

Antenna



Vol 27 No 2
October 2006

Newsletter of the Regina Scale Modellers

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Plus....photos from the tables!



View of the September Meeting....Lots of members out!!!!
Photo by Colin Kunkel



"Sports Cars" was one of the September Themes. Various models built by Dave Porter, Curfew James, Ron Gall and his son Robert
Photo by Colin Kunkel



"Model Building is being able to hold history in your hands"

Leonardo da Vinci

RSM Club Executive (Sept 2006-Aug 2007)

<u>President</u>	<u>Vice-President</u>	<u>Secretary/Finances & Memberships</u>	<u>"Antenna" Editor</u>
Dave Kapp (306) 525-8882	Len Schmidt (306) 543-1704	Allan Magnus (306) 789-9017	Colin Kunkel (306) 789-2392

Visit us on the web!!!

<http://anglefire.com/sk2/scalemodeling>

Meetings

Time: 7:30pm

Date: First Friday of every month
(Meeting held on second Friday
if first Friday falls on a long
weekend. No July Meeting)

Place: South Leisure Center
170 Sunset Drive
(Albert Park), Regina, SK

Article Submissions

All articles can be submitted to
Colin Kunkel, via:
email: colinkunkel@sasktelnet
snail mail: 3306-69 Cambridge Ave
Regina, SK S4N 5N3
or on disk at any meeting

The "Antenna" will be published a
week prior to the next RSM meeting,
so please ensure that articles are
submitted in a timely manner so as
to ensure your article is published
as soon as possible.

Memberships

Regular	\$24.00/year
Junior (under 16)	\$8.00/year
**Subscription	\$14.00/year

The RSM modelling year runs from Sept 1
to Aug 31. All membership dues are due
on or before the start of the modeling year.
Any new members joining after the year has
started will have their first years fees
pro-rated.

**The Subscription rate is available for those
living outside the City of Regina, and wishing
to be a club member, but are unable to attend
regular meetings.

If you have time sensitive info for
publication, please submit info NLT
the 15th of the month to ensure prompt
publication.

Copies of "Antenna" are emailed upon
completion. Those who do not have email
and wish to receive the "Antenna",
and are paid members of RSM, will
have their copies mailed out soon after.

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President's Greetings-By Dave Kapp

Hello from the driver's seat! As you all know Expo frenzy is about to explode all over town. It's sure to be the biggest bang to hit this place since Mick and the boys did their thing at Taylor field, and just as the Rolling Stones needed a lot of help to pull off the Greatest Rock and Roll Show in the world, we need help to pull off the Greatest Modeling Expo in the world.

You will not be required to climb great heights or lift heavy amplifiers. We do need help with setting up, tearing down and judging. Sign up. Do it for me, do it for modelling, and do it for ROCK AND ROLL!!! See you at the shows and rock on.

BOOK REVIEW-By Neil Hill

How to Build and Modify Resin Model Aircraft Kits

Author: Richard Marmo

Publisher: Specialty Press Publishers, North Branch, MN, USA

Published: 2002, ISBN 1-5800-7-048-5

Soft Cover, 8 ½ x 11 inch format; 132 pages

Regina Public Library Catalogue 629.1331 Marmo

Retain Price: unknown

I found this book in the Regina Central Library "new book" the other day, which accounts for the fact that I have no information on its retail price.

Because I have never attempted a resin model, I grabbed it up. On the whole I was disappointed.

There are lots of colour photos illustrating building and modification in resin and many more illustrating things I consider superfluous to "building and modifying".

Less than half of the material deals directly with that subject. Actual building/modification is illustrated/described in the construction of four resin kits and the application of two different packages of after-market "modifiers". These are the heart of the matter and are well written, and quite well illustrated. I would have preferred at least some inclusion of general resin techniques that might more readily be applied to any kit.

.....Continued on Page 6

Miscellaneous Modelling Tips

Use a lot of airbrush thinners??? Sometimes, thinners come in large containers that are hard to handle when all you need are a few drops. To solve this problem, get a hold of a hair color squeeze bottle and store some thinner in the bottle. The Bottle also works well when you need to flush your airbrush with thinner after a painting session.

Source: MASSCAR Model Club
www.masscar.com

RSM Upcoming Events

October 13

General Meeting

Collections Night (3 or more)

November 3-5

Expo 2006-No GM

November 10

Wascana Rehab
Remembrance Display

November 11

RUSI Remembrance Display

December 1

Open Cockpits

(Convertibles, Biplanes,
Motorcycles, etc.)

