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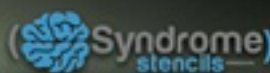
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Hobbyworld 2022

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HECHO EN ESPAÑA
MADE IN SPAIN



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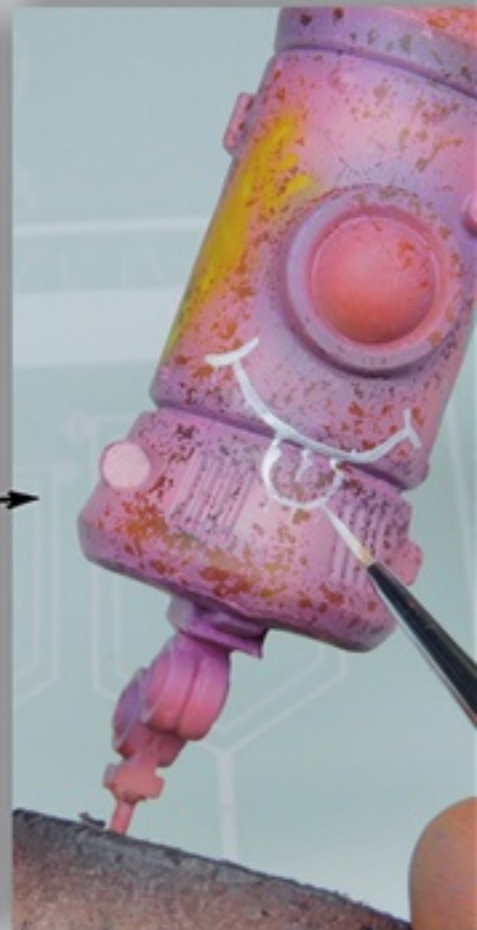
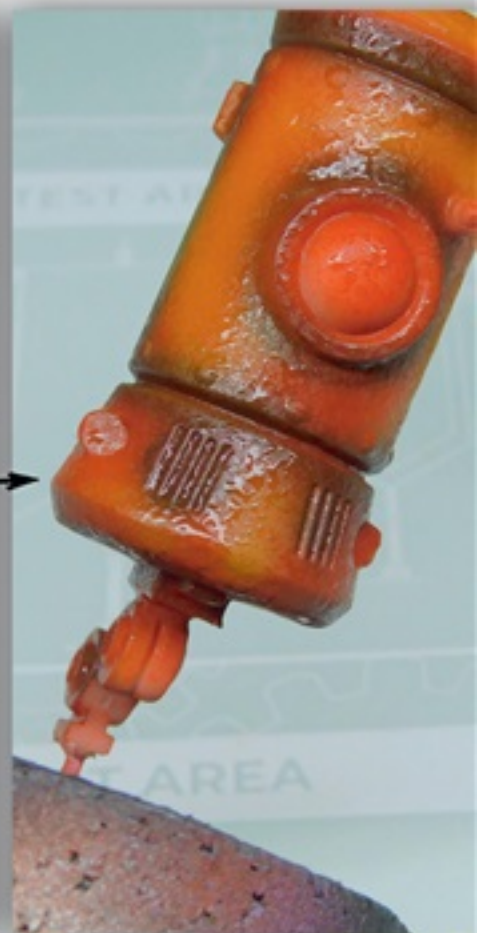
A diorama is sometimes an idea in the head, rendered in 3D. Sometimes it is a feeling. Sometimes it is a call for attention. And sometimes, a diorama is nothing more than a door for the spectators to name, place and make sense of what they see. In this case, I show you a pacifist plea, which I felt the need to express. I have titled it "Change your guns for toys, and you will only shoot smiles".

I hope you like it.

Autor / Author: Javier Molina.







The robot of our scene, printed in 3D, and with a considerable size, must be washed with water and soap before starting its assembly. It is printed by Rust Models, and it was a gift that I am grateful to have been able to paint.

The base for the rust will be a combination of browns and oranges, to which we will give a

layer of chipping, once dry. With this we will achieve that the rust does not present the same colour in the different areas of the model.

Don't forget that the chipping layer is always better to apply it with an airbrush in a thin way and let it dry for at least one hour before painting over it.

In this case, a pink base colour and a lighter, paler pink. Let the paint dry and wet the area you want to scratch with water.

Although you can use an old paintbrush, we use our special brushes for scratching, which offer much more variety of effects on the chipping.

