



SPRUE



EXAMINER



Vol 22 No. 7

41st Year

July 2014

2011 IPMS/USA Website of the Year

2009 IPMS/USA Newsletter of the Year

2010 IPMS/USA Webmaster of the Year

2011 / 2009 IPMS/USA Region 6/ Webmaster of the Year

2010 / 2006 IPMS/USA Region 6/ Chapter of the Year



Thoughts on Figure Painting by Bob Bethea

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For your first figure you should choose one that is well sculpted and of a subject that will keep your interest. A good sculpture will make it EASIER to paint, and the affection for the subject will keep you at it until you finish.

The average person feels that they should start on a cheap figure and work up to the 'good', expensive ones. That is a total misconception as you cannot make a silk purse from a sow's ear, as they say.

A good figure has sharp detail, good anatomy, and a face with visible features, all of which make the painting MUCH easier. Some of the best painters cannot make an old *Tamiya* figure look anything but mediocre.

The medium is unimportant. Figures are cast in metal, resin and plastic. The metal and resin figures are generally more detailed and thus more expensive because the process allows more detail to be retained.

However, plastic figures can be made very presentable with extra work, such as substituting an aftermarket head (the best of which are from the *Hornet Company*).



Invest in the best you can buy. You can always strip it and start again, but I recommend keeping your first effort intact. As the years go by you can go back to it when you think you have not improved and prove to yourself that you have.

Preparation: Open the box and make sure all the pieces are there.

Then test fit and clean off the seams. Just like any injection molded item there are always seams to address. Some resin figures are drop molded and have very few seams.

(continued on page four)



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Phil Brandt	Rick Willaman
(in memorium)	Jack Johnston
Eric Choy	Mike Kizin
Angie/Jeff	Mike Poole
Forster	Aaron
Russ Holm	Smischney

Upcoming Events

Model Shows

HAMS, Cypress Creek Christian Community Center, Spring, Texas	8.2.14
http://www.ipms-hams.org/annual-contest/	
IPMS/USA National Convention, Hampton, Virginia	8.6/9.14
www.ipmsusa2014.com/	
IPMS Prison City Modeler's, Heritage Center, Leavenworth, Kansas	9.02.14
http://www.leavenworthmodelersclub.org/	
ASMS Capital Classic, Norris Conference Center, Austin, Texas	10.04.14
http://www.austinsms.org	
ConAir 2014, Kansas Aviation Museum, Wichita, Kansas	10.11.14
http://www.aircapitalipms.org	
GatorCon 2014, Lafayette, Louisiana	10.26.14
http://www.l.katc.com/files/modelshow.pdf	

Local Club Meetings

Hill Country Outlaws Model Railroading Club, King's Hobby, Austin, Texas	8.09.14
Austin Armor Builders Society, Old Quarry Branch APL, Austin, Texas	8.06.14
http://www.austinarmorbuilders.com	
Austin Model Cars, King's Hobby Shop, Austin, Texas	8.07.14
CenTex Modeler's, Trinity Lutheran Church, Copperas Cove, Texas	7.19.14
http://www.centextmodelers.com	
Lone Star Figure Modeler's, San Marcos Library, San Marcos, Texas	8.09.14

IPMS/USA Support the Troops Initiative

The IPMS/USA initiative was established to provide model kits, supplies and reference materials to our servicemen and women serving in combat zones, recovering in hospitals, and rehabilitating in specialized facilities.

The program is expanding into other areas as well. Some local programs take place in USO facilities, some are centered around active duty personnel and are scattered across the country.

The IPMS/USA Support The Troops program is still going full-tilt. The national program director is Jon Emery and his email address is: www.models4troops@gmail.com

Jon is accepting any and all contributions and is sharing them with all of the active programs around the country.

ASMS Officers & Chairpersons

Mike Poole, President
512. 494. 5879, mpoole12@austin.rr.com

Ron McCracken, Vice-President
512. 748. 3455, ron_mccracken@att.net

Jeff Forster, Treasurer
512. 331.1644, jrforster@gmail.com

Bobbie Wilson, Secretary
512. 291. 2116, poldira@gmail.com

Ben Morton, Newsletter Editor
512. 878. 1869, benmorton@grandecom.net

Randy Bumgardner, Show Coordinator
510. 402. 8750, randy.bumgardner@gmail.com

Mike 'Hollywood' Gilsbach, Webmaster
512. 258. 2952, mike@gilsbachdesigns.com

Milton Bell, IPMS/USA Coordinator
512. 454. 2395, rmbell36@gmail.com

Tim Robb, Membership Coordinator
512.392.0611, tim.robb@mccoys.com

Austin Scale Modelers Society (ASMS) is a chartered chapter of International Plastic Modeler's Society (IPMS/USA). ASMS meets on the third Thursday of each month. Annual dues for full membership are \$25/individual or \$30/family. The views expressed in this newsletter are those of the author (s). It is intended for educational purposes *only*. ASMS does not endorse the contents of any article.

Message from the Prez...**Mike Poole**

Like most people reading this newsletter, I love models. I love buying them, assembling them, painting them. Ok, that last one was a fib. I really am not that fond of painting. It's messy, smelly, and then there are all those horrible things that might go wrong. But I love doing automotive subjects which require multiple layers of paint so I've been trying lately to make the task painless, predictable, and a bit less terrifying. For starters I've begun to go through all my jars of paint and replace anything that looks too thick and 'gloppy' with fresher stock. I've also taken a hard look at my airbrush and compressor. I added an in-line desiccant cartridge from *Harbor Freight Tools* that filters and dries the air delivered.