2007 Events TBA-Dec Issue

On the Tables in September

Great to see a good number of members....and kits out for the September meeting. Definitely lots to see! (Photos by Colin Kunkel)



Two attack helicopters built by Al Magnus.
(Left) 1/72 Hasegawa AH-1J Cobra



(Right) 1/72 Hasegawa AH-64A Apache.



(Left) Dave Porter's academy 1/48 P-47N Thunderbolt.



(Right) Ted McPherson's 1/48 Hasegawa BF 109-G6.



(Left) Cam Barker's 1/35 Allan Pzkwf 1F.

(Right) Dave Porter's 1/35 Israeli Super Sherman.



(Left) Dave Kapp's 1/24 Monogram El Camino Funny Car.

(Right) Curfew James Minicraft Triumph TR3 & Monogram MGTC. Both are 1/24 scale



Panzerkampfwagen I Ausf. F build Part 2

By Cam Barker

Painting and Finishing

The tank that I was trying to replicate was painted dunkelgelb (dark yellow) with a darker overspray. I like to undercoat tanks painted in yellows and tans with Floquil roof brown which acts as both a primer and a pre-shade coat. The road wheels were painted with Floquil grimy black and then the centers painted in roof brown with the use of a circle template.



The tank and the road wheels were then sprayed with Model Master dunkelgelb, leaving some of the under coat visible in the nooks and crannies and along panel lines. I thin this paint more than usual and try to build up the colour in thin layers. The final step is to add some buff to the paint mixture and concentrate on highlighting the centers of the panel. Picture three illustrates the effect of this technique. The model was then mottled with Model Master olivgrun and given a good coat of Future floor polish in preparation for the markings and the weathering.



The markings came from the Archer line of dry transfers. The PzKpfw 1F tanks that served with the 12th Panzer Division had been earmarked for the invasion of Malta and carried Numbers starting with "B" in honour of the unit commander. When the tanks were assigned to the 29th Regiment of the 12th Panzer Division they formed the 8th Company, the B looking roughly like an 8.

Once the markings had been applied and the detail painting done a second coat of Future was applied to seal the decals. The six periscopes that adorn the tank were painted black with blue glass areas and then installed.

.....Continued on Page 10

Don't forget, your 2007 Memberships are now due!! Also remember that to be eligible for the 2007 RSM Annual Club Contest, your memberships dues must be paid in full by December 6, 2006. If you have questions, please contact a member of the RSM Executive.

Book Review-continued from Page 3

The balance of the book covers such generic scale modeling topics as “selecting your subject”, “tools”, “dioramas and bases” and reference sources. The section on “detailing” covers the application of a few bits of resin to the old (ancient?) Revell 1/28 scale Spad kit. Probably the most useful information in this part of the book, for any reasonably experienced scale modeler, is charts and techniques to determine and apply to a model, measurements from plans/photos/other models in varying scales.

In conclusion, it almost appears that in order to provide the volume of pages required by the publisher, the author wrote the “core” (build/modify) chapters and imported the rest from articles and/or chapters already existing somewhere in his computer. Unless you’ve never built or displayed any scale model kit, you are likely to find this book largely a disappointing repetition of information you already have, costing more than you may want to pay for what you need to add to your modeling knowledge and skills.

My recommendation: borrow or browse the book before you seriously consider buying it.

For all of the car builders in the club, Rob Wheeler emailed me some information regarding Model Master Lacquer spray paint now available in Moose Jaw at D&A Trophy.

“I had occasion to be in Moose Jaw the other day and stopped by D&A Trophy. In conversation with Don, the owner, he informed me that the Model Master line of Lacquer aerosol paints are now available in Canada. He brought in a few cans just to see if there is any market for them. This line has been available in the US for about three years and each color in the range is matched to a particular color from the Big 3. Most are colors from the muscle car era.”

So, if you are on the lookout for more paint options, check out D&A Trophy the next time you visit Moose Jaw.



(Left) Another fantastic attack chopper by Al Magnus. This is his 1/72 scale Tamiya A-129 Mangusta.



(Right) “Have Gun, Will Travel”. Ron Gall brought out this Bandai 1/100 scale Gundam Robot.

