



MONTHLY

The Newsletter of IPMS Boise May 2010



THIS MONTH
Makin' Plates
My Favorite Kits
The Scuttlebutt
Show Season Begins

Theme Month - TV and Movies!

MINUTES

Another marvellous Spring Show. That was the main topic of the meeting. The SLC Show was discussed as well. The show season is truly upon us. It was also suggested that maybe once a quarter that we dispense with the standard meeting format and have a meeting of demos of techniques by members. Stephen was willing to do an Araulдите resin molding demo.

A side note. It is with sadness to report that due to deteriorating health that Ray Sweet will no longer be joining us. Keep him and his family in your thoughts.

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-

- May - Movie and TV
- August - Battle of Britain
- November - Natural Finish

MEETING MODELS



1/24th Protar Ferrari 126C2
by Paul Erlendson



1/144th Sweet P-51
by John King



1/144th Dragon F/A-18
by John Kingvv



1/24th Monogram 69 Pontiac GTO
by John Wilch



1/35th Dragon German Figures
by Brian Geiger



1/72nd Hasegawa JU-88A4
by Ian Robertsv



1/48th Monogram Me-262



1/87th Monogram Big Boy
by Jim Burton



1/100th Tamiya Fiat G.91
by Jeff D'Andrea



1/24th Revell 71 Plymouth Barracuda
by David Stansell



1/144th Hobbycraft Su-26
by John King



1/48th Tamiya MiG-15

After March's meeting that featured "The Vandervoort" car competition, we were sitting at "Pie" and I was telling a few of the guys about a site where you can make custom license plates. A few asked for the link to this site so I thought that I would share with all the "Acme License Maker Site:

<http://acme.com/licensemaker/>



When you bring up the site, you will see the boxes to enter your plate data for a California plate. Below that is another box to choose another state and type of plate. You can choose from every state and every Canadian Province. Once you have picked the state or province that you wish to replicate, you will see that the top box that said California, now lists the state or province that you have picked. Let's say that you picked Idaho. You will see that the middle box defaults to 1997. If the click on the down arrow you will see all the plates that you can use for the state. Select the type of plate that you want. I chose "1997". Then in the left box type in the plate number or vanity letters that you want to use. Then click on the "make license" tab. Your plate then pops up on the screen. Click on the plate image and it will take you to a .jpg version of the plate. You can then save this image to a file and print it out to what ever scale you choose.

Enjoy!

Paul Erlendson



PRESIDENTS NOTES

What a great Seattle Spring show. They have some of the photo's up, even though not all the entries are show. Take a look our upload of more. Although the amount of entries was less than previous years, the quality was still right up there. As always the judging was subjective, but that will always be around. Some of the Seattle members have even asked me when are we going to host a show. We have discussed this in the past; unfortunately, we are still too small to produce one. So we will still have to go to all the other venues around the region. They are fun for all of you who still haven't traveled to one. I counted the awards and ribbons that the Mad Dog Modellers came home with. Nine all together. Congrats to Tom, Herb, John, George for their models. We need to have more taken next time.

OK, why do I have so many kits and unfinished projects? We all have them, but how do I finish something before I start another model. There are so many cool subjects, paint schemes, and genre out there I wish I had more time. There are other things in life that come up that prevent me from finishing something too. But, I see something and think, I can finish this one quickly. Ha. All of a sudden something went wrong: I can't find a part, something broke, a contour is completely wrong and needs reshaped, something was glued incorrectly, the paint went on crappy, the decals shattered, or the finish just isn't good enough. Mostly, something else comes up and guess what, another poker in the fire and no sense of accomplishment. I see perseverance in other modelers, so your tenacity pays off. But, if I think of it as homework that needs to be finished, then the hobby just isn't fun anymore. If I get tired of one project, I can always come back to one started a long time ago. Oh well, I think I'll start a bare bone, bad to the bone, B-one that won't ever get finished. Ian, you should write an article on time management so we can all put together high quality models in a weekend.

Don't forget the next theme coming up, anything TV and Movie. This should be popular.

Bill Speece

SCALE COLOR

Ever look at a model and say, “ something doesn’t quite look right” or “that is fantastic”? The finish of a model is up to the builder and his/her preferences. There is nothing wrong with having a model look factory fresh, battle scared, or anything in-between. Getting a finish to look realistic is another story in itself. This article will deal with a minor aspect of painting: scale affect itself.

First off, is the finish going to be off the factory floor, show room floor, average use, or beat up? As we all know, over time paint fades into much lighter shades depending on the weather condition, protection, and type of paint used. Now add to that the weather and light conditions a vehicle is photographed in will change the color of paint to the eye. Remember also, that as we grow old, our failing eyesight darkens color.

For modelers, scale is an important factor to consider. As a model sits on your shelf, the size of a model is the distance you stand away from it in real life. A 1/72-scale plane at 6 feet away will not look the same as a 1/32-scale from the same distance. Just like in real life, that airliner on approach looks bland in color, but close up it is vibrant. The amount of atmosphere between you and the subject ‘fades’ the color also. The farther you walk away from something the lighter it appears: thus scale affect. It’s not much but it can improve the appearance of you model.

INCLUDEPICTURE “http://modelingmadness.com/reviews/mod/us/cheungt38chart.jpg” * MERGEFORMATINET

The graph needs a little interpreting. The vertical numbers, or fading index, on the left is the percentage of white that is added to the base paint to achieve scale affect. In-between each curved line is the range or tolerance of the amount of white added. For example, the mean curve line crosses 1/48 at about 11%; the range to the next curved line is roughly 17%. 1/72 is about 15-23%. Simply, that is how much white you add to your base paint to attain the same scale as looking at the real thing. If you strive to have a more realistic appearance to the real thing, this graph will help you achieve your goal.