The process is repeated all over the model,





insisting on areas where the wear can be more evident, such as edges, moving areas, arms, legs...

Now, let's move on to the decoration, or decals. It is important to do it at this moment because we will start the ageing effects, and the decals must be part of the model when it ages.

And of course, if you have to add a personal drawing, like this smile, this is the moment.

Now we start with a sponge-based chopping of our liquid pigments. Once dry, they have texture and are totally matte.

We will also give volume to the scratches, imitating them with light colours, on the surface of the robot.

And of course, take advantage of the liquid pigment to give washes in the areas where the rust should accumulate.

Here you have the process of illumination of the eye of our robot, made with fluor colours to imitate projected lights.





OS





We can imitate the loss of liquids with a mixture of ink and master medium, and making smooth strokes from top to bottom with a clean brush.

The result is very realistic.

And finally, we add shadows and burns in some areas of the robot, such as air vents, cracks and so on.



Now, let's go with the terrain, which will be on a sheet of XPS Foam, light and resistant and very easy to work with almost any tool.

We used a Carving Foam sheet to build the wall of the scene, marking it with a pencil and cutting it with a blade, without any inconvenience.

To give it the texture of cement, we repeatedly pressed a plastic brush against the Carving Foam, the material can be worked as easily as that.



The final aspect of the wall, using some school chalk as columns, will be as you can see in the photo. We have made holes and breaks in the wall, as well as in the columns.

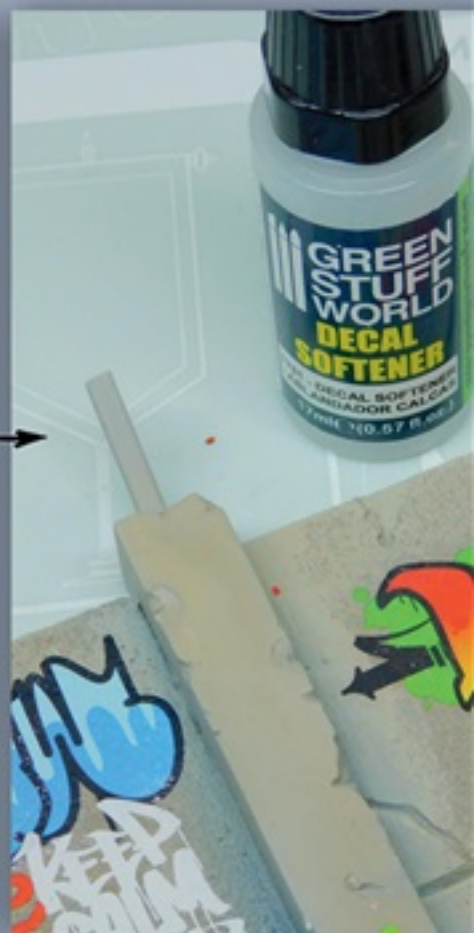
Final aspect of the diorama. We have measured the space so that all the elements can be seen without getting in the way, and without there being too much dead space between them.



On grey primer, we marked a line of blue, to imitate the shadows of the cement.

The roughness of the wall is perfectly visible, thanks to the plastic brush.





This will be the definitive colour of the wall, imitating the cement. We have given a slightly lighter tone, as it will darken quite a lot when we start to give it dirty effects.

In this type of material, it is very convenient to use both the fixer and the decal softener, since it is not a smooth surface, but completely rough.

This is a good tip!!

