

A.MIG-6151 ENCYCLOPEDIA OF ARMOUR MODELLING TECHNIQUES VOL. 2 INTERIORS & BASE COLOR (język angielski)



Cena :

121,00 PLN

Producent : **AMMO of Mig Jimenez**

Dostępność : **Jest**

Stan magazynowy : **niski**

Średnia ocena : **brak recenzji**

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Przełomowa encyklopedia technik modelarskich wykorzystywanych w modelarstwie pancernym, autorstwa Miga Jimeneza, twórcy FAQ 1 i 2, bestsellerowych książek w historii modelarstwa, a także dobór najlepszych modelarzy pancernych z całego świata, pracujących pod jego kierunkiem.

Na 152 stronach ilustrowanych ponad 800 wysokiej jakości kolorowymi zdjęciami, modelarze mogą nauczyć się wszystkiego, co jest potrzebne podczas budowy pojazdów wojskowych. Począwszy od najprostszych procesów dla początkujących, skończywszy na zaawansowanych technikach dla bardziej doświadczonych modelarzy.

Procesy przedstawione w tej encyklopedii składają się z treściwych opisów i zdjęć pokazujących bardzo precyzyjnie każdy krok. Ta encyklopedia jest zatem niezbędnym przewodnikiem, istotnym narzędziem na biurku czy stole warsztatowym wszystkich fanów modeli pojazdów opancerzonych. Całe wydanie będzie poszerzone o 4 kolejne tomy, które zostaną wkrótce wydane. Każdy z nich będzie szczegółowo ukazywał wszelkie zagadnienia związane z modelarstwem pancernym.

