

A.MIG-4522EN The Weathering Magazine Issue 23. Die Cast - From toy to model (English Edition)



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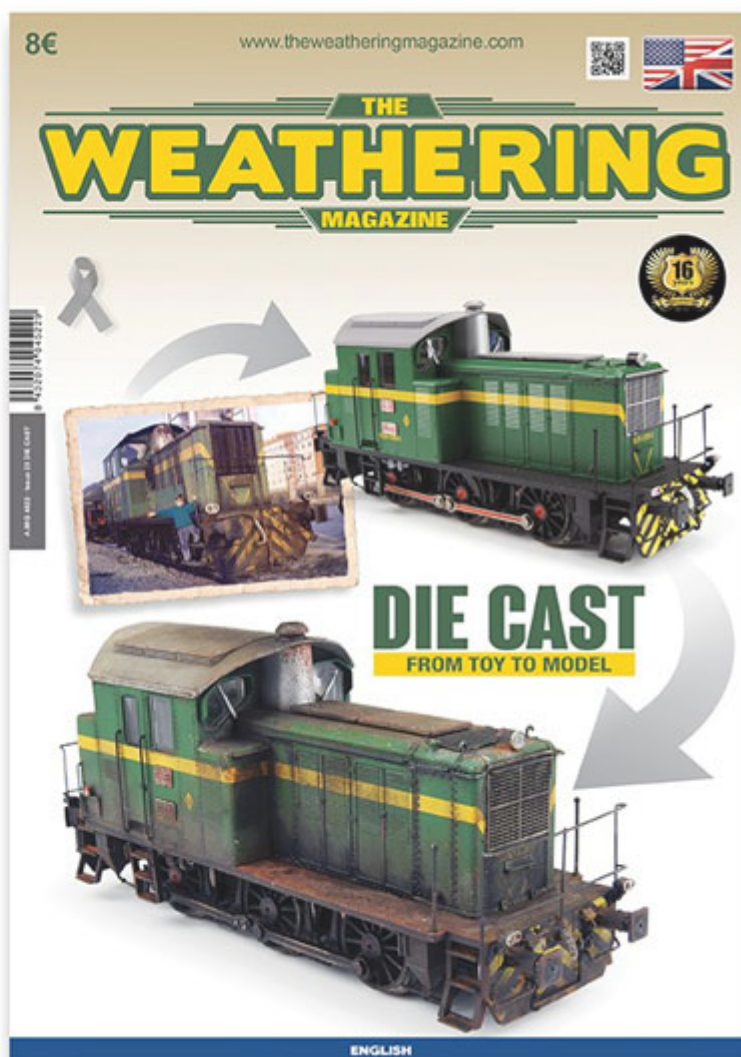
A.MIG-4522 The Weathering Magazine Issue 23. Die Cast - From toy to model (English Edition)

Każdy numer tego magazynu to kopalnia wiedzy modelarskiej. Tym razem o przerobieniu "gotowca" w "profesjonalny model"

Kwartalnik. 70 stron + okładka, format 215mm x 280mm. **Wersja w języku angielskim.**

Wydawca: AMMO of Mig Jimenez (Hiszpania)

Polecamy!



EXCAVATED BEAUTY



Sergio Piquero

I've been thinking about painting an excavator model for several years. Unfortunately, I am not able to do so for several reasons - mainly the lack of availability of the subject in 1:35 plastic, as well as the lack of time required to build a resin replica. This latest edition of TWM was a great opportunity to weather an excavator in the cast metal form. Initially I considered the tracked version, but those have already been published on the Internet, so I decided on a unique wheeled model from Universal Hobbies in 1:35 scale. Being a die-cast collector, the model is extremely precise. However, the Philips screws that connect all movable elements are highly visible and took away a great deal of realism. I decided that they must be corrected, which will be shown in this article. Also, the thickness of the factory paint leaves much to be desired, covering small details and eliminating the sharpness of the casting. I intended to strip the paint from the model, but many elements were glued together and removing the assembled cabin into paint remover could be a disaster. I would also have had to strip the markings and decals. So, I decided to only remove the paint from the important and distinguishing parts of the bucket and the blade where the factory paint was extremely thick resulting in clunky shapes and softened detail. Screenshot in hand - let's get started!

Doosan DX140w 1:35 scale



Before





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1 Here you can see that the model is no longer as uniform and has this already visible, more detailed and you can appreciate the overall effect of both the wash and chipping process.



2 To continue with the fading process, I began to deposit tiny amounts of pigment and not all paint in specific areas, focusing on the areas where the sun-burn effect was to be done.



3 The next step was to blend the paint with a dry brush. Again, the brush strokes must be done with great care to avoid covering the entire area, and the result must be random. After this step, I protected the whole with a coat of satin varnish.



4 Once again after the previous process was drying, I applied a light coat of pigment under the hood. I used the AMMO-XXXL Dune Earth color mixed with warm, brown, applied with a piece of sponge.



5 With a flat and moist brush, I re-worked the previous step to blend the pigment for a more random and realistic effect more authentic to my eyes.



6 To start the dust work, I attached their own layers of tonalities effects. I allowed to dry very thin coats of Tamiya Buff diluted with water.

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7 Again using a brush dampened with water I removed some of the paint to achieve a faded dust effect. You should always be careful and gentle with this step because you can drag all the paint from the surface.