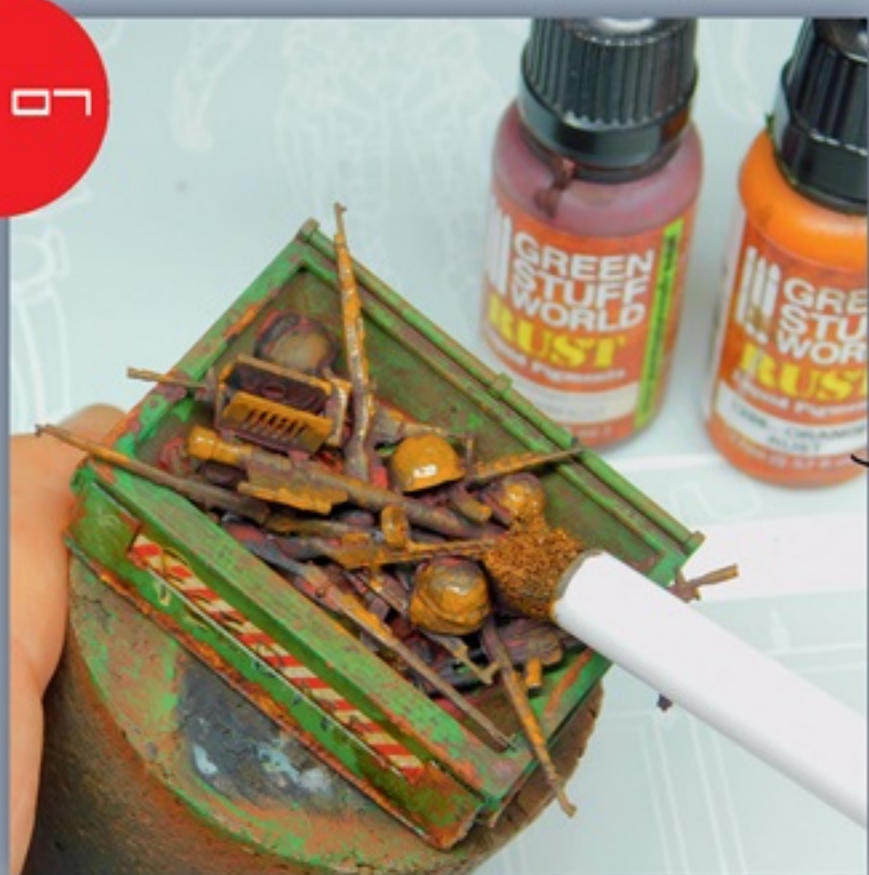
The softener is a product that must be used with care, as too much can destroy the decal.

Apply a little, let it absorb and then smooth with a brush.

Once the decals are dry, we start to use the inks, reduced with a bit of master medium, to give tones and dirt effects on the wall.

We start by applying a small amount and increasing it, rather than adding too much and making it look too unreal.

While the wall dries, we have finished the rubbish container, and added weapons from different kits, to which we will give a coat of black primer, and let it dry.





Next, with our set of liquid pigments in rust colours, we will give the final rusty finish to the weapons, using our sponge pencil.

It is important to add rubbish around the weapon container, to give a much better feeling that only rubbish is deposited in that area.



For the wooden box, we will use the same method as for the robot and the container, we will use chipping that will reveal the work underneath. This time, imitation wood.

We clear the paint from the box with our now famous scratch brush, and age the box with ink washes.

We used our resin set of children's toys to fill the box.

The painting of each one would take too long to explain, but basically, we wanted to use very bright colours to contrast with the surroundings.

To finish, we will use part of the catalogue of herbs, flowers, grass and others, on part of the diorama floor, contrasting with the rubbish accumulated against the wall.

Now we will start with the figure, from Alternity Miniatures, to which we will add a robot head from Oda Models.

We will use the metallic filters on black to give a very Cyberpunk touch!

We have tried to make the figure, despite being only a cyborg, wear clothes as human as possible, so we imitated the fabric of the jeans, with blue and ink washes.

Finally, we write the main message of our work on the back of our character and let it dry before placing it in the scene.

Now, we only have to place it in the scene... and let each of you give it the meaning you like the most to the diorama.

I'm sure you have your own version. Thank you.





GERMAN PANTHER AUSE.D FLAK BERGGE PANTHER

DIORAMA 1/35



Autor / Author: Jiasheng Wu.

The Panzerkampfwagen V Panther (also called the Panzer V) is a World War II German tank designed to replace the Panzer III and Panzer IV.

The Panzerkampfwagen V Panther, next to the PzKpfw VI Tiger, is the best known German tank of World War II. The Panther and the Soviet T-34/85 are considered to be the best tanks of World War II.

Originally, I only wanted to make a maintenance Leopard D, but found that this Leopard D is too simple to do, and it has nothing to look at. It does not have a dozer and a winch structure that can be displayed like the maintenance Leopard A.

I added a 37mm anti-aircraft gun to the turret seat, and pulled an ammunition carrier behind to add some highlights. The story of the work is in Normandy. The members of the German army car crew were smoking and resting on the roadside.