REGINA PLASTIC SCALE MODELLING EXPO 2006

PRESENTED BY



TROPHIES OR PLAQUES FOR

Best in Show
Modellers' Choice
People's Choice
Best Canadian Aircraft
(Brian Findlay Memorial Award)

Best Intermediate
Best Junior
Best Diorama

Best Automotive Paint
Best Hot Rod Paint
Best Automotive Decaling
Best Automotive Engine Detail
Best Automotive Interior
Best Street Auto
Best Competitive Auto
Best Replica Stock Auto
Best Muscle Car (1960-1975)
Best Hot Rod (Pre 1948)
Best Custom (1948 & after)
Best Truck
Best Automotive
(Straight Outta the Box)

Best Ship

***NOTE:** Military vehicles are covered under armour categories unless specified otherwise.

**November 4-5th, 2006
Saskatchewan Science Centre
Regina, SK**

Free Admission for Public Viewing

Saturday: Noon-5PM

Sunday: 10AM – 4PM

Open to Plastic Models (see note**)
Junior (under 13) \$1.00 for each Model
Intermediate and Adult \$5.00 up to 3 Models
Each Additional Model \$1.00

Hours

Contest Registration

Friday, November 3rd: 5:00-8:00 pm

Saturday, November 4th: 9AM-Noon

Contest, Judging and Awards

Saturday: Noon – 5PM

Evening Social (Sign up)

Saturday, November 4th: 6:30PM

Tumbler's (2104 Grant Road)

Sunday, September 26th

Noon – 3:00 PM (Display Only)

For More Information Contact:
(evenings)

Neil (306) 525-6342

Colin (306) 789-2392

Dave (306) 526-8882

Club website:

<http://angelfire.com/sk2/scalemodeling/>

TROPHIES OR PLAQUES FOR

Best Jet Aircraft (Military)
Best Prop A/C (Military)
Best Civilian Aircraft
Best Aircraft (*Straight Outta the Box*)
Best Rotary Wing
Best Aircraft Paint
Best Aircraft Cockpit
Best Luftwaffe Aircraft (*including Luftwaffe '46*)
Best Royal Air Force Aircraft
Best Weathering / Damage
Best Bare Metal Finish
Best Scratch-built or Conversion

Best Armour Paint
Best Armour Interior
Best Armour
Best Armour
(*Straight Outta the Box*)

Best Sci-Fi

Best Figure
Best Figure Vignette
Best Figure Paint

****NOTE:** The basis of the model must be a plastic derivative, including, but not limited to styrene, resin, fibreglass, vinyl, PET, ABS and other plastics. No radio control, metal, wood or die-cast entries allowed.
EXCEPTION: Figures may be metal or any other composition.

COMPETITION RULES

1. ELIGIBILITY

1.1 Entry is open to all within the particular age groups: JUNIOR, 12 and under; INTERMEDIATE, 13-17 years of age; and ADULT, 18 and older. Proxy entries will only be extended to out of town entries. Only out of town modellers may send their work with another person to enter, all in town modellers have to enter in person. ALL ENTRIES MUST BE THE SOLE WORK OF THE INDIVIDUAL WHOSE NAME APPEARS ON THE ENTRY FORM (**Exception: Section 3.3**). Entry fees are: Juniors, one dollar each; for Intermediate and Adult entries, five dollars for up to 3 entries. Each additional entry over three will cost a dollar per entry. (Please note that if you are entering one kit, the fee remains same as for two or three entries except for Juniors).

1.2 Entries may only compete in one Category. Piecemealing parts of an entry, for example entering pieces from a diorama or collection, into other Categories is not permitted.

1.3 PREVIOUS EXPO WINNING ENTRIES ARE INELIGIBLE (Category 1st place and trophy winning entries) unless the EXPO committee, prior to the contest, announces a special exception. Previous non-winning entries may be re-entered. **Exception:** *A kit that has won an individual award may be entered as part of a diorama, collection, etc. and vice versa.*

1.4 The Contest Chair or Head Judge may exclude from public display any entries he/she considers offensive to generally acknowledged standards of taste and acceptability.

1.5 The basis of the model must be a plastic derivative, including, but not limited to styrene, resin, fibreglass, vinyl, PET, ABS and other plastics. No Radio Controlled (R/C), metal, wood or Die-Cast entries allowed.

2. CONTEST

2.1 SCRATCHBUILT models may incorporate parts from other kits, but those should generally be unrelated to their original identity, except for minor parts such as wheels, guns, etc. CONVERSION models must contain significant structural changes to the basic kit involving extensive changes in contour and configuration. As a rule of thumb, use of commercially available conversion parts; (for example, aircraft noses, resin cast turrets, or resin cast car bodies) does not call for the level of effort needed to qualify for the conversion award.

2.2 FIGURES Division entries may be made of metal or plastic. The inclusion of accessories supplied in the figure kit will not cause the figure to be classified as a diorama.

