

Maddog Monthly

The Official Newsletter of IPMS Boise August 2004



Last months Vandervoort car contest was a huge success. With about 16 entries the competition was fierce. The winner this year was our very own club president Wayne Keith with his kit bashed yellow roadster.

Congratulations Wayne!

Second place was won by yours truly for my Ecto 1. Congratulations Me! Seriously though I want to say thank you to Don Vandervoort and his family for creating and sponsoring this event. I can't wait 'till next year.

Next month is the Utah Gathering. Be sure and read John Thirion's report on the new location for this years event.

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Check out our website at:

www.maddog.delta-v.org

July 2004 Meeting Minutes

Wayne began the business meeting at 6:00 P.M. Kent asked if there were any questions about the new dues plan and the cancellation of the Modeler Reviewer program. One question about how we would handle new members that joined after the yearly deadline. These memberships would be prorated.

Several members stated that they were not getting the mailed newsletter. One of these had not paid dues. Remember to get the newsletter you must need to pay your dues. One new member was not added to the mailing list. Another was inadvertently dropped from the list. These issues have been corrected.

The next Gathering model show in Utah was the subject of some discussion. This year's show will be held at the Davis Convention Center in Layton. Once again it is a two day event held on September 24th and 25th.

New member Ray Sweet spoke about a theme that his former chapter in Phoenix did using spare parts. Any subject is allowed as long as the result it looks as if it could have actually existed. Ray displayed his First Place winning Russian aircraft.

Turn out for the Curt Vandervoort Memorial Car Contest was great. Bill Bailey brought his one and only car kit- a 1/25th scale GT40. Howard Carpenter was there with a Testors 1/25th box stock Ford Sedan Delivery truck. Terry Falk entered a Revell 1/24th dragster that he added wiring and piping to. Tom Gloeckle showed off his Hasegawa 1/24th Lamborghini Muir SU500. Randy Hall busted Second Place with his Polar Lights Ecto 1 "Ghost Busters". Wayne Keith took the big bucks and First Place with his AMT 1/24th kit bashed Yellow 27"T".

Dennis Kuykendall arrived just in time with his CMK 1/35th VW. Royce Marshall had his AMT 1/25th 32 Ford Coup "Rust Bucket" on the table. Hugh Roberts was awake with his Testors 1/25th 1969 Pontiac GTO. This was the result of his first attempt at an all metal kit. David Stansell returned with his Revell 1/24th 71 Plymouth GTX that feature a nicely waxed finish, Bare Metal trim and MPC tires. H.T. "Tom" Vogt rounded out the competition with his three entries- an AMT 1/24th 1940 Willys Pickup, an AMT 1/25th 1933 Willys Coupe, and a 1/25th 1936 Chevrolet.

The membership extends it's thanks to Don Vandervoort for his generous award sponsorship.



The Gathering

The Gathering will be held on Sept. 24th and 25th. The venue has changes from the Ogden Union Station to the Davis County Conference/Convention Center in Layton. The official IPMS web site and magazine still have the erroneous info concerning the venue.

Layton is located about 15 miles south of Ogden. I had much difficulties finding info concerning the conference center which is a new building. The web site mentions an adjacent hotel with an opening date in July. But I couldn't obtain anymore information, also being a Hilton Hotel it may be somewhat pricey!