The gunner suddenly noticed that the enemy plane was approaching, and the whole crew immediately entered a state of combat readiness.

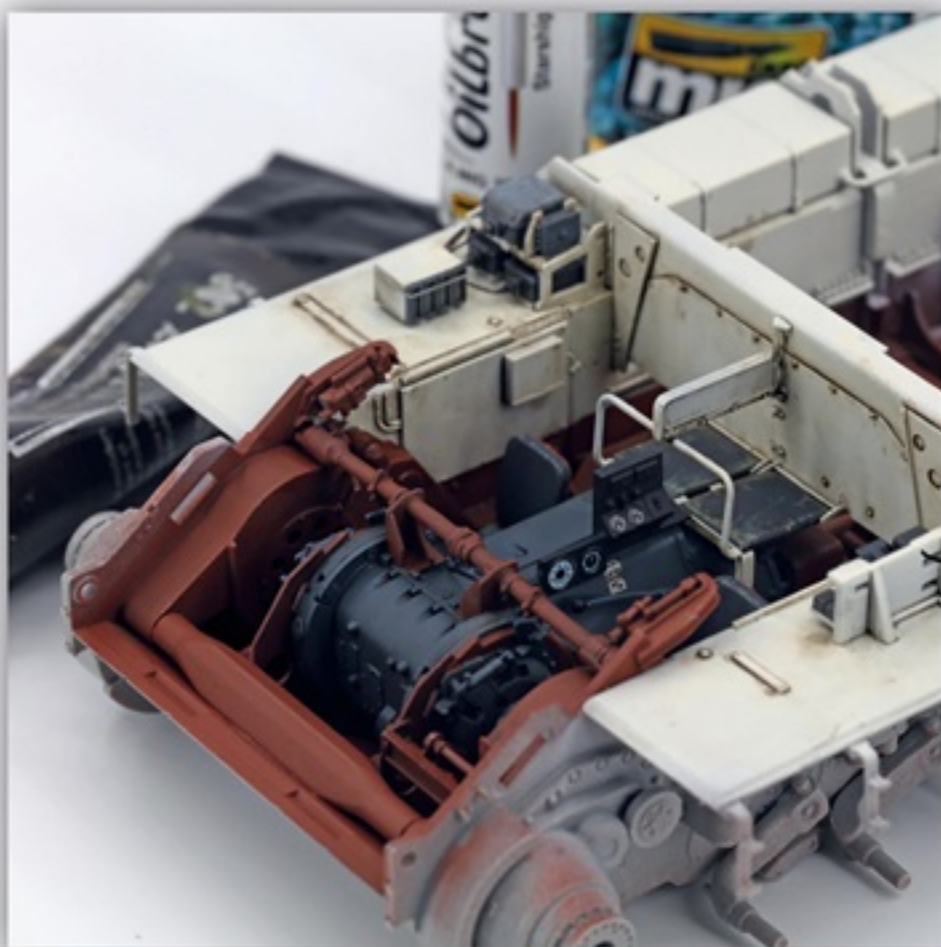


The main body of the tank uses the maintenance Leopard D produced by Takom. This is a Leopard D with a full internal structure.

BERGEPANZER JÄGER
German Panther Ausf. D Flak Bergepanther 1944



2021.7.10-9.3



he sharpness of the parts is also good, but the parts are very tiny. Fortunately, the building process is fairly smooth. The anti-aircraft gun and ammunition transporter are kits produced by Bronco. The trivial parts are a major feature of Bronco. The gun shield has replaced the metal etching produced by Griffon Model.

After all the wheels are cut and glued, I first use an electric grinder to smooth the rubber ring, and use a knife to mark some worn of rubber. The suspension part of Takom is fixed. I cut off the positioning points, and then applied liquid glue to the adhesive part to allow him to move up and down.

