



# MONTHLY

The Newsletter of IPMS Boise March 2010



Larry Van Bussum's 1/144th Scale Avenger/P-38 Bash

**THIS MONTH**  
Kitbashing Theme  
Diorama 101  
The Scuttlebutt  
Shermans



MINUTES

Your humble Secretary is now producing the newsletter as our previous Editor, Randy, has had to relinquish his role due to a new career in cross country truck driving. I want to thank Randy for all his efforts. He has done a yeoman's job. Hope you all like the new look. It's my attempt to put my stamp on this publication. I'm open to any recommendations to improve it. After all, it's your newsletter.

And on that note, I'm looking for contributions, and this month I received two entries from club members. So

Your Executive Board members are-  
 President - Bill Speece  
 Vice President - Brian Geiger  
 Treasurer - Jeff D'Andrea  
 Secretary and Editor - Tom Gloeckle  
 Chapter Contact - Kent Eckhart

2010 Theme Builds-  
 March - Vandervoort '09  
 May - Movie and TV  
 August - Battle of Britain  
 November - Natural Finish

MEETING MODELS

Theme - Kitbash



Su-15 1/144th Scale- Herb Arnold



MiG-19 1/144th Scale- Herb Arnold



YAK-38 1/144th Scale- Herb Arnold



DOFLUG D-3602A 1/72nd Scale- Herb Arnold



Theme Winner- U-2B and SU-9 both in 1/144th Scale- Herb Arnold



Su-22/144th Scale- Herb Arnold



"The Red Bull"- Jim Burton



F-4 1/72nd Scale- Bob Olson



P-51B 1/48th Scale - Darren Bringman



1959 Chevy Impala 1/25th Scale - Sam Heesch



1929 Ford Pickups 1/25th Scale - Sam Heesch



MEETING MODELS



OEFAG Albatros DIII 1/72nd Scale- Herb Arnold  
Model of the Month



SE-5A 1/72nd Scale- Herb Arnold



1955 Chevy "ISP" 1/25th Scale- Jim Burton



Mack R w/ Sleeper 1/25th Scale- John Wilch



STuG IV Diorama 1/35th Scale- Brad Neavin



Panzer IV 1/72nd Scale- John King



M-2 Bradley 1/35th Scale- Jim Burton



KC-135 1/72nd Scale- Jim Burton



American Quarter Horse 1/9th Scale- John Thirion



Sturmtiger Diorama 1/35th Scale- Brian Geiger



Spring is sprung, the grass is grun, birdie in the sky, why'd you do that in my eye. This is one old saying that I remember about spring from way back in my childhood. Well, spring is coming quickly and I hope everyone can enjoy the weather. Will the nice temperatures cause less modeling and more outside activities? I hope you can find time to do both. There is spring cleaning to do around the house. Spring fever hits us and I want to get out of my home too.

Remember, this month is Curt Vandervoot's Memorial. The past years have been terrific. Let's make this one great also. The past entries are fantastic and the possibilities are nearly endless for anything in the future. There isn't a better way to remember someone from our club that, regretfully, has past on. I expect some real go-getters and show stoppers. The trophies are simply outstanding: first, second, and third are just beautiful. This is well worth the effort Don put in to have these made. I commend how nice they are. Not everyone saw them in December because of the weather, so you guys need to enter in the competition to win one. Even if you don't build cars, this is a good way to expand your skills and open up into other subjects. Remember, real modelers build everything.

Bob has done his first article for the newsletter about two tanks. He accepted the challenge to contribute to the club even though he has never done one before. I doesn't matter what you write about, or how short or long the article is. It's about participating, contributing, and growing the newsletter. Let others know about something you have built both good and bad and the experience you had. If it's an enthusiasm about something you do, why not share it with the group. Others will become interested and you will have someone else to talk to. You'll never know if there is another member that is passionate about the same subject. It doesn't take long to write an article. I like learning how to do something or improving my modeling skills. After all, why do I want to invent a technique that someone else has already done. I can incorporate several techniques from others to improve my model. Inspire people.

Next month is the Spring Show in Seattle, April 17th. If you are going over, let's finalize who is taking models, who wants a model taken to the show, see if anyone wants something from the vendors room, and see if everyone's travel plans are finalized. HYPERLINK "<http://www.ipms-seattle.org/Springshow/>" <http://www.ipms-seattle.org/Springshow/> has all the information.