8 This is the effect after allowing the previous step to dry and a coat of satin varnish has been applied to protect it.



9 The dust accumulation was done with the same mixture of pigment and thinner on bottom but in this case with a fine brush and a lot of patience. The result can be seen best when the pigment is dry and can always be retouched when applied on the satin surface.



10 On the five hose tubes, I tried to recreate the accumulation of dust and rain marks caused by water dripping the dust down.



11 Since I don't like inspecting very much, I wanted to break up the color on the roof of the cab. That's why in the pigment accumulation I deposited a few drops of light rust effects to have a nice orange and yellow color on the roof.



12 Many layers later, this is the final effect on the cab. Now all that remained was to rebuild the model.

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4 Before anything else we must protect the canopy and windows to avoid damaging them when painting the fuselage. For this we have used Micro-Mark and masking tape.

5 We use the primer with a protection layer of Aqua-Gloss A.C. 400 from Ammo.

6 Next, we emphasize all surface details and panel lines with medium of MIG Flat Blue A.MIG-001.

7 We begin applying the coloring to the anti-glare panels using a FLUENT 2000 from A.MIG-001 and a fine brush.

8 The same color is used with a sponge, it is used to achieve the weathering caused by the paint, and color stripping on the wing roots.

9 The next step, again using the same grey color, is to highlight the central part of the panels. The same process is then repeated on the lower surfaces, but in this case with Flat White A.MIG-001.

10 All the panel lines are slightly shaded with highly diluted FT 36118 Medium Gunship Grey A.MIG-001 to avoid creating too much. These effects must turn out right on the first try because we don't have the benefit of a base color commonly used to correct mistakes.

11 The same color can be used on the lower surfaces by adding even more dilution than before, to avoid creating too much contrast against the white base color.

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The Stormtroopers, or coastal defender stormtroopers, were a specialized variant of the Empire's stormtroopers (assault soldiers) trained and equipped for combat in tropical environments. Stationed at the secret Imperial headquarters complex on the tropical planet of Hoth, their mission was to patrol beaches and protect the bunkers of the facility, where the headquarters of the Imperial Fourth Star were kept secure.

Kotobukiya's figures come pre-painted and even include some weathering effects already applied, ready for the display cabinets of Star Wars aficionados all over the world. In this article, we're going to show step by step how to add more effects with which we'll greatly improve the appearance of this type of figure, no matter if it's the Stormtrooper or any other Imperial soldier in the catalogue of the Japanese market. The process itself is quite simple and quick to do due to the pre-painted nature of the kit which makes our job easier. With a little bit of work, we can achieve an excellent and professional-looking collector figure.

SHORETROOPER

The Kotobukiya's box set contains a couple Stormtroopers, a scout trooper and a captain. Multiple interchangeable arms and legs are included. Also, there are two sets of armor, as well as two helmets and two light sabers which show us the display of our Stormtroopers in different poses. Both setting and adding the weapons of our choice.

The first thing to do before we start painting and assembling the figure is to wash the parts as much as possible. This technique, the manipulation of the various parts individually.

Although most parts have been really cleaned up from the parts, there are still a few not areas like helmet, joints, and so on. They are fairly easy to remove completely, but it's well worth the effort to take a couple minutes to finish the job.

A modeling kit and fine sandpaper (around 1200 grit) are used to remove any trace of glue and mold lines. We may also need a hobby knife to clean tight gaps that can't be reached with the file. Once we have finished the cleaning process, each part is touched-up with a primer color to the one they were originally painted.




1 I repeat the same process on the roof, using a very nice color from the Ollivander range, AMMO-0028 Sky Blue. I applied the dots according to the highlights and shadows and...

2 ...blend the colors using a fine brush towards the edges. I repeat the process using the same colors depending on how intense I want the effect to be.

3 Here is the model after the oil-dot technique.




4 Now it is time to replicate the rust effects. Chipping is applied by hand with a fine brush and a sponge. Then place a little Ollivander AMMO-0010 Oxide. You need to let it sit for a while. I immediately grab an old toothbrush and a little thinner for cleanup.

5 ...and I scrape the surface, spreading the effect on and just around the previous chips.

6 I then add a darker color, AMMO-0018 Rust, applying the paint on a circular area. I repeat the process once again, trying now to concentrate on the chips.

7 To finish the rust spots, I sometimes like to add some tiny darker spots. I really like the Scratchy Bits AMMO-0013. I spread the paint using a very fine brush with almost no thinners on it, keeping the light spots intact.

8 The effect is realistic and really adds to the previous scratches and chipping. The last step is to use a dry brush to scrape and blend the paint. I only touch the paint, never when I want to add some effects. I do not hesitate to add more paint, but the process is better straight forward - when the paint has the desired look, I quickly switch to the hairbrush to blend the paint layer of oil paint.




9 The model shows very realistic weathering and will need to enhance some parts. I used AMMO-0019 Medium Gray carefully placed around the fence.

10 I repeat the process and carefully blend it using a slightly damp brush.

11 The same goes for the area just under the windshield. I use some AMMO-0012 Sanding Brown.

12 ...blending it and add some details to it.




13 I really wanted the engine hood to stand out. I then gave it a coat of AMMO-0021 Red Brown Light Base and added what looks like body filler using a white paint. I added some light lines of around to show the typical repainting of body filler used for repairs.

14 I then used the oil-dot technique once again to give the hood a faded look.



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Jadar-Model, Warszawa, Polska - raj dla modelarzy