I'm also looking at my digs with emphasis on cleanliness and good ventilation. I can't believe I've gone this long without a proper spray booth and I use some toxic auto jobber stuff too. There are several manufactured booths available to choose from but they all have the common trait of being rather expensive. So, I'm attempting to make my own. I currently have a working prototype but am not happy with the rather sluggish draw rate. It seems the fan units I'm using aren't delivering the 100 cfm promised. By the next issue I'll hope to have that problem resolved and maybe a picture or two to share here. If there is a particular part of modeling you don't look forward to maybe making some changes can help lessen the dread.

During last month's meeting our Quarterly Contest: Summer Edition was held. I'm very pleased to report that we had over 20 models present and of those 15 were entered. It would appear that increasing the prize purse was good for motivation! Congratulations to Mike Krizan, Ben Morton, and Mike Lamm who took home the prizes with their impressive entries.

As we go to press our 247th annual Barbecue and Auction has happened. I'll go out on a limb here and say that some of us bid too much, some not enough, some got sunburned by the pool, and a good time was had by all. Thanks to our hosts Jack and Lisa, and everyone who participated for helping to make our annual fundraiser such a success.

Thursday, July 17 is club meeting day and the officer team promise to deliver a business meeting in 30 minutes or less, or it's free. We'll then break for our hour of model project discussion so bring something to talk about. I believe Bob Bethea has agreed to continue his presentation on figure painting begun at our last gathering. He hinted he would be going in deep this time.

Build something and bring it!

Mike



Newsletter Articles! Any Size, Shape or Subject.

Editor's Note: The newsletter contest continues in full force through out the remainder of this year. To refresh your memory, this contest allows club members to send in stuff for publication in the newsletter. Whomever submits the most stuff (published or not) over the course of 2014, will have their club dues paid for by our erstwhile editor. Tidbits, reviews, build articles, websites, modeling tips, etc., etc., etc. all qualify as legitimate entries.

All submissions to : benmorton@grandecom.net

But remember they have to get it out of the mold, so there will be some seams. I use folded sandpaper to address the curved areas that characterize figures.

Glue as many parts together as you can and fill the seams. This keeps you from having to adjust and repaint later during final construction.

Seam filling is easy with *Tamiya* putty thinned with *Testor's* liquid cement. You can mix it up in the top of the putty tube with the supplied brush and paint it right onto the figure. It works for resin, metal, and even plastic figures.

Wipe off the excess instead of sanding to keep the detail on the figure. When thinned, the putty shrinks some, so several applications may be needed.

Drill a hole in the bottom of each of the feet of the figure, and glue in brass or steel rod. This allows you to mount the figure on a temporary base and later onto the permanent base.

Don't be tempted to use the stubs cast onto the bottom of some figures' feet, as you want a substantial connection with your base, to minimize future accidents.

Attach the figure to the working base via the pins in its feet. I always add white or super glue to insure the attachment. You can easily break it loose when the painting is done to attach it to the permanent base.

For the working base, I use cheap 2x2 pine stock cut to various lengths and drilled to match the figure. Pine is relatively heavy, but be careful not to use too long a length, especially on metal figures. This places the center of balance too high which may cause an unfortunate fall. If you paint plastic or resin figures, you can get 2x2 balsa blocks, as weight is not as critical.

Prime your figure. It shows any errors you have made in construction and allows them to be fixed BEFORE the critical paint job goes on. It also provides a uniform canvas on which to paint, and allows the paint to adhere properly. I use the cheapest primer, *Touch-n-Tone*, sold by Advance Auto Parts. Its light gray, smooth, thin, and sets up in 30 minutes.



Reference Material: Most figures come with either a color reference list or photo of the figure painted by an artist, also known as "box art."

Those can be used, but it is also very rewarding to do your

own research to insure a period correct depiction of the soldier or historical figure. There are tons of books on every subject and many can be had on loan from fellow modelers. Learning about your subject also lets you focus on providing correct typical groundwork for your base as well.

Paints: There are several types of paints that can be used for painting your figure. Acrylics are water based, don't smell, and dry quickly. They are all the rage right now and any color in the rainbow is available. However, they take getting used to, as their quick drying requires special techniques for blending colors where they meet.

Brands of hobby acrylics include, *Andrea*, *Vallejo* and *Reaper*. Try to avoid the cheap "craft" acrylics as sometimes they do not hold up well over time. I like *Reaper* for its intense color, cheap price, easy availability and smooth consistency. Other painters have other preferences based on their own experiences, but any brand works equally well.



Oil paints are a more traditional medium. They were used originally for canvas art but were transferred to the miniature figure, along with the techniques of highlighting and shadowing, and directed lighting.

They dry extremely slow leaving a lot of time to blend between colors but their thinners can smell bad. Their pigments are stronger and more intense. Some painters actually intensify their acrylic paint jobs with a little oil to give the result more kick.

Never buy STUDENT colors. Although cheaper, they do not work nearly as well as the ARTIST colors, which have stronger, finer ground pigment. They are relatively expensive but go a LOOONG way. I have some tubes that are 50 years old and still are functional.

Blending is different and uses different techniques. Slow drying makes the project longer and sometimes they dry shiny and will need a matting agent. *Winsor-Newton* and *Rembrandt* both make great oil paints.

Figures can also be painted well with hobby enamels. It is the artist not the medium that makes for a well painted figure. These are in between acrylics and oils.

Like acrylics, they dry relatively fast and are blended similarly. Like oils, they use smelly thinner but can be mixed with oils.

It was the medium used by the first figure painters. They are easily available and relatively cheap, but sometimes have poor shelf life. Options include *Humbrol* and *Testor*'s.