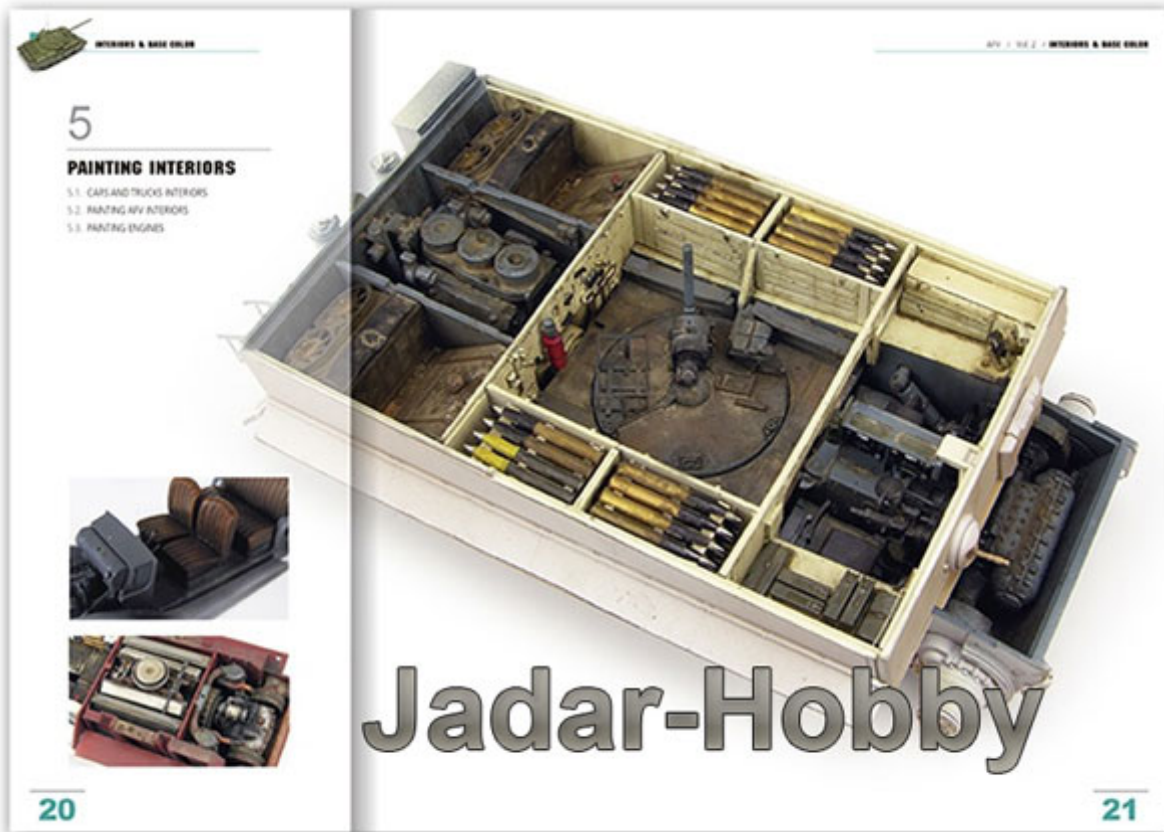
152 stron, tekst angielski, pełny kolor

Wydawca: AMMO of Mig Jimenez (Hiszpania)

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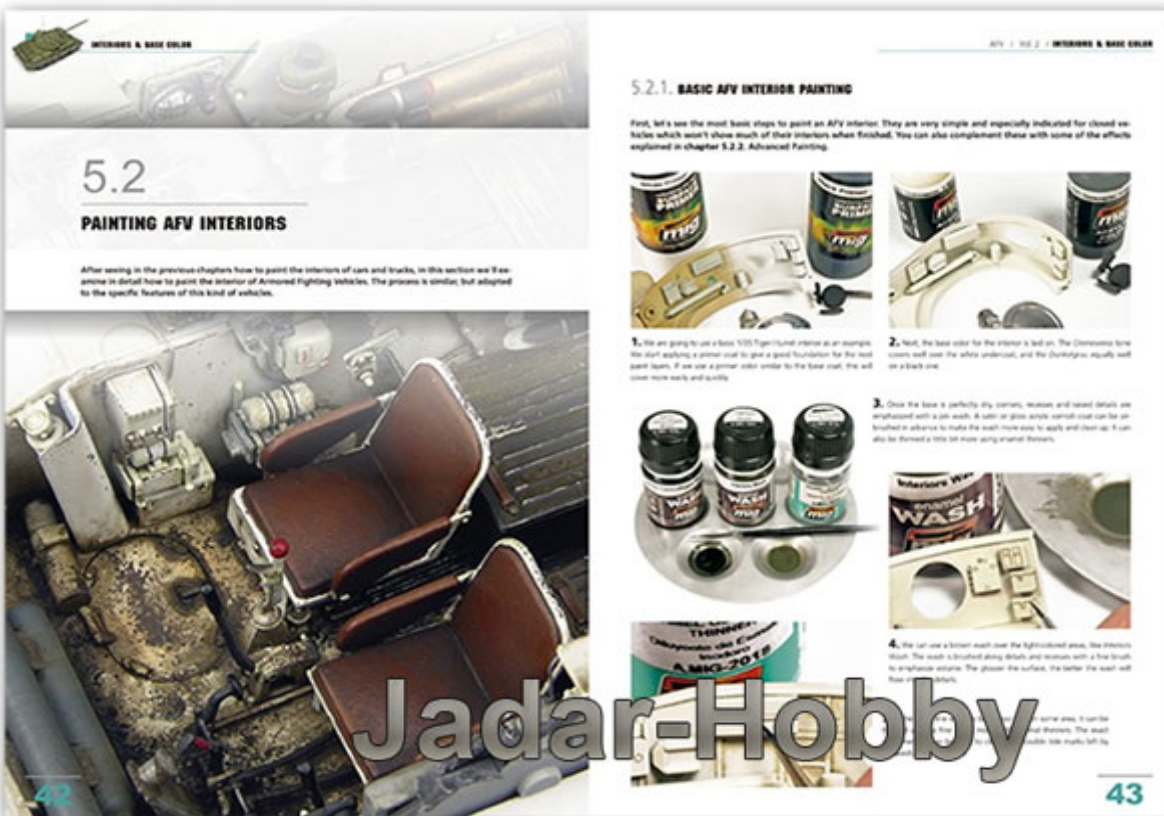
PAINTING INTERIORS