DIORAMA 101

**DEFINITION OF DIORAMA:** A scene, often in miniature, reproduced in three dimensions by placing objects, figures, etc, in front of a painted background.

Dioramas - We like them, are drawn to them at shows however, where do you start? I will try to share my steps in diorama making.

I shortened the diorama building process down to five steps - Step 1: Theme or Idea, Step 2: Diorama Size. Step 3: Materials, Step 4: Construction and Step 5: Finishing. There can be many more or less steps; it is up to the builder.



**Step 1: THEME/IDEA**

The diorama should tell a story short or long, it is up to the builder. Usually a short story works best, but a longer story is obtainable, it just takes more work. Example: a soldier is changing a flat tire on his jeep, and the jack slips. Is it on a dry road, wet, muddy, or snowy road? Alternatively, a soldier is sliding down a hill or bank - Is he in a hurry for "chow", or is a German shooting at him? The possibilities are endless. You could try to copy a scene from a book or magazine photo.



**Step 2: DIORAMA SIZE**

The size of your diorama depends on the story line, the scale you are building, number of figures, vehicles, planes, cars, etc. - I try to keep it as small as I can. Storage space is a concern at this stage, as I have little to spare. I like to layout the vehicle/figure, on paper first, this will give you a more realistic size of your diorama. At this stage you can move things around to get the best layout as I have read and learned from observing dioramas at shows.

The most interesting scenes appear to be placed at an angle to the front view of the base. Also elevating the scene 1" to 3" above the flat base increases the "drama" of the scene. The statement above may be a little confusing. It is not recommended to place a road running parallel to front edge or side of your diorama, it is better to angle the road 10 degrees to 30 degrees or more. For example, a squad of soldiers looks more realistic walking up or down a slight grade, than they do walking on a flat surface. Your eye is drawn to an "inclined" surface with movement occurring for more "action" appeal.

**Step 3: MATERIALS**

Materials - this may take some time. The base can be a simple piece of pine board, sealed, painted, and stained. A picture frame turned upside down with plywood inserted in place of picture. A clear plastic picture frame, painted on the underside, for glossy finish. A small wooden box, plastic tray, your wife's cutting board,





Use your imagination, it will surprise you as to what can be utilized for future dioramas bases.

When I use wood for base's - first seal with a spray primer or clear coat, then I add small nails with flat heads driven in leaving about 1/8" inch sticking up. This will give the ground cover mix extra holding power, while drying. If you use buildings made of plaster, resin, or plastic, I recommend drilling a couple holes, in the bottom of each building. Insert a small brass wire,

a small nail minus head, or a small piece of wire, like straightened out paperclip, into holes with superglue. Corresponding holes must be drilled in the base in the same locations as the buildings pins. If your diorama is of a plane, car, or truck, the base can be covered with a piece of styrene, painted to look like concrete or asphalt highway or parking lot, with stripes.

A good base finish is SUPER important. Take the time to finish the sides of your base. I have seen excellent models with disappointing bases or bad finishes just ruin the overall look of the diorama after putting in 100's of hours - DO NOT SKIMP ON THE FINAL FINISH!

Step 4: CONSTRUCTION

Your diorama base may need an "trim" edge of either plastic or wood, usually 1/8" x 1/4" around the top base perimeter. You may need a curve or irregular shape side or sides - These can be built from thin plywood, balsawood, or plastic sheet styrene or heavy matt board.

For ground cover, you have many choices. I prefer Sculpa-mold or celluclay, drywall mud, patching plaster, plaster of paris or lightweight spackle. Whatever you choose can be



mixed with acrylic paint, tempera paint, powder paint ( I use dark brown) a good bit of Elmer's glue, fine sifted dirt, static grass, small stones or railroad ballast, unused cat litter, cork dust, cork bricks, small pieces of wood, used match sticks, the list goes on..... One other trick I have learned is to add 5 drops of dish soap into the mix. This helps the adhesion bond of all the ingredients "bond" together. Styrofoam from packing supplies works well for buildings, basic structures, or hills. The best glue is white glue or epoxy to mount buildings to base. During this stage of construction, it is helpful to place your main model (vehicle, plane, figure, building) on the groundcover.