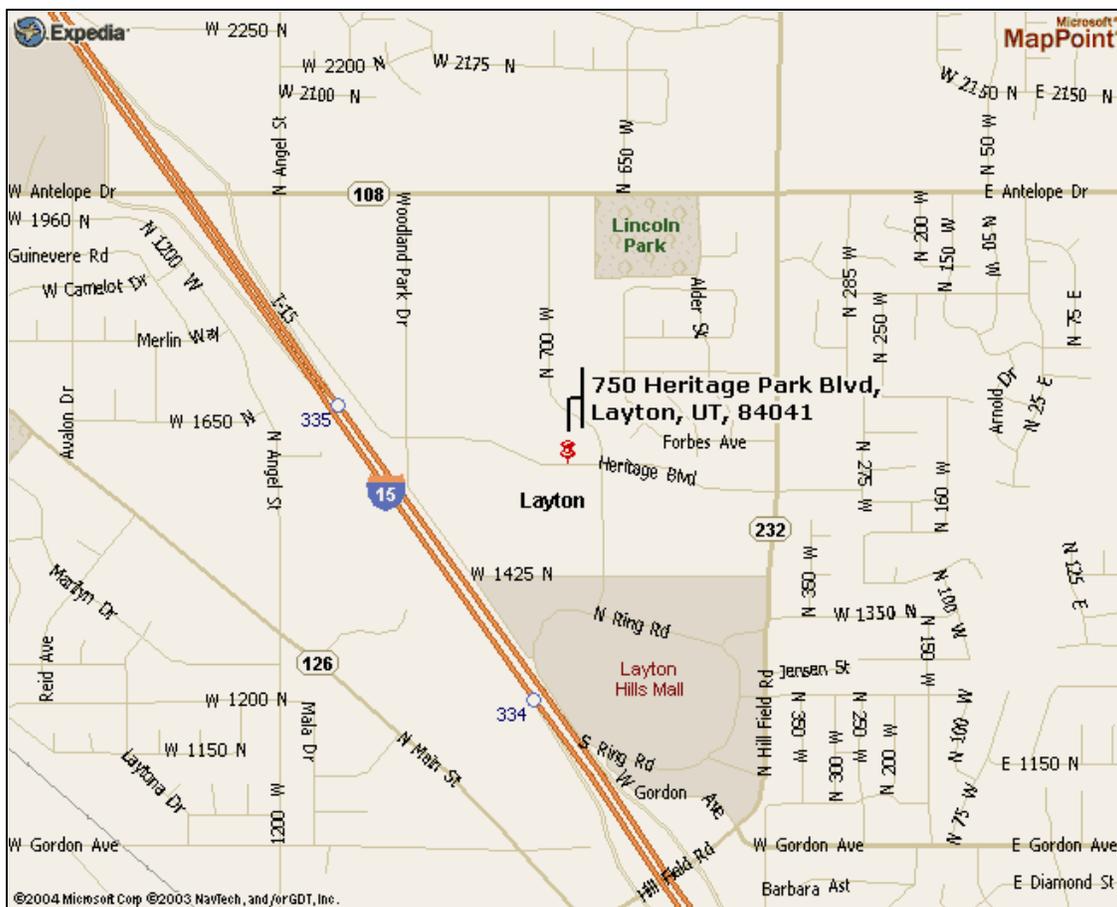
The good news is that there are two hotels nearby, within a mile (approximately).

1. Davis County Conference Center, 750 Heritage Park Blvd.
Tel. 801-728-7043
2. Fairfield Inn Marriott, 1740 Heritage Park Blvd.
Tel. 800-359-7234
3. Holiday Inn Express, 1695 North Woodland Park Drive.
Tel. 801-773-3773

The directions are fairly simple. From Boise driving on I-15 take the exit 335 and go east on Antelope Drive. North Woodland Park Drive and Heritage Park Blvd. Will be on your right. If you pass the Layton Hills Mall you would have gone too far!

I encourage you all to attend the Gathering. The two days of events are a major plus. It is an easy and relatively short drive. Last year 139 entrants submitted 712 models, with a total of 916 models displayed. Mad Dogs were responsible for 39 entries. Let's beat that number, if you cannot attend in person find someone who will take your model(s).

John Thirion





Keeping it Real

by Brian Geiger

What up dawgs? Why is it so easy to spot a model that looks real, yet so difficult to create? In my last article, I discussed refining the steps necessary to complete a model project. We all develop our own model recipes. Now I'd like to focus on the end goal of creating realistic scale models.

Not all models are meant to be realistic. Some people like to build a kit that conveys the shape and feel of the subject without going to pains of making it look to scale. To each his own but... screw that!

What is real? For me, part of the magic of scale models is that they look like a miniature reality. The more alive they look, the more interesting they are to look at. Planes should look like they could actually take flight and tanks should make you feel uneasy when looking down the gun barrel. Figures should help your imagination put a face on the scene and time period.

I spent several hours surfing through model galleries on the web in search of model reality. I've reached the conclusion that realistic looking models differ from their toy counterparts due to detailing, weathering, and lighting effects.