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5.2

PAINTING AFV INTERIORS

After seeing in the previous chapters how to paint the interiors of cars and trucks, in this section we'll see how to paint the interior of Armored Fighting Vehicles. The process is similar, but adapted to the specific features of this kind of vehicles.



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5.2.1. BASIC AFV INTERIOR PAINTING

First, let's see the most basic steps to paint an AFV interior. They are very simple and especially indicated for closed vehicles which won't show much of their interiors when finished. You can also complement these with some of the effects explained in chapter 5.2.2. Advanced Painting.



1. We are going to use a base 1000 Type/brand interior as an example. We start applying a primer coat to get a good foundation for the next paint layer. If we use a primer color similar to the base coat, the will cover more easily and quickly.



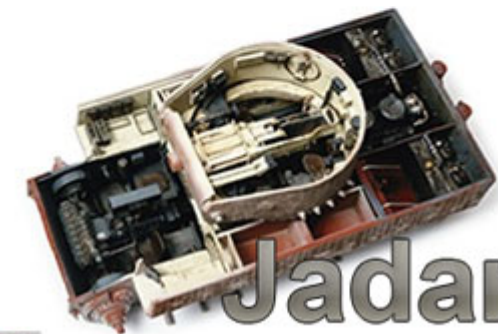
2. Next, the base color for the interior is laid on. The Commission base color will cover the white primer coat, and the Dunlop/gray equally well on a black one.

3. Once the base is perfectly dry, corners, recesses and raised details are emphasized with a jet wash. A satin or gloss acrylic varnish coat can be brushed in advance to make the wash more easy to apply and clean up. It can also be thinned a little bit more using mineral thinner.



4. We can use a brush wash over the light-colored areas, the interior wash. The wash is brushed along details and recesses with a fine brush to emphasize corners. The glossier the surface, the better the wash will flow and stick.

In some areas, it can be applied with a brush. The wash is brushed along details and recesses with a fine brush to emphasize corners. The glossier the surface, the better the wash will flow and stick.



62. Painting interiors is especially important in open-top vehicles, like this SdKfz 251 or V150 scout, where the interior is not in the line of sight. We can use both Dull and Dust to the floor surfaces, and when set to humid conditions, more dust and ding effects. Some fabric bases will give a natural touch to open-top vehicles. MIRA will give an extensive range of highly detailed fabric-like textures.

63. The gun models in our sets often are not quite as good as the original. We can give them a weathered look with some dark washes of the reference NATO (Camouflage) wash, and from Engine Oil to add the greasy steam types of these effects.



64. The gun turret block is painted in exactly the same way as the rest. In the case of open-top vehicles we can make them and give them a little bit.

65. Volume 8 of this Encyclopedia we'll see how to paint these lights, fog lights and so on in the vehicle as well as the interior of the vehicle, personal weapons, boxes, fuel and water cans, etc. We'll see how to paint these lights, fog lights, and the other elements that will give the finishing touch to our models.



66. Open-top RVs, by their very nature, directly combine in an evident fashion the exterior and interior aspects of a military vehicle. This makes additional work, but on the other hand makes them more interesting and visually appealing.



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10. There are a huge variety of different weathering colors to choose from. The reference Engine Grease is perfect for most applications, except dark grey engines. In these cases a more brownish shade is preferable as it creates a stronger contrast. You can also use and combine various references to customize your own colors, as well as diluting the products to create more subtle effects.