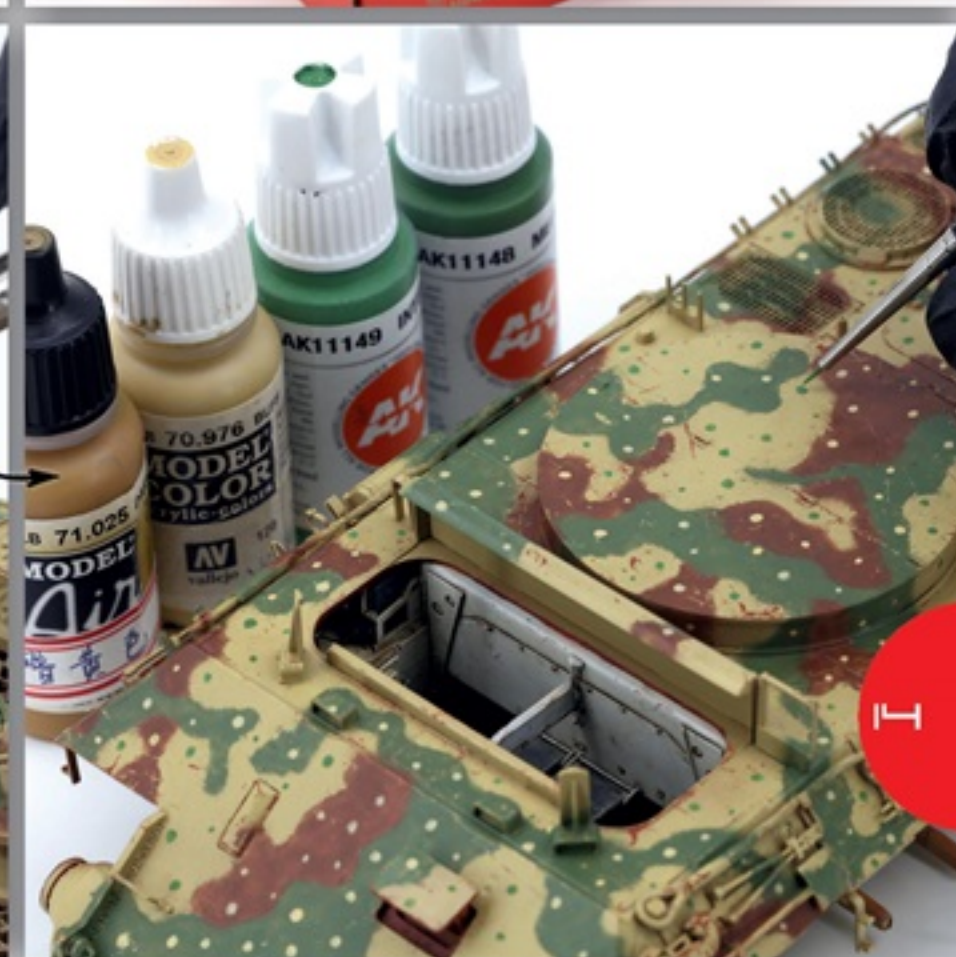
This kind of activity suspension will cause it sagging, so the first and the last suspension are fixed with glue. I use ET Model's 3D printed track. Nowadays the printed track is very common. It has very good details. But after it is assembled, it is best to spray primer immediately to prevent light exposure and

make it brittle. The cab is sprayed with ammo's gray primer. The gearbox, floor, and chairs are not glued on, which is convenient for later color separation.

Leopard's chassis is made of German anti-rust red. I use Vallejo anti-rust red water primer and Mig's anti-rust red mixed. Because of long-term use, I sprayed off white on the inner part instead of pure white. The gearbox is painted in German gray with a hint of blue.

Takom has water decal on the dashboard. I use the water decal softener to paste them on. I painted some signs of leather wear on the chair.





I use shade brown and dirt color to stain and wash to make the room look dirty.

Then use thinner to smudge them, and the dust effect can be superimposed multiple times.

After the cab is painted, the upper and lower parts of the tank can be glued. This time the self-rescue wood uses real wood with a diameter of 7mm. I remove all the wheels for easy coloring, and stick a masking tape on the hanging part to prevent excess paint from being sprayed on and affect the combination.

After the oil paint is dry, I sprinkle some floating Dust Natural Soil, European Natural Soil, Dark Natural Soil on the floor of the cab, gearbox, and chairs.

After the Natural Soil is completely dry, I use a powder puff or cotton swab to wipe off the excess Natural Soil. Using leaking oil effect fluid and oily paint to add some oil dirt on the ground.



The tanks are sprayed with rust-proof red as the primer of the tank. After waiting for the primer to dry, spray the Heavy Paint Chip Effect of AK again, and let it stand for 20 minutes, after the paint drop is dry.