Whatever medium you choose, you will need a **good brush**. The erroneous assumption is that the smaller the brush, the better detail it can paint. That is untrue. It is the POINT that determines the detail that can be painted. The super small brushes carry so little paint that they often do not have enough to finish the item you are working on.

I recommend RED SABLE brushes, with hair from the

Russian weasel of that name. They keep their point and have enough bulk to actually carry paint to the figure.

I would not buy brushes smaller than 00. I have some 0's 00's and 1's for painting small figures and never have needed smaller.

000 and 0000 are too small to hold paint. After every use wash your brushes with soap and water and store them so that the point is not bent.

I use *Winsor and Newton Series 7* (Rolls Royce of Brushes) but with good care they last three times as long as the cheap ones. Another option are *DaVinci* brushes.

When thinning acrylics, use distilled water to keep from getting the Central Texas 'salts' in your paint. Those dissolved salts and minerals will distort the final colors.

When thinning oils and enamels, I use white spirit (*Walmart's "PaintThinner"*) which dries a little faster and flatter without the gummy buildup of turpentine.

Paint palettes depend on the medium you using. With acrylics, you can use a dish with multiple dents, and keep each paint active (alive) by constantly adding minute drops of water.

You can also use a "wet palette" which keeps the paint alive via osmosis. Start with a plastic sandwich box (*Tupperware*, etc.) with a lid. Add a sponge and on top of that place palette paper (from *Michaels*). Soak the sponge and the water wicks



up through the palette paper to keep the paint alive. Cover at night and you can use the paint again tomorrow.

For oils, you can use wax or freezer paper from the grocery store. At night, put it in the freezer and it will last indefinitely.

Getting Started: You now have a completely built, primed figure with filled seams, and know what colors you want each part to be, but what do you do now?

You can start anywhere you like. All painters have their own opinion of this. Rick Rutter and I start with the face. If that works, the rest of the figure will work.

Doug Cohen ends with the face as it's his favorite part and he wants to save the best for last. Henry Nunez paints the uniform because that is what he loves best. He does the face because he has to.

I recommend the face first, as that is the part the viewer will look at first. That is how we recognize other full sized humans and people carry that over to small scale humans.



Get it right and the rest falls into line. Get it wrong and you can still strip and paint it without ruining a perfect uniform.

As the eyes are the 'window to the soul', so to speak, I paint them in acrylics so that they cannot be messed up when I paint the skin with oils. You can use thinner to wipe them out should paint spill over into them.

The most important aspect of painting eyes is symmetry. They must be the same size and track the same. On some 54mm and 1/35 figures the eyes are little more than slits and a dab of putty may be needed to enhance them.

The whites should not be white. They should be painted a very light flesh color to avoid that 'Popeye' look. Eyes are also more of a wedge than oval in shape and the iris is barely in contact with the lower eyelid but partially covered by the upper lid.

A trick employed by Shep Paine is to paint a vertical band of dark blue or brown the same distance from the nose. Then paint a smaller band of black down the center for the pupil.

Then cut the top of each eye band with a dark brown (upper eye lash). Next, cut the bottom **inside** of each eye band with a lighter brown (lower eye lash). Then you can clean them up with flesh colors. Too dark a line for the lower eye lash can look like mascara.

Painting the eyes it is best to start with the most difficult first and match the easier one to it. If you're right-handed the left eye is the tough one. Let them dry over night when your satisfied with the results.

Always do the feet and headgear last as they get the most handling during the process and you don't want to keep painting the same item over and over.



Shadows and highlights will be discussed at a later time, but suffice to say, that they are the difference between a toy soldier and a great figure.

The human body is scaled down, so the light hitting it needs to be accentuated. The convention is to assume a light directly from overhead (Zenithal Lighting) and accentuate the results of that with tones of paint.

One way to understand the process is to take a figure and spray black paint upwards onto the figure from underneath then spray white paint from above the figure onto its head, shoulders and other parts. Stand back and observe. The black sections are where the shadows go, and the white are where the highlights are painted.

Remember this is a hobby. Strive to get better. Pick the minds of the great modelers that you respect, either online in print or in person.

Practice and more practice will improve your painting. Always buy the best and avoid the bad. It takes time and patience to get better. Observe the work of others at shows, and sit down and paint with a good painter.

Bob

Recommended reading:

- [Building And Painting Scale Figures](#) by Shep Paine; Kalmbach Publishing.
- [How To Build Dioramas](#) (Chapter Five) by Shep Paine; Kalmbach Publishing.
- [Painting Miniatures](#) by Danilo Cartacci: Auriga Publishing.
- [Fallschrimjagers](#) by Jamie Ortiz; Osprey Publishing.



Web At Night: Rewind
 compiled by Jean-Michel D'Aubigne

We begin his month's recitation by continuing with the WWI theme featured last month. This time with a bit of a twist.

Provided that you have a single car garage available for assembly, *Aerodome Airplanes* has all you need for your next project. Instead of using that nasty ole plastic or resin to construct your next replica why not build the real thing in the form of a 3/4 scale flying replica of your favorite WWI aircraft.

Complete kits are available ranging in price from \$5495.00 to \$14,495.00. The average 'modeler' can complete any of these kits in 300 to 400 hours. Engines sold separately!

www.airdromeairplanes.com/index.html

For residents of Austin and its environs, *The Bob Bullock Texas State History Museum* has an exhibit that may be of interest. Running until September 1 is: *The 1968 Exhibit*.