When you add more or less white or other colors of paint to your base color, you can see how small changes in tones, values, and hues changes the appearance of your model. To give an idea of how black and gray lighten by 10%, here is the 11-step Munsell value scale:

INCLUDEPICTURE “http://www.handprint.com/HP/WCL/IMG/valuekey11.gif” * MERGEFORMATINET

To quote from Scale Aircraft Modelling, vol.12, no.11, Aug 1990, the meaning of model Scale Color is as follows:

If the size and color of the full size object varies with distance (or scale), then at some point along the line of reduction a model must equal that same size and color. Since a small scale (1/48) model viewed at the ideal 10 to 12 inches from the eyes is almost exactly the same size as the full size object at a distance of 48 feet. Under these circumstances the model represents the identical size, shape and coloring of the full size object at that range and under the same lighting condition. The colors involved are therefore reduced Value Hues and this is termed as the model Scale Color.

Bill Speece

More new releases announced, I have limited my listing to 1/350 kits but there has been some worthwhile releases in 1/700 that need to be mentioned.

OKB 1/700 Fort Drum OKB is a new company from Bulgaria. This particular kit consist of 40 resin parts and PE which included the cage mast, various ladders an railings and the derrick crane. Also included as PE are the 3" AA guns.

History of Fort Drum; This unusual fort was build on a small island in the entrance of Manila Bay. Because of the small size of the island, conventional installation of artillery batteries was not possible. Therefore, a ship shaped fort was build on top of the island. Two superimposed turrets enclosed four 14" guns that were the main defenses, in addition there were 6" guns in two story casemates and 3" AA guns on top of the fort. It took 10 years to build the structure (1909 to 1919). Because of the tropical climate, barrack were build on top of the fort.

When the Japanese attacked the fort, the above mentioned barracks were removed. All available artillery was used to reduce the fort without any appreciable results. Guns as large as 240 mm were used by the Japanese. Meanwhile the fort 14" guns were wrecking havoc on the Japanese land artillery and shipping in Manila Bay. The fort ability to fight was never put in jeopardy and only surrendered when ordered by the American high command. Before surrendering the occupant disabled the artillery pieces. When the US re-conquered Manila it was judged that it would be too costly to assault the place, instead fuel was pumped into the fort and ignited vaporizing the Japanese garrison.

Robin Model, 1/350 Balao Class submarine. Another new company, this one was started by some of the mold makers previously employed by Veteran Models. This is a resin kit with near perfect casting. The model represent the USS Tusk which was transferred in 1973 to Taiwan and was updated with a new sail and sonar dome. A very interesting subject for those interesting in subs.



AMP, 1/350 Soviet Submarine SHCH. This was one of the largest class of submarine used by the Soviet Union during WWII. AMP is a relatively new company from the Ukraine. This is a styrene kit with PE included and is available in the US.

Flagship Models 1/192 USS Onondaga. Flagship Models is known for their extensive line of civil wars monitors. One of their latest release is the USS Onondaga, a twin turrets monitor used on the James River to cover the approach of Richmond. In 1867 the ship was sold to France and the Dahlgren and Parrott guns were replaced with 9.4" rifles guns. It was scrapped in 1903. The resin model has an extensive amount of PE which provided for the turrets shields , deck inserts, stanchions, boat davits, etc....

John P. Thirion

U.S.S. Onondaga



MY FAVORITE KITS

When I was growing up, one of the toy stores in the same mall where mom grocery shopped had a big isle of models. Of course, when you are a kid, everything is big. However, as I think back, it really was big. The list of kits would go on and on. The artwork on the box tops was dramatic and exciting for the times. This was back in the mid 70's. I would go up the isle and look over all the cool kits. It is a good thing they are shrink wrapped so no one could slobber on them, right? This was the time when Planet of the Apes was popular, Aurora was on top of the world, and Hawk and Testors produced a plethora of subjects from the Graf Zeppelin to the Mystery Racer. Revell photographed the model on put it in the oval ring on the cover. High tech was not even in its infancy yet. What a crazy time: the world was struggling to correct itself. At least, that's what I thought.



My favorite models at the time happened to be six of Aurora's re-release in 1975. The artwork was outstanding and



color vibrant. I still think it is today. The kits were originally brought out in the late 60's of popular TV shows and movies One was actually an inventive hypothetical design though. I dreamed about collecting and building them all. They didn't cost that much either, \$3.99 for the smaller box and \$4.99 for kits with an interior. But as a kid with no money, whatever price tag on them was still out of reach. Since it is TV and movies theme, I thought it would be great to bring them out of storage and bring them to the meeting. Of course I eventually built them as a teenager and they looked great in my eyes. However, as my experience

grew, I repainted them and have torn some them apart in hopes of one day really going to town on them. If I already have a kit that I love, why not bring it up to current standards instead of building another one. Some of them have been disassembled for years now, but the plan is in place. This is my orphan theory, that old kits should be rebuilt and not tossed away. Hopefully, I will have enough time to get at least one of them done for the meeting.

All right, the kits are SSRN Seaview, Orion III, Ragnor Interceptor, Spindrift, Flying Sub, and the Invaders space ship. I never bought the interceptor and it is rather rare to find now. I have done the others and after nearly 25-30 years later, after market companies make decals and resin upgrades. Quite a long time to wait don't you think. Some of the kits were reissued through Monogram or Tuskda. Unfortunately, when Aurora went under, some of the molds were supposedly destroyed in the famous train wreck. Fortunately, Polar Lights reversed engineered a couple of the kits and not so fortunately, flooded the market. The 1975 versions command respectable prices if you can find them. Don't we all have a special place in our hearts for childhood modeling memories?



Bill Speece