Use Tamiya (XF-60 70%+XF-2 20%+XF-3 10%) to spray the tank, wait for the paint to dry, moisten the paint with clean water, and build the car slowly.

The peeling effect of the paint can also be assisted with toothpicks and tweezers.

Use the same method as before, spray the Heavy Paint Chip Effect of AK on the whole car, wait for 20 minutes, and use Tamiya (XF-67 60%+XF-71 30%+XF-4 10%) to spray the green camouflage part.

Use the same method to make paint off. It is still sprayed with AK Heavy Paint Chip Effect. After standing for 20 minutes, use Tamiya (XF-64 60%+XF-7 10%+XF-4 15%+XF-60 15%) to spray the tank. The brown camouflage part is then made to lose the paint.

After the paint dries overnight, spray the Ammo semi-gloss varnish to protect the paint surface.

I use Vallejo and AK water-based paint to paint the yellow and green spots on the tank.

I use AK's German Gray and black mixed pen to coat the rubber ring part of the road wheel, and the silver pen to coat the place where the road wheel and the track are often rubbed.

I use water-based paint to separate the tank's tools and cable pens.

I use Vallejo light yellow and Ammo rust-proof red pen to paint some paint and scratches, and repair some paint drops to make hard places.

I spray a layer of AK Heavy Paint Chip Effect in some places where the tank is easy to accumulate dust, wait for the paint drop to dry, and spray with Tamiya (XF-52 30% + XF-57 70%).

I use clean water to slowly wipe off the excess paint to create the effect of dust accumulation. After diluting the deep mud oil paint and thinner 1:1, infiltrate the depressions and protrusions of the tank to highlight the details of the tank.





Scatter white, light yellow, dusty, and dark earth oil paints on the armor surface of the tank using the technique of scattered points.

I use a flat brush to dip a small amount of thinner and gently brush from top to bottom to create a vertical line effect. The oil paint on the top of the tank is poked to even out.

Continue to produce some scratch effects with water-based paint.



Because it is an anti-rust red primer, it is not easy to make a rust effect. This time I only made some rust effects on the tool with the car, and the Flow Rust Effect of Ammo was spotted on the metal part of the tool. Then blend it with thinner.

Sprinkle some lumpy natural soil and a small amount of dry grass on the place where the dust effect was sprayed before, and fix them with sand and stone fixing liquid. Be careful here. Use a small amount of fixing liquid to prevent overflow.



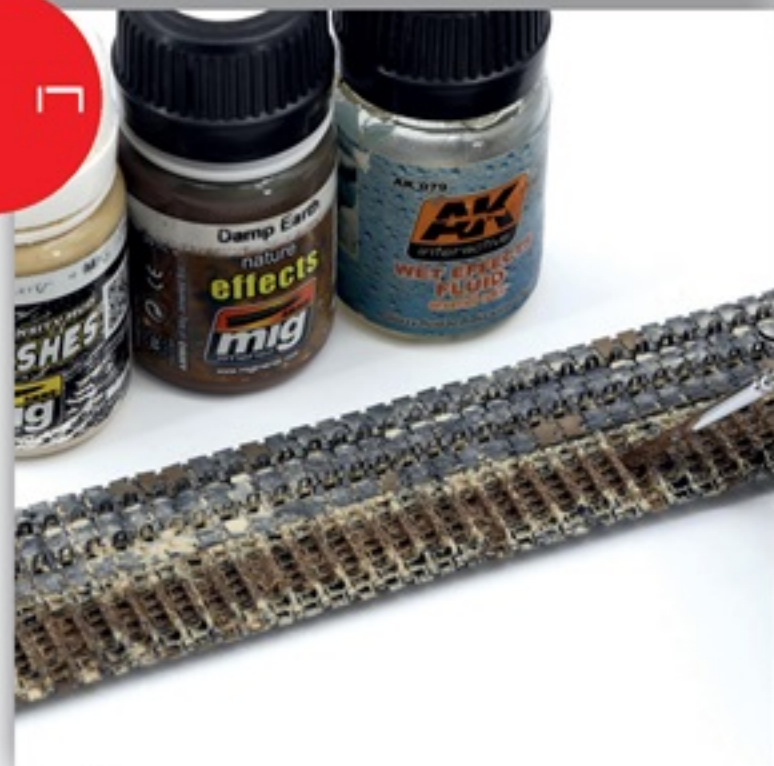
I use AK's dry soil scene paste to accumulate a small amount of scene paste on the suspension of the tank. This scene paste can be diluted with water to change its viscosity.

