





VOL. 50, No. 10 WWW.SVSM.ORG OCTOBER 2016

A Publication of the Silicon Valley Scale Modelers, A chartered Chapter of International Plastic Modeler's Society, USA branch.

With No Meeting to Cover, It Figures to Split Out



SVSM September was Auction Meet, No Pics So Sensible in Editor's Estimation, to Share Two " Tip " Articles

LET's TRY SOMETHING DIFFERENT Photos: Mick Burton Text: Kent McClure

Have you ever wanted to build a kit in a more realistic setting only to be stopped by the daunting thoughts of doing figures for it?

To tell you the truth, it's not that hard to paint figures. There are plenty of "cheats" available to you. If you are used to handling a paintbrush at all, then you should be able

to do the little critters after some practice. The main purpose of this article is to provide you with various hints to help you in your endeavors. (Continued on 3)

THEY'RE CRACKING UP: "MODEL PAINT PROBLEMS"

> A dilemma by: Rodney J. Williams © copyright: August 20, 2016

During the month of June, 2016 a fellow modeler came to visit me from Italy to learn model building and so he did.

During his sojourn here "Alex" viewed about 75 of my models that are in my lighted showcase that is out in our living room.

(**Continued on** <u>6</u>)



"BIG HIGH FIVE TO Mr. KENT McCLURE , FOR GETTING A REALLY DESERVED <u>REGIONAL</u> AWARD FOR SERVICE "



The Fremont Hornets, SVSM, SJVSM, Fresno Scale Modelers & Central Valley, Silver Wings, Sonoma Clubs are among the MANY whom Mr Steven Travis was a generous supporter/friend to in his time, not discounting all the work he and wife Anita ALSO did in being big help in Veterans community. Last year, fellow dual club member (SVSM & Free Hornets) Mr. David Anderson, was the awardee of this Service Trophy. Kent McClure, like David and Steve, easily equals the amount of effort, dedication and sense of real fun shared with others in all he does, as prior exemplars. Also continues to do (his article on Figures is partly why this OSS is on time) Kent you may recall, was recently one of our fine SVSM Presidents with no easy time of it, he makes sure there is a TriCity Classic with all his faithful Facilities Chairmanship (and incredible financial muscle when I need it) along with tirelessly working at Judging at many shows he attends every year, alongside being The Man you see at the TC Registration Desk. There's plenty more where that short list came from, but just know that Kent set another high bar for others to meet, in order to get "short listed" for potential choosing to get this Award. We in the Free Hornets (I too, am a "dual passporter) want it realized this is indeed, our way to "pay back" to those in Region Nine Community at large as well as our own singular hard working members. So don't be too shocked if in upcoming years, someone from YOUR club happens to be the One Who Takes Home Recognition from us. CONGRATULATIONS AGAIN, Mr Kent. Mike Woolson will soon have the 'hand crafted" permanent award for us to give you in exchange for (above) "substitute" that Burton tried to hand off to you at the show 🙂 - mickb

" CONGRATS to OUR NEIGHBOR CLUB SOUTH for a COUNTY WIN on BEST of ALL, EVE of GOLDEN ANNIVERSARY "



While on the subject of Awards outside the usual 1-2-3 for specific models as some seem to think our institutions are strictly about: *As in, only should be* ...

As in : "Why bother with all that "stuff not having to do with being sure WE WINNERS are getting *all that* WE DESERVE and WE PAY FOR, YEAH ! "

You know it's being said, do without all that "other crap that's just nonsense..."

(I **am not** kidding. I've been in this community LONG years and there's a lot of that in just as pungent a form as I outlined, spoken or implemented over time)

Well I can assure you that finally (for a strictly contest business related reason) making it over to the Coast for regular First Sunday meeting, there enjoy hosting by Monterey Bay Muddlers was an excellent eye opener. They not only have the 2nd Place award taken this summer from County Fair for their display; M-Bay's have a well documented, still well in practice operation of making charitable \$\$ contributions to their community among other efforts, that makes them "more than just a Model Club". *Thank you Muddlers*, for how you do that **49 years** !