While this may not sound like much, the exhibit features a number of historic items from that period: Flower Power, vintage album covers, Mr. Roger's sweater, as well as artifacts (draft notice, etc.) from the Vietnam era. The highlight of the Vietnam segment is a full-size UH-1 Huey. Time to do your own 'walk around' photo shoot.

www.storyoftexas.com

Whilst on the subject of Vietnam, Milton Bell has forwarded an extended trailer (10 + minutes) for a film to be released in 2015, "Welcome Home". For the budding historian in you, Milton was originally sent this by Rafael Power, the originator of this column. The movie is a belated and deserved tribute to those that served during the Vietnam Conflict.

<http://www.youtube.com/watch?v=K-CTKFzWjjw>

I am somewhat hesitant to mention this next website as it may prompt one of our members to delve into another aspect of our hobby: miniature metal machining. (Bring your own *Micro-Mark* catalog.)

Jesus Wilder of Spain has spent some of his spare-time machining stainless steel, aluminum and bronze to construct the world's smallest V12 engine. No scale is provided but there is a breakdown of parts and a fun video of Jesus assembling the engine. By the way, the engine 'runs' on compressed air.

www.youtube.com/watch?v=m3KdpzL3Hkk

Our next offering comes to us via a business meeting that involved fellow club member Tim Robb and Wayne Coulson.

Wayne Coulson owns Coulson Cedar and coincidentally is involved with *Coulson Flying Tankers*. They operate a fleet of firefighting air tankers, notably the Martin Mars.

Tim related that in his conversations, Mr. Coulson mentioned that while the Martin Mars aircraft were operating profitably a number of folks have expressed some reservations about hiring a 70 year-old aircraft.



Those aircraft are being retired and returned to their naval colors.

Coulson Flying Tankers is transitioning to the C-130.



www.aopa.org/News-and-Video/All-News/2013/December/11/martin-mars.aspx

Jean-Michel



Cheap Gravy by Rick Cotton, IPMS/Houston

Anyone who has ever tackled their first ship model has faced this question: how do I paint a bare wood deck, and still get a realistic effect?

There are aftermarket wooden decks, but they are expensive, and for my money, the wood grain is way over scale. I have also never relished the thought of cutting thousands of tiny strips of tape, and masking and painting over and over to achieve the appearance of individual planks.

So I developed this method. It works well for me at 1/350 scale...your mileage may vary.

The first step is to spray a base color across all wood sections of the deck. Spray it all, you can mask off and shoot the metal portions later, or pick small details out with a fine-point brush.

For most wood-decked vessels, a light tan works well. For IJN carriers and battleships, however, Japanese Cypress is more closely replicated by something with a distinctly yellowish tone – I have found *Testor's* Modern Desert Sand fills the bill perfectly. (US Navy dive bomber pilots at Midway reported diving at the Japanese carriers' "yellow flight decks".)

Once the deck is thoroughly painted, the next step is to gloss coat and apply any decals, or mask and spray your markings. Once the markings are on, gloss coat them again to seal them, followed by a flat coat. Let the deck dry *THOROUGHLY*.

Now we have a nice, clean, freshly painted and marked deck, and it's time to "dirty" things up with a thick, brownish-black sludge wash.

I use tempera paint, mixed to the color of dark chocolate, thinned to the consistency of cheap gravy, and with a couple of drops of dishwashing liquid added. This last item breaks up the water tension, and allows the wash to adhere better to the paint underneath.

Apply the sludge to the *entire* deck, including any metal areas, in a heavy, thick coat. Then, put the part away, and let it dry completely. Tempera does not take long to dry, give it an hour or two.

Once your wash is totally dry, take a soft, damp cloth, and begin wiping off the excess wash, in a fore-to-aft direction, until you have removed enough wash to suit your taste.

Change the cloth to a clean one as needed. Consider your vessel here – is she a well-maintained ship, fresh out of the yard from an overhaul? Or is she a hard-pressed, overworked Axis vessel, trying desperately to stay afloat while surrounded by ever-increasing Allied power?

Take off wash until the remainder suits your taste, and then seal it with a final flat coat.

Now comes the fun part: you'll need several colors of *Prismacolor* art pencils, available at any arts and crafts store.

They aren't prohibitively expensive, so don't get the cheap ones. You'll need about six colors, ranging from a deep dark brown, through several shades of lighter browns, all the way to a dark tan or even yellow.

The last color should be just slightly darker than your deck's base color. On non-IJN ships, I also add a light gray. Use a pencil sharpener, and keep your points very sharp.

What you want to do is to "pick out" planks, here and there, with the brown colors. Pick out sections about a quarter of an inch (for 1/350 models) in length. Come back and do it again with another color, picking other planks, then another color after that.

Use the darkest colors last, and more sparingly than the medium or light ones. You are NOT trying to pick out EVERY plank...you are trying to create a *suggestion* of individual planks.

If you find yourself making longer marks, put the piece away and work on something else. This is important: the planks should all be about a quarter inch in length. Do about a square inch or two a night, and remain consistent. Patience is the key here, and smaller planks are far more convincing.

Once all the deck is completely "planked", take a soft, clean cloth (I use an old t-shirt), and rub down the entire deck. This helps to smooth down the pencil work, making it blend in visually. A final flat coat, and you are done!

I just love it when other modelers at shows ask me "is that a wood deck?" I tell them no, and they seem to be befuddled.

Hopefully, this will help make the method clear. So go, and tackle a ship. It's a lot easier than it seems.

Rick

Last Minute Modeler's Club by Roy Lothbrok

ASMS held one of its four quarterly model contests at our June meeting. This was an open contest and the inaugural event for increased prize money for first, second and third place.

Our quarterly contests have feature a gift certificate provided to the club from King's Hobby Shop. King's has supported our club for many moons. Their continuing support is most welcome and appreciated.