Step 5: ASSEMBLY/FINISHING

Assembly can make or break your diorama. “Prime” your entire diorama. I use Wal-Mart light grey primer \$1.19 a can. Dark brown or flat black will work also, depending on the color you plan to finish with. You would prime white, if it were a winter snow scene. Dark colors work well for providing shadows and crevices. It is your choice. Some modelers will argue it is not necessary to prime first. This step works fine for me. I use any type of paint on hand to apply to diorama. Modelmaster enamels are

good for certain applications, acrylic craft paints, artists oils, model color acrylics are very good for figures. I mainly use Modelmaster enamels airbrushed for base coat on ground cover - followed up by craft paint thinned with water, for a diluted wash, then highlighted with either artist oils or Modelmaster enamels. It is up to the builder how much detail painting, shading, washes, dry brushing you choose to apply to your diorama.

The most important thing to remember is to have fun and experiment.

Every model builder does things differently, so find out what works for you and keep building. Sometimes a mistake will turn out a new effect you had not expected. When its time to adhere your model to the base, you can bolt it down, glue it with white glue, super glue gel, or by epoxy glue (strongest ). All figures, trees, buildings, accessories are secured at this time. The final thing I do is to give a final wash. The wash is mixture of 90% black, 10% dark blue artists oil paint, mixed with Turnpenoid thinner. Mixture ratio is 5% paint and 95% thinner. This wash may need to be adjusted, for your needs. You may want to add more color for a darker wash or more thinner for lighter wash. Let each wash dry, for at least 1 to 2 hours. Apply as many washes as needed until satisfied. I use a ½” to ¾ “ soft bristle brush to apply washes. I apply wash to all parts of diorama. The final touch is to use pastels to apply to small areas, for subtle effects. After you’re finished, apply a light mist coat of matt or flat spay lacquer, from about 12” away. The exception to the last sentence is no flat coat on that blue metallic Ford Cobra roadster.

I hope my long, windy speech is helpful to someone who wants to build dioramas. Models look good on the table, but models in a diorama look spectacular! If I can be of any other help, please feel free to contact me.

Happy diorama building.

Brad Neavin  
bnmn87@yahoo.com





THE SCUTTLEBUTT

In last month newsletter I mentioned the future release of the Italian battleship Roma. This ship is fairly obscure for those who are not primarily interested in naval subjects. A brief history about this ship and the other of the class may be of some interest.

After France refusal to ratify the London Naval agreement and the building of the Dunkerque class of fast battleships the Italian pride was left without little alternative but to counter the French threat. Orders were placed for two examples of ships that were originally designed in 1928. This first pair were the Vittorio Veneto and Littorio, the original displacement was to be 35,000 tons but grew to over 41,000 tons when launched. They were impressive ships, combining an aggressive appearance with an elegance that only the Italian could achieve. One odd feature was the high position of the aft turret which was dictated by the designers' desire to locate an unhangared aircraft on the quaterdeck where they would have been vulnerable to blast damage from the 15in guns firing in a low elevation.



The three triple 15in turrets were placed in a center-line arrangement with two turrets forward and one aft. The secondary battery was made of twelve 6in in four triple turrets. A tertiary battery was made of twelve 3.5in guns in single mountings.

Armour was on the weak side compared to cotemporaries, the Italian preferring to rely on the ships' speed and agility to evade serious damage. The main armor belt was both thin and shallow. But the weakest aspect of those ships was the horizontal armor which was totally inadequate to withstand the type of bombs used during WWII.

The Roma unlike her sisters was build with the revised bow (dryer) which added 6ft to the freeboard at the stern and had only one starboard bow anchor.

The other ships of the class received the revised bow after construction was completed but this added only 5ft11in to the length (where did the other in went?).

Vittorio Veneto: Twice damaged by bombs and torpedoes in 1941, and by bombs in 1943. At the Italian surrender, she spend the rest of the war in the Suez canal before being allocated to the UK. The ship was scrapped in 1948.

Littorio: Suffered very extensive damage during the air raid on Tarento. A year later she was hit again by bombs and at least one torpedo. In 1943 she was renamed Italia. On her way to Malta to surrender to the British she was hit by a glide bomb and again severely damaged. She was scrapped in 1948.

Roma: Was completed several years after the other units, and launched in 1942. She was sunk by a German glider bomb in 1943 on her way to Malta to surrender.

Impero; Was never completed after being launched in 1939.

Displacement; 41,377 tons

Dimensions: 778ft x 107ft x 31ft

Machinery: 4 boilers for 134,000 haft Hp.