A CLUB MEMBER MAKES AN EFFORT TO BROADEN YOUR HORIZONS, FIGURATIVELY SPOKEN (from 1)



Okay, let's start off with 1/72nd scale kits. Why you might ask? Well, to be perfectly honest, I am more familiar with that scale and what's available out there for it. And most of the discussion can be tailored up for the bigger scales. That being said, let's give it a go. Probably one of the most basic of problems out there is to decide which figures to use. And by use, I mean which figure can I use that needs the least amount of modification to it.

Luckily, there is a website out there called "Plastic Soldier Review" (http://www.plasticsoldierreview.com).

This site was developed for the wargaming community and has photos and reviews of many of the sets that are available out there. The searches are arranged by the period interest as well as by manufacturer. So, let's say that you are doing American troops in the ETO during WW2.

Looking it up, you see that in this case there are 3 major subgroups: USA-Infantry/Marines, USA-Paratroopers, and USA-Other. You want to do regular infantry, so you choose. (For arguments sake, let's say that you pick Caesar's WWII US Army Set 1). You get a photo of the figs, some relevant stats such as number of castings per box and average height, and a fairly honest review of the contents.

But as the commercials are fond of saying "...but wait! There's more!" The website also has under their "Links" section websites to various sellers.

One advantage of using 1/72nd scale plastic figures is that they are cheap – anywhere from \$8 to \$14 for up to 48 figures per box. That should provide you with plenty of fodder for thought. Just give them a good washing, clean off any flash with a sharp, new scalpel or X-Acto and they'll be ready for painting with your favorite acrylic (some figure/paint combinations are such that you don't need to prime the figures. Mileage may vary).





Another advantage is the sheer variety that is available in 72nd scale, everything from your generic US or Wehrmacht foot slogger to zombies. Yes, if you want to display zombies attacking your Abrams, you can do that.

There are quite a few specialty sets available for variety. There are various tank crews, pilot figures, and even naval figures. What is nice, is that there's also been an increased interest in figures from countries that aren't from the major nations. Poland, Romania, China, Hungary and Italy have all seen releases in the recent past.



Two sets on early war US figures in British style helmets come to mind. So does a set of modern Israeli soldiers. A final advantage of using 1/72nd scale figures goes back to the aforementioned wide variety available.



With such a large variety, you have the possibility of doing numerous conversions or "one-offs". With the plastic that they currently use in manufacturing, gluing the bits and pieces together can be accomplished by using your normal hobby glue.

Lop off a head there and attach this one here – soon you'll be at ease doing this type of "micro surgery". And if you don't completely trust your glue job, just "pin" the pieces together with some fine brass wire and superglue.



Alright, so you've made the jump and picked up a box of minis and started to paint the uniforms. But, now you've come to the faces. What colors do I use?

And they are so tiny! How am I ever going to do the eyes?



Well, as far as what color to use, many of the paint

manufacturers have multiple skintones in their lines. But I found a nice little cheat while hunting the web. A gentleman called Chrispy did quite an extensive article on "Cool Mini Or Not" in regards to what color of Vallejo paints can be used to replicate various skintones

(see: http://www.coolminiornot.com/articles/1310-ethnic-skintones). In his article, he provided color chips as well as what Vallejo paints he used to achieve those colors. The article is quite comprehensive.



But, that doesn't solve the "eyes" problem? Well. I'm getting to that. There are 2 ways to approach problem. The first way is simply not to worry about it, because the truth is, in reality from 6 feet away you are usually not going to see the eyes or the whites of their eyes at all. So, in this case, you want to replicate the "illusion" of eyes. A tip that I picked up was to use a wash to darken the eye sockets. A good wash to use it Citadel Paints Nuln Oil. Or, if you are really daring, dark MinWax water based stain such as Onyx or American Walnut. Once you've put it on and have let it dry, just lightly drybrush the base skintone paint or a slightly lighter shade of it over the nose and eye ridges.

The second way, if you really do want to have whites showing and eyeballs? Use super fine tipped paint pens. That way, you can "paint" in the whites, dot in the eyes using a brown, green or light blue color. This is a tip that I picked up from a

You Tube video on painting gaming minis.