Recently the club decided to augment King's Hobby Shop generous donation with matching funds to... sweeten the pot. Each of ASMS's quarterly contest now feature prizes (in the form of gift certificate's) that range from \$40.00 to \$20.00. This added 'bonus' may have had a desirable effect, in that there were a noticeably larger number of entries than in the contests past with most participants entering more than one offering. In some cases, three or four.

Well, except for Mike Krizan. But he may be excluded from the multiple-entry requirement* in that his single entry was the giant-size 1/24th scale Mosquito from *Airfix*.

As with all of our model contest the entries were interesting and diverse. Every genre of our hobby was on display. From figures (historic and fantasy) to aircraft (civilian and military) to armor (WWI thru modern). But above all else, the level of the builder's art and expertise was on full display. Perhaps we should hold a 'vacu-forms only' contest...just to keep it interesting?

Another notable aspect of this past model contest was that many of those entering had just completed their works, some that very afternoon. Last minute modeling at it's very best. Congratulaton to all!

*-there is no multiple-entry requirement. Bring one entry, bring fourteen. The important part is to enter.

Roy



P.S. Our next quarterly model contest will be held at the September meeting. This contest will be a bit different in that there will be two divisions. One, for the 'Bondo Special' and another for an open division. For the uninformed, the 'Bondo Special' award goes to a kit that was received from the estate of Phil 'Bondo' Brandt. For those that may not have participated it that kit giveaway, please feel free to enter the open division.



Mike Lamm garnered third place with this vintage *Airfix* kit, 1/72 Beaufighter. Originally released in 1963. If your interested in the release history of a particular model kit go to : www.scalemates.com. Should you be unfamiliar, this website has a release timeline for just about any model kit you can think of.



Ben Morton was an also-ran, coming in second with *Revell's* 1/32nd scale Piper Cub.



Mike Krizan was the grand prize /big bucks winner with this humongous 1/24th scale *Airfix* 'Mossy'.

British Golf Rules in 1940 submitted by Dan Hickox

And, you thought you were a tough weather golfer. The notice below was posted adjusting rules at a golf club in Britain in 1940. You have to admit these guys really had to love the game to play! Or, too stupid not to.

German aircraft from Norway would fly on missions to attack northern England. Because of the icy weather conditions, the barrels of their guns had a small dab of wax in the muzzle to protect them from clogging with ice. In addition to attacking industrial or other targets close to golf courses, as they crossed the coast, they would clear their guns by firing a few rounds at the golf courses. Golfers were urged to take cover.

Richmond Golf Club -Temporary Rules. 1940-

1. Players are asked to collect Bomb and Shrapnel splinters to save these causing damage to the Mowing machines.
2. In Competitions, during gunfire or while bombs are falling, players may take cover without penalty for ceasing play.
3. The positions of known delayed action bombs are marked by red flags at reasonably, but not guaranteed, safe distance there from.
4. Shrapnel and/or bomb splinters on the Fairways, or in bunkers within a club's length of a ball, may be removed without penalty, and no penalty shall be incurred if a ball is thereby caused to move accidentally.
5. A ball moved by enemy action may be replaced, or if lost or destroyed, a ball may be dropped not nearer the hole without penalty.
6. A ball lying in a crater may be lifted and dropped not nearer the hole, preserving the line to the hole, without penalty.
7. A player whose stroke is affected by the simultaneous explosion of a bomb may play another ball from the same place. Penalty one stroke.

This is purely wonderful and says more than anything else I have ever seen about why Hitler lost the Battle of Britain !

Dan



Monthly Program Schedule by Ron McCracken, Vice-President

Month	Presenter/Subject
July	Bob Bethea/ Figure Painting Essentials
August	Rick Herrington/ U.S. Army Colors
September	Quarterly Contest/ Bondo Special
October	Dave Egerly/ Early Manned Spacecraft
November	Bobbie Wilson/ Fun With Textures
December	Quarterly Contest/ White Elephant

If you're interested in making a presentation at one of our club meetings contact Ron McCracken at:

ron_mccracken@att.net

Quarterly Contest Schedule

Our clubs quarterly contests are held on the last month of each quarter. Here are the dates and themes for 2014.

<u>Date</u>	<u>Theme</u>
September 18	'Bondo' Special
December 18	White Elephant

Shizuoka Hobby Show 2014 by Masahiko Nakasone

The 53th Shizuoka Hobby Show 2014 took place at Twin Messe, Shizuoka, Japan from May 15th to 18th.



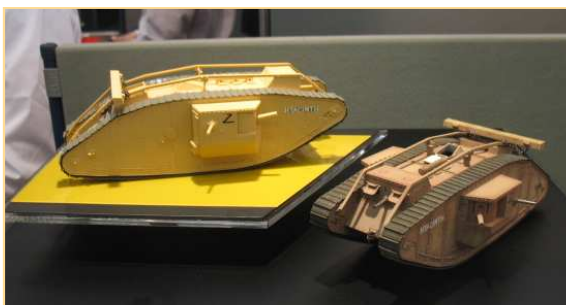
Trade days were held the 15th and 16th while the public had the opportunity to visit the exhibition the following two days.



Most of the Japanese scale model companies joined in this show.

Many announcing their new items that

will be released throughout the remainder of this year.



[All photos courtesy of Masahiko Nakasone]

This event also has one of the largest scale model club exhibitions.



There were 223 clubs that participated this year.

There were a lot of beautiful works.



Modelers also enjoyed the night life in Shizuoka City on Saturday. Most of them go to dinner (mainly to drink) and Karaoke!!!

If you can recollect, this show always makes for some great memories!