I use Ammo's dry mud old liquid to paint some vertical lines on the bottom side of the tank. Because it is an oil paint series, it will not conflict with the previous AK scene paste. Then use a toothpick to flick some spots of mud and Wet Mud Effect Liquid.

I also added a small amount of AK dry soil scene paste to the center and around the road wheel.

The 3D printed track is sprayed with Ammo's grey primer first.





Then spray Tamiya's (XF-1 80%+XF-64 20%). Poke the dry soil scene paste of AK on the track, and use water to adjust the viscosity. This time I added a little wet soil effect liquid in one of the tracks to make the two tracks somewhat different. You can also use rain-mark effect liquid to increase the gloss of wet soil. Where the track is in contact with the road wheel, there is also a pattern where the track is in contact with the ground, all of which are dry sweeping with a 2B pencil.



Use silver for dry sweep on the grouser teeth. Add some empty shells around the anti-aircraft gun to increase the details.

I use AK's oil stain effect liquid to draw some oil stains on the rear of the tank.

The soldiers are produced by Dragon Model, and all the characters have replaced the resin head sculptures. All shells of 37mm anti-aircraft guns are hand-painted.



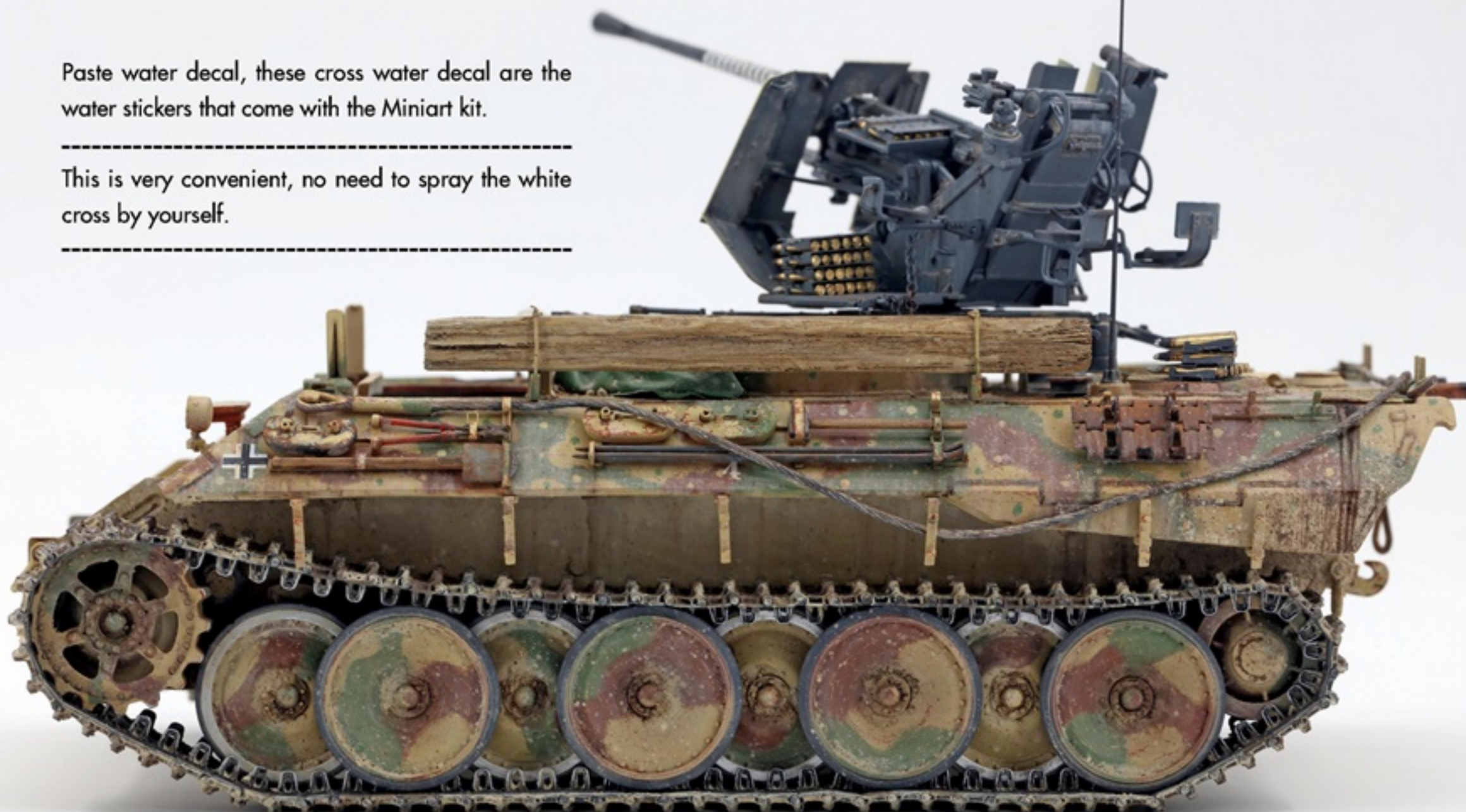
The head end of the empty shell is dry swept with black natural soil, and shaded brown oil paint is used to detailing the shell.