2.3 COLLECTIONS: A collection is any group of 5 or more closely related items. For example; 5 WWII fighters would not be a collection, but 5 WWII Messerschmitt fighters would. As well 5 WWII German tanks would not form a collection, but 5 WWII Panzer IV's would. The entire collection must be the work of one person. The closeness of the relationship within the collection is a significant factor in judging. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by the same unit.

2.4 MARKINGS. In aircraft and vehicle divisions, markings will determine the category in which a model is entered. For example, a C-47 in military markings would normally be placed in the Military Multi-engine Prop category, but if it was in airliner markings, it would be placed in the Airliners and Civilian Cargo category. All racing aircraft will be placed in the Civil category.

2.5 MISSILES. Missiles used in space research which originated as military vehicles (e.g. Atlas/Centaur or Mercury/Redstone) will be placed in the Real spacecraft and vehicles category.

2.6 BASES/DIORAMAS. Bases will be allowed in all categories and will not be considered in the judging except in the Diorama classes. A base may simulate the natural surface on which the subject would be found, however nothing other than that surface may be used. Aircraft may rest on simulated ground, paving, or water (float and seaplanes). Aircraft requiring beaching gear or dollies may be so equipped. Vehicles may rest on simulated ground or paving. Ships may be displayed in water, drydocks or in any other appropriate setting. Bases must not be the predominant feature of the entry and must be of a size proportionate to the model. The Contest Chair and Judges reserve the right to exclude over size bases. The model may include primary crew figures. The addition of any other figures or equipment outside, or not attached to the model (e.g. support equipment, foliage, shell splashes, or buildings) will make the model a diorama, which must then be in the proper Diorama category.

DIORAMAS are judged not only on the technical merit of their construction but also on the strength of the theme or story they present, so that if two dioramas were technically equal, the one having the stronger theme or story would win.

2.7 JUDGES. A Head Judge must be chosen and he/she must brief all judges before the contest judging. Judges will be chosen by the Head Judge for their skill and experience. Judges may not judge a category in which they are entered and must declare a conflict. In such cases an appointed alternate will judge the category. Strict impartiality will be observed.

2.8 Contest registrars will help determine proper entry categories for models during registration, but final category placement is at the discretion of the contest judges. Judges may also combine or split categories during the final judging. **ALL JUDGES' DECISIONS ARE FINAL.**

2.9 LIABILITY: No liability for loss or damage to contest entries is assumed by IPMS Canada, the host chapter (Regina Scale Modellers), the Saskatchewan Science Center, or contest judges.

3. OTHER RULES

3.1 HUMOUR. Models with a humour theme will be judged on both their humour and the degree of modelling skill which they present. Entries must not only be funny, but also well done.

3.2 SOB (Straight Outta the Box) entries will only be considered at the adult level and will be governed by the following rules:

A. KITS. Any commercially available kit may be used. The number of categories incorporating Out-of-the-Box awards will be determined by the Contest Chair or Head Judge.

B. CONSTRUCTION.

1. The modeller may fill seams and gaps; sand off rivets; drill out gun ports; thin to scale such parts as trailing edges, flaps and doors; add rigging and antennas if they appear on the instruction sheet or box art; and add simple tape or decal seat belts in the cockpit of an aircraft or the interior of the vehicle; re-scribe panel lines to repair damage only. NO manufactured hardware, e.g. photo-etched buckles, unless they come with the original kit.

2. IT IS NOT PERMITTED TO: vacuform, manufacture, or replace any part, or substitute parts from another kit; cut or separate canopies, surfaces, hatches, doors, etc. (no major surgery); combine a standard kit with a conversion kit; add anything other than specified in the instruction sheet except as noted in section C.1 above.

AIRCRAFT

1. Military Biplane (and others that are predominately fabric, strut, and rigging)
 - a) 1/72 and smaller
 - b) larger than 1/72
2. Military Single Engine Prop
 - a) 1/72 and smaller
 - b) 1/48
3. Military Multi-engine Prop
 - a) 1/72 and smaller
 - b) 1/48
4. Large Scale, 1/35 and larger
5. Military Single Engine Jet or Rocket
 - a) 1/72 and smaller
 - b) 1/48
6. Military Multi-engine Jet or Rocket
 - a) 1/72 and smaller
 - b) 1/48
7. Airliners and Civilian Cargo
 - a) Less than 1/72
 - b) 1/72 to 1/36 inclusive
8. Civil - sport, stunt, gliding, experimental and racing less than 1/35
9. Rotary wing, less than 1/35

