

Invercargill Plastic Modellers Society Newsletter

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New from



Using Epoxy Putty It's not as scary as you think!



Will Nichols has submitted this great how-to on several ways the modeler can use epoxy putty to add features and detail to models, as well as to close in those pesky gaps.

Epoxy putty is not as scary as you might think it is. The basics are all the same.

The basics

Epoxy putty consists of an epoxy resin & a hardener. By mixing the two parts you create a chemical reaction hardening the

resin. You generally have an hour or so of work time once you have mixed the resin before it becomes too solid to work. During this time the epoxy can be cut,

What you need

- Epoxy putty of our choice
- #11 blade, tooth picks, various sculpting tools
- Petroleum jelly
- A little patience & practice

sculpted, molded, and generally mashed around. Once the epoxy has dried, certain types can be sanded and carved. Yellow/blue epoxy does not sand or carve particularly well. Milliput & Tamiya (pictured above) epoxies sand and carve very well. Give the epoxy a few minutes to cool down once you have activated it. The putty is very sticky when first activated & will stick to your tools if you are not careful.

Saliva or petroleum jelly will help keep the epoxy from sticking to things that you do not want it to.

Once the putty has 'cooled' enough, you can begin to work it in a number of ways. When applying epoxy putty to plastic, it is always a good idea to give the plastic a 'tooth' for the epoxy by roughing it up with a fine sand paper. No deep gouges are needed, just a rough texture for the putty to bite into.

Filling Large Gaps

This is probably the most common use for epoxy putty on the work bench. One benefit of doing this is that you can eliminate most sanding by smoothing the putty with a wet finger tip. This is particularly helpful on wing-root gaps and when fairing in ill-fitting resin conversion components.

Figures



Detailing your figures & sculpting is ideal for epoxy putties. The putty can be formed and shaped to any desired look, and will hold that shape. Changing hair styles is the simplest thing you can do.

1. place a small amount of putty on the figures head.
2. Using a tool or flat knife push the putty into the rough shape.
3. Once the putty has set for a minute or so, 'cut' the hair into the putty by dragging your #11 blade or tool from the figures crown downward in a natural direction. Beards can be made the same way.



Press Molding

If you need to make a copy of a simple part, press molding might be your answer.

1. Mix a blob of putty & press it over the piece to be copied. You may have to make two molds to get the entire shape (It's a good idea to smear a thin coat of petroleum jelly on the master to make sure it cleaning releases).
2. Once the mold has dried, pop the original out and once again lube the mold.
3. Now press another blob of putty into the mold. Once it has dried, pop out your new part. Attach with cyanoglue & paint as normal.

Seat belts



This is a new one to me, but one that holds great promise. This is how the aftermarket companies make their seatbelts look so dynamic in many resin cockpits.

1. Roll a thin sausage of putty onto your work surface.
2. Now roll the putty flat with a round tool (make sure you have wet the surfaces to keep the putty from sticking to your tools & flat surface).
3. Once you have achieved the desired thickness, cut strips the appropriate width with a straight blade.
4. Now it gets tricky. Using a moistened tweezers, place the belt in its desired position, twisting & draping it as you see fit. Hardware can be added using Evergreen or photo-etched components.

New from



The beginnings of a desert Petrol Station.

By Rob Mills

PIC 1



PIC 1 The beginning of my diorama.

I had the mad idea of making a working pump jack oil well. There are a few examples on You Tube for reference. At first I thought of having a static model but I was inspired by Jason's D Day pill box dio and the attention it got from people at the last show. So it hopefully will be a working model with the aid of a small Tamiya low powered gearbox. The materials have come from Lester's garage and E Hayes and Sons so far! Neighbourhood watch plastic signs are on my to find list as well.

PIC 2



PIC 2 Going off a picture from Wikipedia as reference I cut out the main arm from thick plastic card and super glued it together. I'm not overly good with writing plans or doing maths so measurements are done by the Mark 1 eyeball and a 1/35th scale figure.

PIC 3



PIC 3 The main support structure for the moving arm. The pump looks reasonably simple from the reference pictures lets hope its not a high swear word count to get mine working! The two vehicles in the scene will be a Humvee and an Osh-kosh petrol truck with the pump at the back all going to plan.

Stay tuned for further updates coming in feature issues.

IMAGES FROM THE CH-CH NATIONALS

BEST AIRCRAFT F-100D



BEST CIVILIAN VEHICLE



BEST NZ MODEL



BEST FIGURE BY JOHN BELCHER





BEST JUNIOR MODEL



RUNNER UP BEST IN SHOW BY LES SMITH



Best in Show KROTE by Greg Blick



Best Diorama By Les Smith



Winners Table



Competition Models



Competition Models

CLUB CHRISTMAS PARTY**SUNDAY 5TH DECEMBER****St. Patrick's Community Centre****1pm Start****Club supplied barbecue & drinks****Club Trophy Competition****All families invited-- Everybody gets to vote for the best models.**

President's Report

Greetings fellow members. Your club was represented at the recent 2010 Nationals in ChCh by Bruce Martin & myself. I had a number of models entered, as well as two figures by Bob Kelly. The overall standard was very good with Greg Blick & Les Smith taking out Best in Show & Runner-up. I managed 2 golds, 2 silvers, a bronze & 2 highly commended, & Bob a silver & highly commended. A very enjoyable weekend, & well worth attending. The next Nationals are in Wellington at their Expo on 19-21 August 2011, then at Alexandra on Blossom Festival weekend, (4th weekend in Sept), in 2012. Lots of support & help from us will be needed!

The S.I. Champs will be held in Dunedin in November 2011.

We held a meeting at the last workshop on 11th Oct.

The members decided that our theme for our Model display in 2012 will be "Desert", which covers a wide range of options for all types of models. So, start planning now! No excuses for having " nothing finished". The expected date will be the same as the last show, about the 3rd weekend of July, (last weekend of the school hols).

Our AGM will be held at the workshop on 22nd November, starting at 8pm. Please make every effort to be there so we will have a quorum.

Many thanks to Greg Braddock for setting up our website, & for his on-going commitment to up-loading info & photos. Please help by forwarding photos & info/comments etc., to him at his e.mail address: starshipfactory@gmail.com

And, don't forget to visit the website : www.ipmssouthland.weebly.com

Keep the modelling ball rolling.....

Cheers, Lester

Coming Next Issue

How to make scratch built seatbelts.



... **AND MUCH
MORE!**