Armor: belt 13.8in, deck 8in.

Armament; 9 x 15in, 12x 6in, 12 x 3.5in plus AA guns.

Performance; 31.4kt (58.6mph)

Crew: 1861

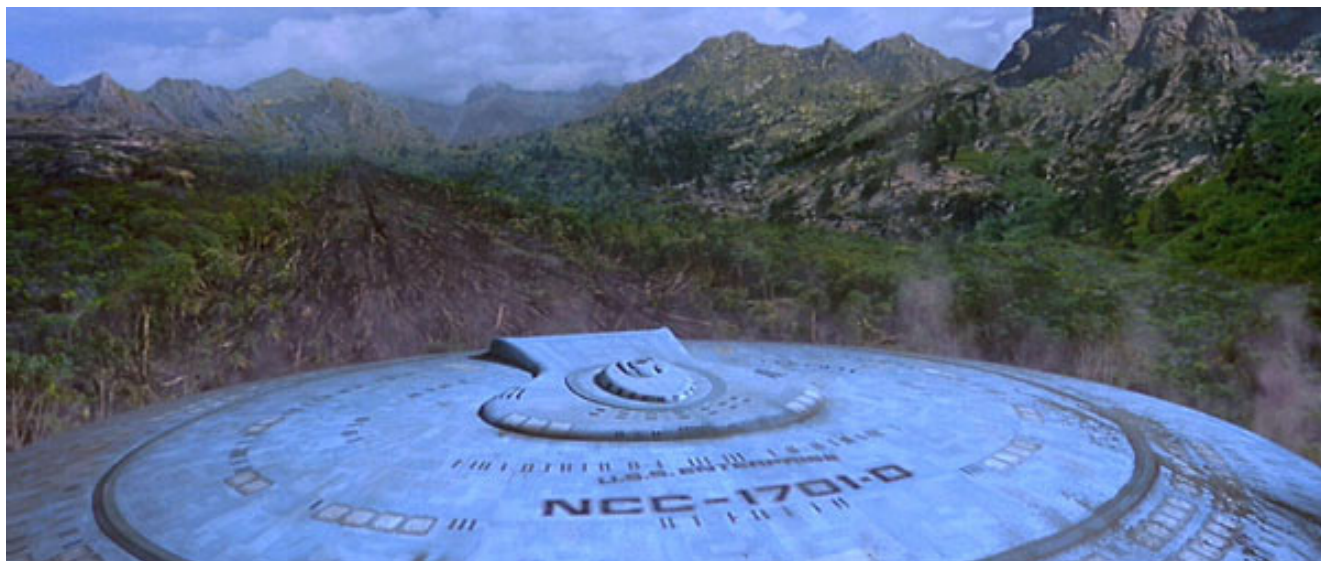


The Italian warships had a very peculiar camouflage made up of dark grey stripes. The forward and rear decks were painted white with red strips for easy identification. Aim between the striped areas and you were certain to hit the ship in a vital area. The British flyers were the first to recognize this and the German were not slow to figure this one out!

New Product: "Frog tape", a new painters' tape that is guaranteed to end the dreaded paint bleed. This product (lime green) is sold at Lowes', Sherwin Williams stores, and certain Ace hardware stores. Worth trying and cheaper than the very good but very expensive Tamiya tape.

Nautical News: Last month, the US regained the America's Cup with a giant trimaran beating a giant catamaran off the coast of Valencia, Spain. The trimaran was equipped with a specially designed airfoil as a sail. The airfoil being longer than the wing of a 747. Part of the skipper's training was to learn to fly an airplane. The price, somewhat short of \$300 millions. The name of the boat BMW Oracle, should I say more.

John Thirion



I have always enjoyed the original series Star Trek. The Kirk era movies are always the best. When the Next Generation debuted in 1987, I anticipated the new show. However, I wasn't all that thrilled with some of the stories, uniforms, or hardware design during the first years of the show. Over time production improved and the last few years had some good story telling. One of the biggest hang-ups I had with the show, though, was with the star itself, the Big "E". The USS Enterprise NCC-1701-D looked, how should I say, wrong. The engines were turned sideways, the support struts were short and stubby, the oval saucer squashed. Overall, the model design looked like it collided with a wall. She just wasn't streamlined or proportional. Data, the android saved the ship on several occasions, which I thought was an overused plot development. If the super

**BIG-E**

smart crew was dumb enough to find them self close to being destroyed, then maybe someone else should be manning the ship. I did find it cool in one episode that the USS Bozeman collided with the Enterprise several times over and over again in some temporal time shift. I wouldn't want any to perish, but the new Big "E" design never sat well with me.