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MILITARY VEHICLES

10. AFVs (through 1945), including tanks, open top AFVs, assault guns and self-propelled guns (1/48 and larger)
11. AFVs (post 1945), including tanks, open top AFVs, assault guns and self-propelled guns (1/48 and larger)
12. Half-tracks and armoured cars (all eras) 1/48 and larger
13. All other military vehicles (all eras, including jeeps, trucks, motorcycles, etc.) 1/48 and larger
14. Artillery, all eras, towed, 1/48 and larger (includes missiles, rockets, and railroad guns (all scales))
15. Military vehicles, missiles, rockets, etc. (all eras) 1/49 and smaller (except railroad guns - see Cat. #14)

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CIVILIAN AUTOMOTIVE

16. Replica stock (unmodified body, chassis, factory wheels and drive train, includes conversions) 1/20 and smaller
17. Street Modified & Pro Street (1/20 and smaller)
18. Competition, open wheel (1/20 and smaller)
 - a) Road or Oval
 - b) Drag
19. Competition, closed wheel (1/20 and smaller)
 - a) Straight Line (Drag & Bonneville)
 - b) Road Race
 - c) Stock Car
20. Custom and Show cars (1/20 and smaller)
21. Street Rods (1/20 and smaller)
22. Public Service Vehicles (e.g. taxis, police, fire, utility, tow trucks, etc.) (1/20 and smaller)
23. Light trucks (1/20 and smaller)
24. Heavy trucks (1/20 and smaller)
25. Motorcycles, all scales
26. Large scales (1/19 and larger)
27. Muscle Cars 1960-1975, (1/20 and smaller)

SPACE & SCI-FI

27. Real spacecraft and vehicles (kits and scratchbuilds)
28. Film and TV spacecraft and vehicles (kits and scratchbuilds)
29. Fiction/Fantasy spacecraft and vehicles (kits and scratchbuilds)

SHIPS

30. Sail powered all scales
31. Powered (surface)
 - a) 1/401 and smaller
 - b) 1/400 and larger
32. Submarines
 - a) 1/401 and smaller
 - b) 1/400 and larger

FIGURES

33. Military, all scales
34. Non-military, all scales
35. Sci-Fi/Fantasy, all scales
36. Gaming pieces
37. Dinosaurs

DIORAMAS

38. Aircraft

Panzerkampfwagen I Ausf. F build Part 2-continued

Weathering

The first step in the weathering process was to give the tank an overall wash of burnt umber paint that had been well diluted with lighter fluid. This gives an overall grubby look to the tank. The heaviest wash is applied to the lower hull and road wheels. Using lighter fluid to thin the artists oils ensures that they will dry with a flat finish.



While the model was still damp small dots of various colours were dotted on the tank and worked in with a clean brush and lots of thinner. The colours used are vivid reds, blues, yellows and greens and the idea is to barely tint the existing paint surface, giving a slight tonal variation to the paint scheme. Next a pin wash of burnt umber and black was applied around all of the details. To apply the pin wash a dilute mixture of paint and thinner is applied to the edges of the raised detail. Since the wash is so thin, it runs around all the surface detail, settling in the cracks and crevices.

The last operation that I carry out with the artists' oils is to add a little bit of chipping to the edges of panels, hatches etc. I have never been able to paint on chips with a "fine brush" the way they do in the magazines. I always get large blotches of colour that look like someone spilled a paint can, not minor paint chipping. In one of the online forums someone suggested using the end of a broken bamboo skewer. Eureka, chips that look like chips! The tank was then sprayed with a coat of Golden hard MSA varnish (Matte). This will give a flat surface to the model and provides a bit of "tooth" for the next weathering stage. The model was now completely assembled, the road wheels and tracks were added, tow cables installed and pair of MV lenses white glued into the headlight bezels.

A mixture of Mig pigments was worked into the lower surfaces and dusted over the upper surfaces. Some of the pigment was mixed with Tamiya thinner to form a slurry, which was applied to the running gear, lower hull and areas where there would have been a dust/mud build-up on the real vehicle. The beauty of using pigments like this is that if you don't like the effect they can be washed off and the under laying paint is untouched.

The final touches were to add a pair of Armorscale MG barrels and when I can find my instant rivet supply, an antenna. A figure will eventually grace the turret to give a scale reference but I'm even slower at painting figures than I am at building kits!

All in all this was a fun build. I got to try some new weathering techniques, dress up a rather plain kit and add an unusual model to my collection.

Parts Used

Friulmodel ATL-64 tracks
Eduard detail set 35-223
MV L136 lenses
Armorscale 7.92mm MG barrels
Tamiya Pz IV vehicle equipment set