

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



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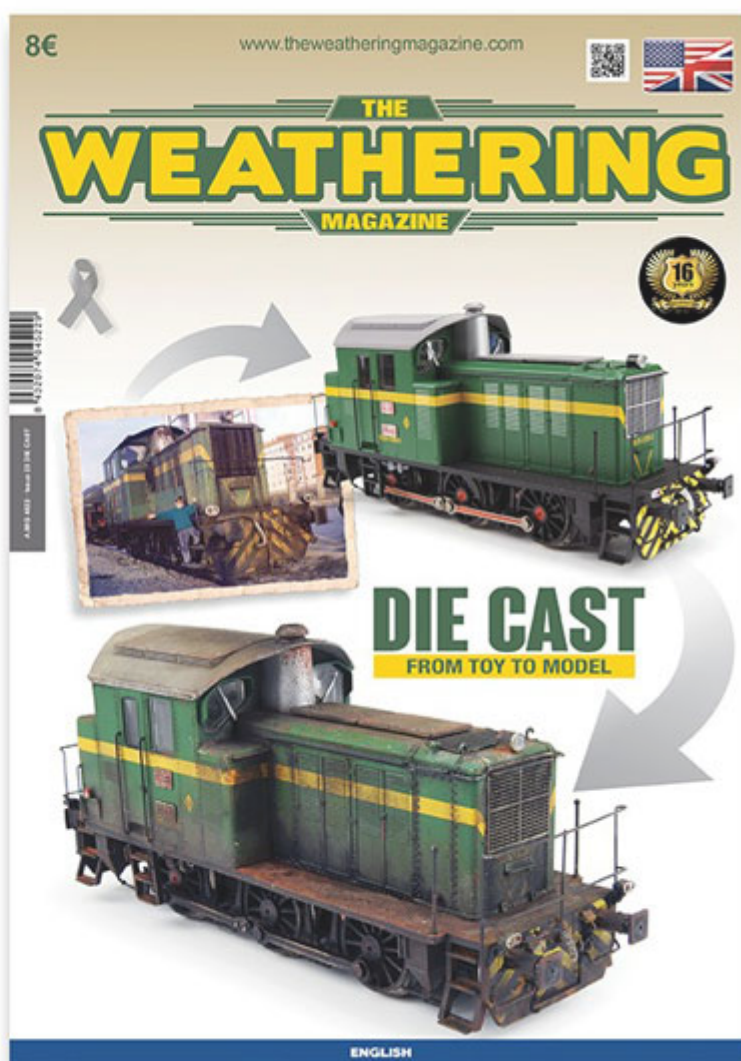
A.MIG-4522 The Weathering Magazine Issue 23. Die Cast - From toy to model (English Edition)

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 Pujols

I've been thinking about painting an excavator model for several years. Unfortunately, I was not able to do so for several reasons - mainly the lack of availability of the subject in 1:25 plastic, as well as the lack of time required to build a resin replica. This latest edition of TWM was a great opportunity to model an excavator in die 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 1:25 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 covered, which will be shown in this article. Also, the thickness of the factory paint seems much to be desired, covering small details and eliminating the sharpness of the casting. I decided to strip the paint from the model, but many elements were glued together and submerging the assembled cabin into paint remover could be a disaster. I would also have had to stencil the markings and decals. So, I decided to only remove the paint from the important and distinguishing parts of the bucket and the Mole where the factory paint was extremely thick resulting in chunky shapes and softened detail. Screwdriver in hand - let's get started!

Doosan DX140w 1:25 scale





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1 Here you can see that the model is no longer as uniform and big like it already exhibits more details 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 paint and not all paint in specific areas, focusing on the areas where the rust effect was to show.

3 The next step was to blend the paint with a dry flat brush, the brush motion must be done with great care to avoid covering the entire area, and the result must be random. After this step, I finished the step with a coat of white varnish.

4 Once again while the previous process was drying, I applied a light coat of pigments under the wheels. I used the AMMO-XXXL bronze Earth color mixed with several thinner applied with a piece of sponge.

5 With a flat and moist brush, I reworked 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 introduced thin even layers of tonalities effects followed by a very thin random coat of Tamiya Buff diluted with water.

7 Again using a brush dampened with water I remove 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 white varnish has been applied to protect it.

9 The next step was to blend the paint with a dry flat brush, the brush motion must be done with great care to avoid covering the entire area, and the result must be random. After this step, I finished the step with a coat of white varnish.

10 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 same surface.

11 Since I don't like repeating very much, I wanted to break up the coloration the rest of the sides. That's why in the pigment accumulation I detached a few strips of light rust effects to have a nice orange or a yellow color on the roof.

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

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4 Before anything else we must protect the canopy and sections to avoid changing these areas during the process. For this we have used Humbrol's clear varnish and masking tape.