Masahiko

Old Rumors/New Kits 2G

Aaron Smischney, Golzar Shahrzād, Jeff Forster,
Mike Poole, Rick Herrington

Armor

Greetings armor fans and Hello to all y'all armor curious!

Looks like we have some big announcements, and by big, I mean big in ALL ways. *Bronco Models* has announced a 1/35 scale Horsa glider! WOWZA!



This thing is going to be BIG. So make some room on your shelf, or ceiling, or wherever you can put this thing.

They also have a nice airborne weapon and equipment set that will go perfectly with this beast.



As a word of warning, *Bronco* has stated that a part of the Welbike is wrong, part A36. In true *Bronco* fashion, they have acknowledged this mistake and are offering a free replacement part. If your part A36 looks like this: contact *Bronco Models* at bronco@vip.163.com and they will send you a free replacement part!



Don't you just love when a manufacturer admits they are wrong and fixes it without fuss?

Let's check in with *Dragon*. They have announced a new armored car for the modern fans, the British Armored Car Saladin Mk.II. These things saw a lot of action in the Middle East, including trying to fight back against Saddam's invasion of Kuwait in the first Gulf War.

Looking at this things history you have a lot of options on

displaying it, heck it was used as late as 2009 in the Sri-Lankan Civil War!



Or, how about parked outside a Pub in Grapevine, Texas?

Ok, let's check in with *Meng Models*. *Meng* has announced a new Bradley. This time the M3A3. The previous release was the troop transport version, this is the cavalry version. SWEET!

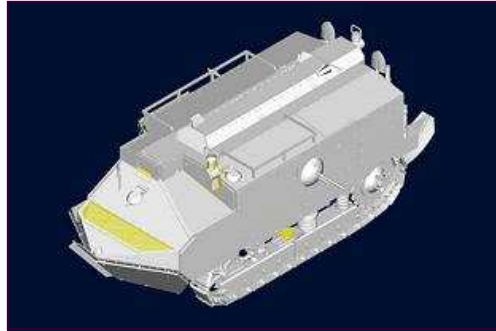
Meng has also done something a bit different here. Instead of giving you an entire interior they have chosen to sell it separately.



The main kit will be sold for much less money than the infantry vehicle so those that don't want to tackle a FULL interior will not need to pay for one.

It looks like the flood of WW I subjects is still rising, this time an early Schneider from *Hobby Boss*.

Just a CAD image for now, but *Hobby Boss* isn't known for teasing an image then never releasing it (cough *Dragon* cough).



I would expect this one in the Fall. Looking at all of the amazing camo, this thing would be a blast to paint!

Well, that's the highlights, see you at the meeting!

Aaron

Automotive

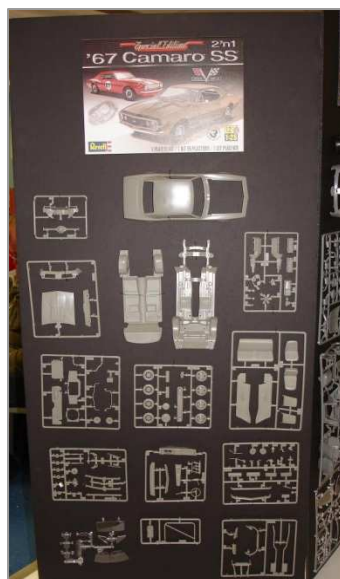
Not much going on in Japan this month but there are a few auto related happenings to report stateside.

I used to build *Revell USA* kits when I was a kid considering them a great value for money. But today's *Revell* only seem to be reissuing 40 year old auto kits and tooling new 14-piece "Snap-Tight" kits for the kindergarten crowd. That's why this first item got my attention.

Revell '67 Camaro SS 2'n 1: A new tool from *REVELL* you say?! It requires painting and even glue?! I couldn't believe it either but upon double and triple fact-checking it would appear to be true.

Revell USA has indeed done the unthinkable and invested in *new* tooling for this car model and you have to glue and paint it yourself to boot!

It seems they spent the whole budget on their tool and were unable to pay for modern promotion, however.



It's been nearly impossible to find any information about it on the internet. The awkward photo above was thankfully posted recently in a news forum by a passerby at the NNL East. I'm not sure when the model is due to release. I don't know what it will cost. All I know is that it will have a 396 engine and is in the American 1/25th scale.

Since the box art has "2 'n 1" in the title I assume there will be extra kit parts for bolt-on customizing. I'll mention it again when it officially releases.

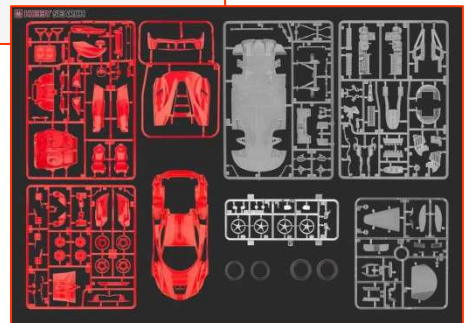
Revell Ferrari LaFerrari: It's the car that's so nice they named it twice.



Tamiya released their version of this car last year to great applause and some happy modelers. It would seem new model car tooling

lately comes in pairs! So now it's *Revell Germany's* turn to get in on the action.

All things considered, it's just about on par with *Tamiya's* version for a bit less money.



The word is it will also be available in a *Revell USA* box soon. The kit is 1/24th scale, features full engine detail, includes approximately 150 parts and will retail around \$25.00. No word on day of availability.

1966 Batmobile with Batman and Robin Figures: Holy Onomatopoeia Batman!

Who can forget the classic '60s Batman TV show with those campy costumes and sets. Back when I was a kid, I thought that bat cave hideout with all the gadgets Bruce Wayne had stashed inside was very, very cool.