11. The dirt accumulated in nooks and corners, crevices, and around raised details is better represented using a general wash. In this example we have applied a wash with the reference Earth along corners that lead to accumulation dirt and dirt, with a black wash in the lines separating panels and different elements.



12. We can depict random stains on flat and smooth areas too. On the upper areas the dirt color of choice is applied. Earth in this case, and the black wash in the lower parts (M70 Camouflage).
13. Then, the dirt patches applied in weather are blended with a brush moistened in enamel thinner until satisfied with the results, the can go back and forth, repeating the process as we see fit.
14. An another effect this time to be applied on sloped surfaces, are those marks caused by dirt dragged down by water. From painting with the dirt color of your choice. Then, the lines are dragged and breaking the edges with a brush dampened in enamel thinner.



15. Pigments are another useful tool to simulate almost any type of dirt and grime on our model. Here pigment used to replicate the rust formed in the exhaust created by the heat and gases. For the distinctive weather from we have used Rust Red, Light Rust, Concrete and Black.

16. To create a weathered look on the engine, we can use a brush to apply a wash of black and brown pigments. This will give the engine a more realistic appearance, especially in the areas where we want to show visible staining.



17. The pigments are adhered to the surface using Pigment Pen diluted with enamel thinner. A thin layer is enough. The Pen makes the pigments lose some depth since they are dry, so repeat the process if deemed necessary to intensify the final tone.



18. Glossy stains representing fuel oil or grease can be applied using Fast Engine Oil. It can be diluted a little bit more with enamel thinner if you want more subtle stains. A little black wash can also be mixed in for darker grease or oil spots.

19. To make split marks we simply have to paint thin lines with a fine pointed brush and the appropriate weathering product.



20. In the same way, small drops and puddles of liquid can be applied to the horizontal surfaces. By using thinner or black wash, it's possible to make them transparent or opaque stains respectively.

21. Lastly, we can give a metallic shine to some edges and high points with a metallic or regular metal pen. The final result produces a more subtle shine, whereas the clear pencil leaves a more defined metal color.



22. With these simple steps it's possible to paint and weather any kind of engine, from a simple V150 scout to a complex tank engine. Depending on the degree of detail you want, you can get a more or less faded and worn look.

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INTERIORS & BASE COLOR



6/7/8. We must take special care to avoid damage to the interior's delicate and complex elements. If the piece of foam is not big enough to obscure the hatch, we can surround the opening with tape first and then fill the aperture with foam. This ensures perfect masking in any situation.

9. For windows and woodwork, masking tape is again the most efficient method. The best way to achieve a good fit is to cut small pieces of tape that stick only the inner side of windows, woodwork, and door openings with no problems.

10. The apertures are covered with pieces of tape, making sure the edges are perfectly aligned so no parts will snag or when assembling the exterior. The door windows that are painted separately from the model don't really need to be masked off, with a little care, they can be air-brushed without damaging the interior.

11. In case we are forced to mask off the outer side of the windows, like those models which already have the transparent parts installed, we will need a useful technique to mask curved or irregular areas. Begin by using a thin strip of tape to cover only the edges, you may need to trim off some corners to better adapt it to the particular shape of the window. Then we can proceed to fill in the interior with larger pieces. In this way we can make a mask to any shape and size.

12. We can leave some hatches open, our figures or other models, even when there is no interior detail at all. In these cases it is almost a good idea to give the interior flat black. Doing this, the empty interior won't be as noticeable on the finished model. The only thing, make sure the outside will be dark too.

13. The hull and turret openings were masked as before.

14. It's not really necessary to keep the models in place till the end, only during the steps where the exterior is used to paint the exterior. They can be removed for the weathering process, as it's almost exclusively done by brush.

15/16/17. If we need to paint tracks and the rest of the running gear before the rest of the model, we'll have to protect these areas with masks as well. A piece of poster board cut to size is more than enough for this, it's held in place with strips of masking tape attached to the bottom of the tracks. It can be removed as soon as the exterior stage is finished.



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