy. With the lack of kits in the Space and Science Fiction areas, backup material is essential so that the judges know the extent of your work.
- All antennas should be to scale. Many kit antennas are grossly oversized and need to be trimmed, or sanded, down to size. Don’t forget the antenna wire. It should be as close to accurate in scale as possible.
- When parts are added for detailing or texture, keep scale effects in mind. Gear on a 1/200th-scale aircraft should be a lot smaller than one on a 1/72nd aircraft. Sometimes kit-bashers forget this simple concept.
- Concerning added details: Do they look useful and truly a part of the model, or have they been added just for “artistic” effect? If the modeler used parts from other kits, has the source been disguised enough so that it isn’t immediately obvious where the parts came from? There is nothing wrong with using parts from other kits (armor, ships, etc.), but seeing hub-caps, automotive transmissions and tank hulls glued on just to make it “look real”, distracts from an otherwise excellent model.

Help is needed:

A few weeks ago I got a phone call from Kenneth Harrison in California. He’s looking to add to his collection of 1/87th scale Mini-Tanks and is wondering if anyone in the reading area of the newsletter has any for sale. If you do he can be contacted by phone at 928-565-5084 or by email at:

Lenarose1937@Yahoo.com

Bring and Brag Time:

Bob Tyhurst continues to crank out his lovely hand-carved and hand-painted 1/96th-scale models. At one meeting he had a nifty looking Grumman Widgeon and the next month he brought in a really nice Boeing Mail Plane.



Richard G. scored a nice kit. It's the 1/245th scale model of the Graf Zeppelin (an old Hawk kit). Proving that he's got more guts than most of us, Richard is going to convert this beast into the Los Angeles Dirigible.



Charles Sickels went to the IPMS West Central Missouri show and contest and did rather well. The following models took first place in their respective categories.



F-100 in 1/72nd scale – single engine



B-58 "Hustler" 1/144th scale – all

Adam also did well at the same show and contest, scoring two third place finishes in very competitive categories.



Cessna Citation by Anigrand (1/144th)



Cessna "Bobcat" in 1/72nd scale by Paula Kits

Other goodies on the tables included:



X-35 1/72nd scale by Charles Sickels



Northrop YF-23 in 1/72nd scale (dragon kit) by Jon

Lastly a really nice looking "Pancake" aircraft. I'm sorry but I neglected to write down to whom this model belongs too.



The basics of building a resin kit:

Introduction: A resin kit is one that is produced using a synthetic resin of some sort. Usually the producers of these kits fall into the category of a “Cottage Industry”, or small producers. These kits are typically produced in limited numbers and can be as simple as having only the basic parts or as complete as coming with super detailing parts (usually photo-etch frets) and decals.

Safety first! When working with resin follow all the standard workshop rules. These include to always cut away from your hands when using blades, wear eye protection when using machine tools and work in a well-ventilated area. When sanding or machining resin parts always wear a dust mask and make sure you have plenty of ventilation.

Cutting resin: Thin resin parts usually pose no problems but thicker parts can be difficult to cut. The problem is that often the center of large, thick pieces of resin might not be fully cured when you get it. This is not a problem until you go to cut the part and you are confronted with the rubbery center and the stuff sticking to your cutting blade. To achieve best results (in cutting thick parts) cut slow and use a hand tool as opposed to a power tool. A Zona Saw is excellent for this kind of cutting. As much as possible try to cut as close to the actual part so that you minimize the amount of sanding that you’ll have to do. Remember cutting and sanding produce heat and heat tends to warp resin so work slowly, and allow the parts to cool before you move on to the next step.

Sanding resin: Resin can be as tough to sand as it is to cut. However if the surface is fully cured than it sands as easily as a conventional plastic kit. Tools that are useful to sand and file resin parts include regular needle files, wet and dry sandpaper, emery board nail files (found in drug and department stores) and very fine metal files. As with cutting sanding produces heat and heat is bad for resin so take it slow and you will be fine.

Gap filling with resin: Sometimes parts do not come together well or they arrive with tiny pinholes in them. You can use whatever filler you use on a plastic kit with resin kits. This includes automotive body fillers, model filling putties or even gap filling super glue. Regardless of what method you use the procedure is the same. Sand the mating surfaces with 100-grit paper to give the filler something to “bite” into. Smear on the filler, covering the area completely with a thin coating. Work quickly as some fillers dry very fast. Once the area is covered set everything aside and allow it to dry overnight. Once the filler or putty is fully dried you can sand it as you would if you were working on a conventional plastic kit. Just remember about the heat bit! Go slow and use lots of water to wash off the excess resin and to keep the parts cool.

Gluing resin: Some people have stated that conventional “white glue” is best as it moves with the resin during the expansion and contraction during the drying process. However most people stick with two main kinds of glues for resin. One is Super Glue and the other is epoxy. Super Glue comes in two forms: Low viscosity and high viscosity. Low viscosity Super Glue is very watery and is best-used on parts that mate together well. High viscosity Super Glue is thick and is not only good for joining parts but also for filling in gaps between parts. Hi-Vis or Gap-filling Super glue takes longer to dry so patience is necessary when using it. Epoxy is a 2-part mixture of a gluing agent and a reactor agent. Once mixed together the process cannot be stopped and usually within a few minutes the mixing glue has cured hard. Depending on the brand, you can get epoxies that cure in less than 2 minutes all the way up to 30-minute epoxies. Whatever gluing agents you use just make sure the mating surfaces are clean and fit together well. Use warm, mild soapy water or rubbing alcohol to clean the parts before gluing.

Fixing bent or distorted resin parts: Sometimes a part will arrive that is bent or out of shape. Just like regular plastic parts resin can be molded back to shape. Just heat the part with a hair drier until it pliable and bends easily. Place it on a flat surface and put something heavy on top of it – maybe a book. After 15 to 20 minutes you should have a nice straight part. If not repeat the process.

Up Coming Events:

December 6 The monthly meeting at Lakeview Community Clubhouse, 1001 East MacArthur Road. Stating time is roughly 7:30 PM. This is the meeting for the Annual Christmas club Competition, which is explained below.

January 3, 2008 Monthly meeting. At this meeting we need to set a date for the 2008 edition of OZCON.

February 7 Monthly meeting

March 6, 2008 Monthly meeting

March 29, 2008 21st Annual Open Contest sponsored by IPMS Tulsa Modelers Forum. A complete flyer will be mailed to all members soon after the first of the year. Mark your calendar!

Christmas club competition:

This year's competition is for a strange breed of model. It's for anything that was a Mockup – Prototype - Experimental or Concept. The model has to fall into one of the above parameters and that means no pure paper designs. It actually had to be something that was built and was one-of-a-kind. This can be anything from aircraft, ships, cars or military armor. Star Wars or Science Fiction items do not qualify for this contest! Winners will selected on basic modeling skills only. Lets fill the tables will all kinds of strange and wonderful things.

Cheap sanding pads:

Plastic foam used to make egg cartons or meat trays is ideal material for making sanding pads. It's firm enough to help the sandpaper do its job yet soft enough so it won't damage the model. Just cut out the shape you need from the container, wrap sandpaper around it, and tape the paper in place. If you're wet sanding, the water won't bother the plastic foam; it will keep its shape.

Finally:

Sometimes in the rush of the holidays we forget to wish others a Happy and Merry Christmas. So from everyone at Emerald City Modelers we hope that you have a joyous and safe holiday season and that if you were good this past year Santa leaves lots of wanted goodies for you to work with this coming year. We'll see you again in 2008!