Detailing seems easy enough to understand. There should be enough detail to convey an acceptable amount of "busyness" that would be seen on the real subject. What amount is acceptable? That's where the rivet counters come into play. Some would argue that the more detail, the better. That's fine but I can look at a skyline of a big city and accept it as such even if I can't see the 1st National Bank. Perhaps more important is that the details should be well executed and to scale. Metal thickness should be proportionate... blah blah. You get the idea. Fortunately, newer high-tech kits and after market parts are picking up the slack in this area so let's move on.

Weathering is a very broad subject with dozens of formulas. It is also very subjective, especially when it comes to contest judging. When is it enough, not enough, too much, subtle, heavy-handed? When is it... real? I suppose that the model masters out there have arrived at their own weathering methods by trial and error. These techniques are described and passed around, often resulting in stylized modeling fads

One advent that has recently abounded in the armor arena is replicating paint chipping. Made popular by haggard WWII Japanese airplanes and other Pacific Theater subjects, chipped edges are now seemingly a requirement for armor models. Paint chipping help break up monochrome surfaces and adds another layer of business. However, most modelers will warn you that it is easily overdone. Check out these examples.



Is it too much? To be fair, both of these examples were in the African Theater, where sand and sun took their toll on paint so there's plenty of justification for lots of chips. The modelers know what they are doing and rightly so. I was just looking for extreme examples. There's a time and place for chipped paint and, if it's done right, it can enhance realism.

Sometimes just the amount of weathering can make all the difference. Contrast the model on the left, which has a superb paint job, with the same kit on the right. The modeler on the right has achieved a convincing dusty look. The rubber road wheels look a lot more real to me. Again, it may be easier to spot on someone else's model than to execute on your own.



Highlighting attempts to scale down the look of light reflecting off of surfaces. Techniques like preshading, postshading, and drybrushing accent small scale shadows and bring out details like their 1:1 scale counterparts. We all know that any flat panel is dark at the edge and light in the center. What!!? Who made up that rule?

It does give a certain 3D quality but I'm still trying to find "outlined" examples in real life. More care should be given to shade areas that are really shaded.



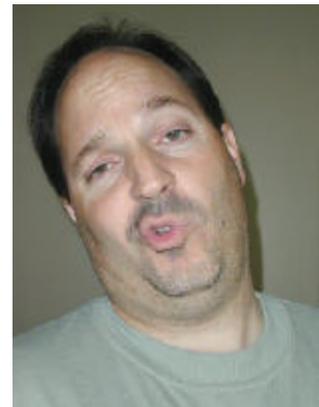
Compare these two winter paint schemes.



The scheme on the right was achieved with steps that mimic reality. The yellow/green camo scheme was applied, then white overall. Lastly, the white was scrubbed off high spots with a toothbrush. I suspect that the modeler on the left airbrushed white onto each panel, making highlights in the centers. The result is a more stylized "glow-in-the-dark" quality. I should have colored the background of the right picture black for a fair comparison but you get the point. Granted, glowing models are eye catching but we're talking about realism here.

So there you have three aspects of modeling that, when mastered, will aid in building realistic models. How can you master them? Trial and error, practice, blind luck?... That's for another article but for now, I'll settle back into my sideline sofa and continue to take cheap shots at other modelers. It's much easier and almost as gratifying.

Peace out!
Brian



2004 IPMS Nationals:

At least one Maddog that I know of placed at the Nationals this year. Kent was kind enough to pass along this photo of Ian Robertson's Second Place aircraft entry.

Having been to a few contests in my time, I know that the most popular categories with the stiffest competition are those dealing with World War II airplanes. So placing second at the Nationals is an incredible accomplishment.

Congratulations Ian!



I don't want to leave anyone out, so if you went to the Nationals and placed, let me know. Send me a picture.

IPMS/USA NEW MEMBER APPLICATION

IPMS No.: _____ Name: _____
Leave Blank First Middle Last

Address: _____
 City: _____ State: _____ Zip: _____
 Phone: _____ E-mail: _____
 Signature (Required by PO): _____

Adult: \$21 Junior (17 Years Old or Younger): \$9
 Trade Member: \$21 Canada & Mexico: \$25
 Family (Adult Dues + \$5, One Set Magazines, Number of Membership Cards Required: _____) Other/Foreign: \$28

If Recommended by an IPMS Member, List His/Her Name and Member Number: _____
 Name: _____ IPMS No.: _____

IPMS/USA

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