5 We use the position lines with a protection layer of Aquadeco AC 400 from Axiac.

6 Next, we emphasize of surface details and panel lines with medium of XF19 Fast Blue, XF19, XF11.

7 We begin applying the shading to the anti-glare panels using a Humbrol Grey A 190-20K and a fine brush.

8 The same colour was applied with a sponge, and to achieve the weathering caused by the pilot, and crew stepping on the wing walk.

9 The next step, again using the same grey colour, is to highlight the central part of the panels. This work process is then repeated on the lower surfaces, but in this case with XF19 White A 190-050.

10 All the panel lines are slightly shaded with highly diluted XF 30118 Medium's Gunship Grey A 190-204 to avoid covering too much. These effects must turn out light on the first try because we don't have the benefit of a base colour commonly used to correct mistakes.

11 The same colour can be used on the lower surfaces by adding even more dilution than before to avoid covering too much worked against the white base colour.

12 We let the weather dry for half an hour and then remove the excess with cotton bud.

13 Oilbrusher White A 190-202 is used to highlight specific areas that we want to make stand out. We do it by simply adding of colour directly and to reveal with the built-in brush.

14 And then we proceed to blend the paint with a completely dry flat brush, and it is perfectly transferred into the base colour.

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The Shoretroopers, or coastal defender shoretroopers, were a specialized unit of the Empire's stormtroopers (assault soldiers) trained and equipped for combat in tropical environments. Disposed of the secret Imperial base on the tropical planet of Kashyyyk, their mission was to patrol beaches and protect the bunkers of the facility, where the brigades of the 501st Legion Star were kept secret.

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 each greatly improve the appearance of this type of figure, no matter if it's the Shoretrooper 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 Shoretroopers, a second leader and a captain. Multiple interchangeable arms and legs are included: three legs and four arm sets, as well as two helmets and two light sabers which allow us to display our Shoretroopers in different poses. Both walking and aiming the weapons of our choice.



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



Although most work has been already done up from the parts, there are still a few to paint: the helmet, boots, and trousers. They are fairly easy to remove completely, so it's well worth the effort to take a couple minutes to finish the job.



A modeling kit and the computer program 3ds Max 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 painting process, each piece is touch-up with a similar color to the one they were originally painted.

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- 1 I repeat the same process on the roof, using a very nice color from the Gildersleeve 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



5



- 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 Gildersleeve AMMO-0010 Oxide. You need to use it for a while, I immediately grab an old tooth and a little thinner for research...
- 5 ... and I scrape the surface, spreading the effect on and just around the previous steps.
- 6 ... then add a darker color, AMMO-0016 Rust applying the paint on a circular area. Impact the previous ones 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 Shinytop AMMO-0013. I blend the paint using a very fine brush with almost no thinners used, keeping the light spots intact.
- 8 The effect is realistic and really adds to the previous scratches and chipping. The last here is to use a dry brush to replicate and blend the paint. I really love the paint, even 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 hardware before adding the next layer of oil paint.



- 4 The model shows very realistic textures and will need to enhance some parts. I used AMMO-0005 Medium Gray carefully placed around the fence.
- 5 I repeat the process and carefully blend it using a slightly damp brush.
- 6 The same goes for the area just under the window. I use some AMMO-0012 Burning Red.
- 7 ...blending it and add some details to it.



I really wanted the engine head to stand out. I then gave it a color of AMMO-0024 Red Brown Light Base and added what looks like body filler using a white paint. I added some light lines all around to show the typical rep-painting of body. Also used for repair.

I finished the oil dot technique once again to give the head a faded look.





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1 The cabin roof is painted black to make the painting much easier.

2 Once weather has been applied to all the surface details and panel lines of the model, we let it dry for a few minutes without touching it until it's dry to the touch (or even a bit no longer sticky).

3 Once applied, this mixture is lightly washed off with a water-sprayer (not again, ha!) and we apply a clear matt coat to the entire model with AMMO Matt-Locky Varnish. This acrylic product is applied directly from the bottle without shaking.

4 Now we have a nice matt surface onto which we can add earth and dust color pigments.

5 The pigments are randomly applied to the same lower areas and horizontal surfaces.

6 Then an eraser is used to distribute them over the surface. The Golden Threader can soften the weather if the coat is very thin and we flood the surface with thinner. If you're not experienced with the product, it's recommended to use water instead, as there is no risk at all of the weather being affected.

7 Once the pigment's fully dry, the color becomes more natural and the effect integrated into the model. And now it's time to apply yet another matt coat.

8 The next step involves another essential product that has been mentioned, **AMMO GRIME** which meticulously imitates grass and dirt. The dark neutral color is introduced onto the lower areas and horizontal surfaces.

9 The loose dry material product allows us to increase the texture much more easily by lightly passing a makeup sponge across the surface.

10 The weathering process is complete. The model is ready to be displayed.

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Jadar-Model, Warszawa, Polska - raj dla modelarzy