One of the most best plot developments occurred in the second generation's first movie. The crew needed to evacuate the secondary hull before it exploded and use the primary hull as a lifeboat. Complications arose and the saucer section entered the atmosphere of a near by planet. The crash landing scene was incredible. A new 10-foot model was constructed for filming. Dirt went flying; trees snapped like matchsticks, and mayhem abounded inside the ship. Finally, the ship would no longer see the TV or big screen again. Woo Hoo. Oh, as for the "1701-E" in the future, thumbs up.

As I surfed the web, I came across a few things to share with anyone who wants to build the Next Generation Enterprise. Here is a color list to paint the ship and an image of the filming miniature. If I ever am ambitious, maybe I'll do a diorama of the crash scene of the kit.

Colors: NCC-1701-D      Federal Standard

HULL GREEN                      FS-24516  
 HULL BLUE                        FS-15526

Nav-Deflector Dish              FS-22246  
 Nav-Def/Housing                FS-10115

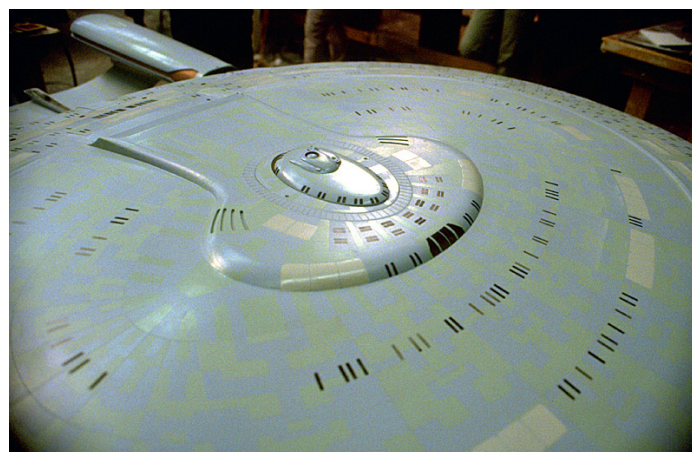
Lifeboat Covers                 FS-36595  
 Sensor Strips                    FS-35450  
 Shuttle Bay Decks                FS-36270  
 Phaser/Photon Housings        FS-36307  
 Phaser Banks                    FS-34201  
 RCS Housings                    FS-23564

GRAPHICS  
 Hull Lettering BLUE              FS-25065  
 Insignia, other Graphics RED    FS-21105

ENGINES  
 Front End-Caps                  FS-22203  
 Engine (serrated) Neck         FS-33538  
 Power Coils                      Metallic Copper  
 Coil Gaps (between)              FS-35231



Check out the size of that model!



Bill Speece

THE PARTING SHOT

Revell's 1/35  
M4-A3 Sherman/T33 Calliope  
Kit # 03074  
by Bob Olson

This is one kit I have wanted to build for a couple of years now. In 1991, I saw one of these rocket launchers when I was in Army training and have wanted to build one ever since. I finally have gotten around to starting it and finishing the kit. Overall the fit went together well and the fit was acceptable. The instructions make for easy assembly. However, I found a few deficiencies in the kit. The idler wheels pegs are weak supporting the tracks. Unfortunately, the fuel cap obstructs the insertion of the turret. I needed to do some surgery so the turret would settle into place. The head light guard disintegrated when I removed them from the sheet. So, I replaced them using paper clips and super glued them in place. The rocket support are too large and aren't tall enough. When you rotate the turret, the rocket supports will hit the driver's hatch. It's been a long time dream to build one and I found the kit last year.



Academy's 1/35  
M4-A3 Sherman  
Kit #13207  
by Bob Olson



I had a chance to build another manufactures version of the venerable Sherman. Overall the kit went together very well. The drawings are easy to follow. It had a few small problems though. The support wheel would not stay in place. The dozer blade assembled fine, but the leg wouldn't clear the drive sprocket on both sides. I needed to file down the arm so there would be enough clearance. I used Model Master paints, but they kept plugging up on me. Hope you like them as a side-by-side comparison.