While doing this write up I discovered the Batmobile started life as the 1955 Lincoln Futura concept car made by Ghia in Italy for Ford for the handsome sum of \$250,000.

Famous Hollywood customizer, George Barris bought it in 1960 from Ford for \$1 plus some contract work, for his personal collection. In 1966 he was approached by ABC to do a custom car with a bat theme for a new show soon to go into production.

With no time to do a ground up design he had the Futura customized into the vehicle we see today and leased it's use for making the show. In 2011 he authorized *Polar Lights* and several other companies to make models of the car and in January 2013 sold the car itself at auction for \$4.6 million. Well played George! There's more on it at this link:

http://en.wikipedia.org/wiki/Lincoln_Futura



Now *Polar Lights* is reissuing that classic Futura-based Batmobile with resin seated figures of the Dynamic Duo to round out your display. The 1/25th kit also includes

pinstripe decals to ease painting. Look for it out this month for about \$40.00.



Mike

Shipping News

Here's the shipping stuff.

In 1/350th scale from *Trumpeter* is the HMS Zulu Royal Navy destroyer(1941). To accompany that release is the USS



New York BB34 USN Battle-ship (1944).

Hobby Boss is

showing a Russian Typhoon-Class missile submarine.

Pit Road has a modern JMSDF hydrofoil missile boat for your building pleasure, the Kumataka(PG-827).



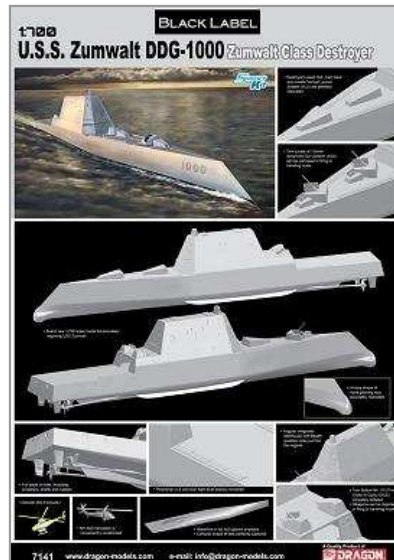
Flyhawk Models has come to the rescue with an after-market accessory set in 1/350th scale for the HMS Belfast (*Trumpeter*).



This is a resin/photo-etch update set. This one corrects the kits errors with resin pieces including new funnels and gives you lots of brass to lose in your carpet. A bit pricey at \$156.00.

In 1/700th scale from *Pit Road* is the USN West Virginia battleship(1941).

Flyhawk Models has the USS Ward DD-139 Wickes-Class destroyer coming off the ways.



Dragon's contribution this month is the modern USS Zumwalt DDG1000 USB Stealth Guided missile destroyer.

That's it for this month. Take a model out of the stash and build it.

Rick

Sci-Fi / Gruesome Figures

Okay, let's start with the main stream company's for their releases.

First let's try *Moebius* and see what's on the horizon. They show a new Batgirl figure from the 1966 TV show, it will be in 1/6th scale.



Also up is a Chariot/Space Pod in 35th scale . Another item up of great interest is a Colonial One from BattleStar Galactica.

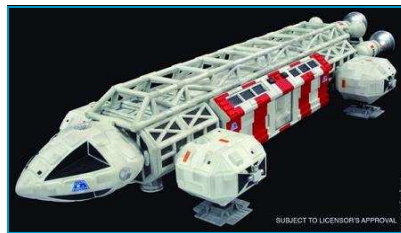
A couple of nice figure kits are General Zod and Superman in 1/8th scale.



Lastly in 1/72nd scale is a Viper Mk. II and Mk. VII from BSG.

From *AMT*, a Deep Space 9 w/a Defiant, Saratoga, Galor class ships and a reissue of the USS Enterprise cutaway kit.

MPC is letting us expand our Moon Base Alpha spaceship inventory with a new Eagle with Boosters in 1/72nd scale.



Polar Lights has some interesting items coming down the tube, Executive Officer Kane from the Alien movie in resin and it looks great. It will be 1/9th scale.

Next is a Romulan Bird of Prey from the original series in 1/1000 scale, followed by a Shuttle Galileo in 1/32nd scale.

Jeff

Miscellaneous

It though it best to begin with some 'rolling stock' from *Takom Models*.

Their latest offering will be a Japanese-Made SUV with a militia female figure.



The kit looks suspiciously like a Mitsubishi Pajero and is rumored to feature steerable front wheels.



ICM has another in the series of 1/35 V3000 S/SS Maultier's coming soon. This time with an ambulance shelter.

These next two items fall under the category of 'snazzy'.

Or at the very least, colorful.

First , from *Revell* is a re-issue of sorts of their 1/48th scale AH-64D Apache. This time with Royal Dutch Air Force commemerative markings: 100 Years of Military Aviation.

I'm not sure what the deal is but the Dutch really like colorful schemes on their commemorative aircraft. There is a complete build review by Tim Robb of this kit in the February 2012 issues of the *Sprue Examiner*.



The other colorful thingy is from *Roden* and is a 1/144th

scale Boeing 720 Starship with markings for Elton's John 1974 tour.

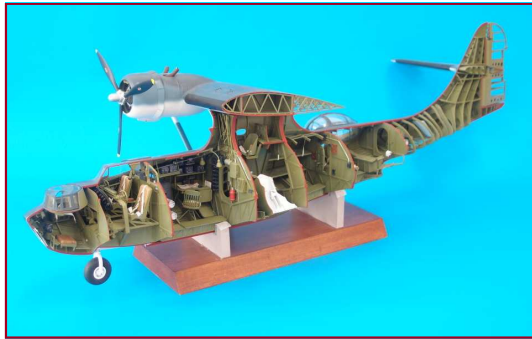
There is a detail set from *NH* as well as after-market landing gear by *Scale Aircraft Conversions* available for this kit.