So, you've succeeded in overcoming your fear of eyes. Now you're worried about shading. Well, that's pretty easy also.

Remember how I mentioned Citadel's Nuln Oil earlier when I had discussed eyes? Well, Nuln Oil works on darkening the crevices found on uniforms and equipment. Just work that "paint" over your figure and then, when the figure is dried, lightly drybrush over it. Instant shadows.

Well, that's about all for now. It's time for you to go out and give it a try! - *Kent fini*



AS RODNEY RELAYS IT, ALEX & HE FIND SOME NASTY SURPRISES AMONG FINISHED MODELS (from 1)

Then he asked if he could see all my models that were in my plastic cases which were stored in my model /office spare bedroom and I said yes! Gently we removed all 50 boxes out of the closet that has two large sliding glass doors and as time permitted we looked at over 200 models.



We discovered that a few of the models had severe cracks in the finished paint.

03-26-12 XB-70

I have used Tamiya paints ever since they came on the market in the early 1980's, including denatured alcohol and Future floor wax. My mix ratio for the paints, floor wax and alcohol has been the same ever since then. I tried to think about "what is making my paint crack" and I first blamed it on the floor wax as "Johnson" has changed the names on their bottles of their floor finishes and they no longer put the name of "Future" on the bottles.

I date my models as to when they were built and I soon found out that the paint cracked in a few models prior to Johnson changing the names on their bottle.

I came to the conclusion that it was not the paint and/or the Future that was causing the problem. However I never changed my method of mixing my paint and Future with the alcohol, nor did I change my drying times between coats of paint, nor different colors.

This problem was not claimed to just one color but it happened to several colors during the past few years.



I did my best to take photos that would show the cracking sometimes called "Orange Peeling", but most of them do not show the bad quality.

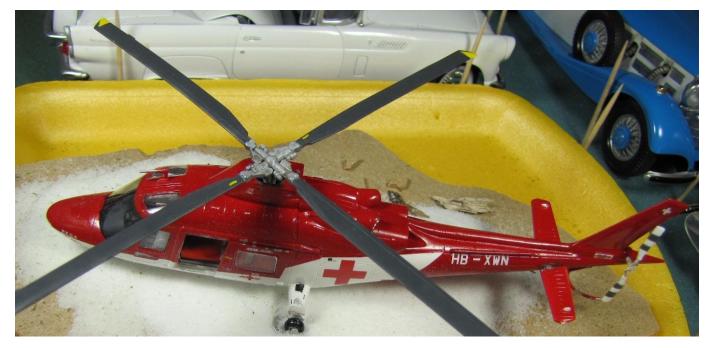
The end result is that the cracked models are worthless and I was thinking about tossing them into the garbage can.

Why not, I still have over 200 models in my collection.

Take a look at these models then tell me what would you do in the same situation?

Cheers and happy painting, Rodney

0.	4-19-13	F-100D	"CAMO"	SABRE
0.	5-13-13	"REGO"	HELICON	PTER





02-12-14 F-86 "MINUTEMEN"

07-25-14 PINK FORD T/BIRD CAR



12-27-14

F2G RACER #74.





BLACK CADILLAC CAR





02-12-15 ORANGE CADILLAC CAR

02-28-15 GREEN CORVETTE CONVERTIBLE





03-17-15 SUMMIT HELICOPTER

NOT SHOWN, BUT IDENTIFIED BY ALEX & RODNEY AS HAVING SUFFERED THIS FATE:

1993	RUSSIAN LA-7 #27.
02-19-09	D-558-1 SKYROCKET
12-23-15	BLUE HURRICANE RACER #99.

11-07-15 PINK P-51D RACER.



7:00 PM OPEN, MEETING 8:00 PM SHARP FRIDAY OCTOBER 21

At

COMMUNITY ROOM

Milpitas Police Administration Building

1275 N. Milpitas Blvd

Milpitas, CA



Email : dens25403@mypacks.net

P.O. BOX 361644 MILPITAS CA 95036

RDITOR

SILICON VALLEY SCALE MODELERS