'Captain Fantastic' strikes again!

This next item took a moment to figure out just exactly what it is. The manufacturer is...how shall I put this...pretty vague about the product. *E.T. Models* out of Shanghai, China will be offering several 'widths' of brass mesh.

The company may be better known for their photo-etch update sets plus a line of small diameter brass pipe.



HPH Models is showing a fiberglass/resin kit of a PB5A Catalina in 1/32nd scale.

This is actually a cutaway model suitable for framing. For a mere 300 British Pounds you can have one too.

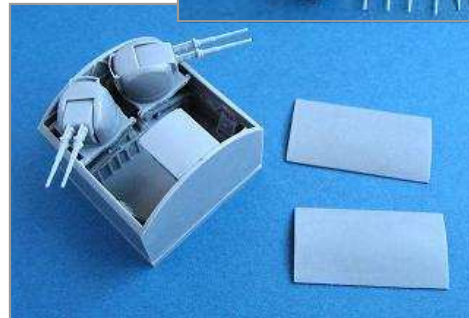
Turning our gaze toward the East, from *AZ Models* is a 1/72 Vultee SNV-1 (BT-13). They are also releasing a couple of other Vultee's with different markings, notable some with IAF and Latin American markings.

Modelsuit has an interesting subject for you...a 1/72nd Mikoyan I-3U, Soviet interceptor. This is an injection molded kit.



This next item may actually get you to dig that 1/48th scale Monogram B-36 out from under the pile to work on.

Paula Models has a update kit of a gun position for the Peacemaker.



The resin detailing set provides enough bits to build a complete gun position.

Go build the your model.

Golzar



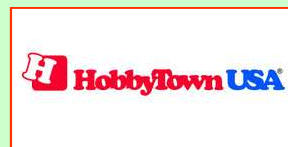
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Itch to Scratch – Roll Cutting by Mike Poole

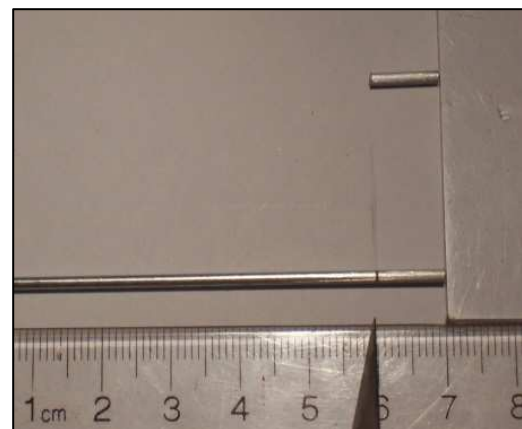
Often out of scale or out of round parts in plastic model kits are rod and pipe shapes. They are too often intentionally designed to be quite over scale to prevent short shots or deformed parts on the sprue.

It's fortunate that they are also some of the easiest part shapes to fabricate using stock rod and tube. But cutting accurate lengths without distortion can be tricky. Here is a method I like to use called roll cutting.

Start by making a right angled surface as a guide. In the photo's, I've taped a ruler to a triangle. You align your hobby knife at the length you want and simply roll the tube forward with pressure from the knife.

As long as everything stays straight, the knife will cleave a clean valley into the tube which should line up as the tube completes it's first rotation. You'll be shocked at first just how little pressure is needed to make a clean, accurate cut in plastic or aluminum.

In the first picture, I'm making the first rotation.



In the second, you can see the result of the knife's work along with another 10mm piece cut just prior.

One or two more rotations should see the parts separate cleanly. These parts can be used as carburetor intakes, exhaust tips, or water lines.

To make an exhaust tip even more scale you can place the tip of the knife into the end of the pipe while rotating it to slice down the side wall to a scale thickness.

Happy modeling.

Mike



Seam Filling Around Clear Parts by Ron McCracken

Did you ever find that a clear part, such as a canopy or windshield, just didn't quite fit? You know, nothing a bit of filler putty wouldn't cure, except for the annoying color contrast of the putty?

Well, it turns out the good folks at *Squadron* have what you need to solve this problem – Squadron White Putty.

Squadron putty mixes quite nicely with *ModelMaster* paints to create a wide range of colors.

You need to use a paint that is much darker than the filler color you want, so the one color you cannot match is pure black. But any other color can be matched fairly closely with a bit of trial-and-error.

Once you have a putty that matches the interior color adjacent to the clear part, just mask the clear area and squeegee the putty into the joint.

Once it dries thoroughly, sand and re-polish and you've got a perfectly filled seam with no annoying lines of a color that shouldn't be there!

Ron





In the latest issue of...

IPMS/USA Journal
 March+April 2014
 Volume 26, Number 02

- **Remembering IPMS-USA Founder Jim Sage**
- **Caped Crusader's Custom Cruiser** - Adding a few extras to the Batmobile of 1950, by Dan Thompson
- **Big Bengal** - Putting a Polish on Tamiya's 1:35 Porsche-turret Königstiger, by Pedro Negrón
- **Duplicating a Desert Diorama** - Paying tribute to Shepard Paine by replicating a "Tips" Scene - Kind of, by Patrick Brown
- **Improve Your Model Photography** - Basic Tips for Getting Print-Ready Images, by Richard Marmo
- **Designs for Defense** - Painting Detailed Shields on Figures, by Gino Dykstra
- **Hornet Plus Three** - Rebuilding Revell's classic carrier kit, by Jodie Peeler

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