The fuel tank was sprayed with anti-rust red and brown primer. This time I tried the salt chipping method, brushed a little water on the fuel tank, sprinkled irregularly with salt, and then sprayed the adjusted German gray, German green and German yellow. Inoculate with a brush to remove the salt.



Paste water decal, these cross water decal are the water stickers that come with the Miniart kit.

This is very convenient, no need to spray the white cross by yourself.



The next step is to age the fuel tank, use dark brown oil paint to seep the lines to create some dirt vertical lines, and then use the earth-colored oil paint to pluck some mud spots up.

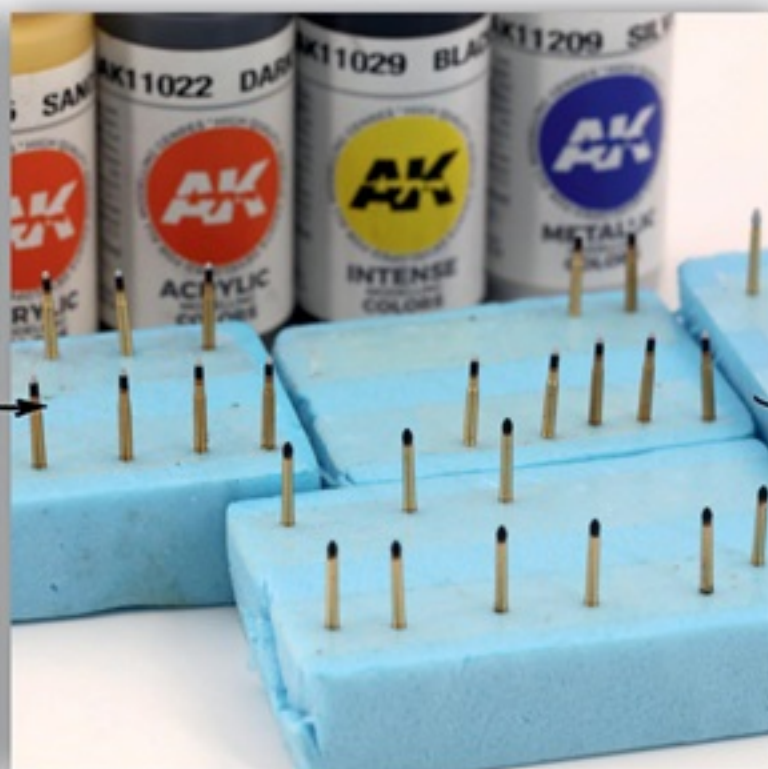




Spread some white latex on the branches and branches of the quinoa, and then sprinkle with the 1:72 leaf kit produced by Noch and AK. Randomly install leaves on the tank. Completion of the tank.

I tried the yellow engraving board produced by AK. The thickness is 1cm. First, I used a pen knife to carve out the shape of the brick.





Then, with a rounded tip cutter, deepen the separations further. This engraving plate has the great disadvantage that it produces a lot of waste during the engraving process.

I use a blue foam board to carve out the general shape of the entire platform, leaving a place for the track to be placed in the middle.

Grind the gypsum powder and mix the water glue board into a paste and brush it on the yellow carving board, let them be embedded in the gaps of the bricks, and then wipe the excess gypsum on the surface.



Cover the blue foam board with a layer of DAS red paper clay, and press the track traces on it.



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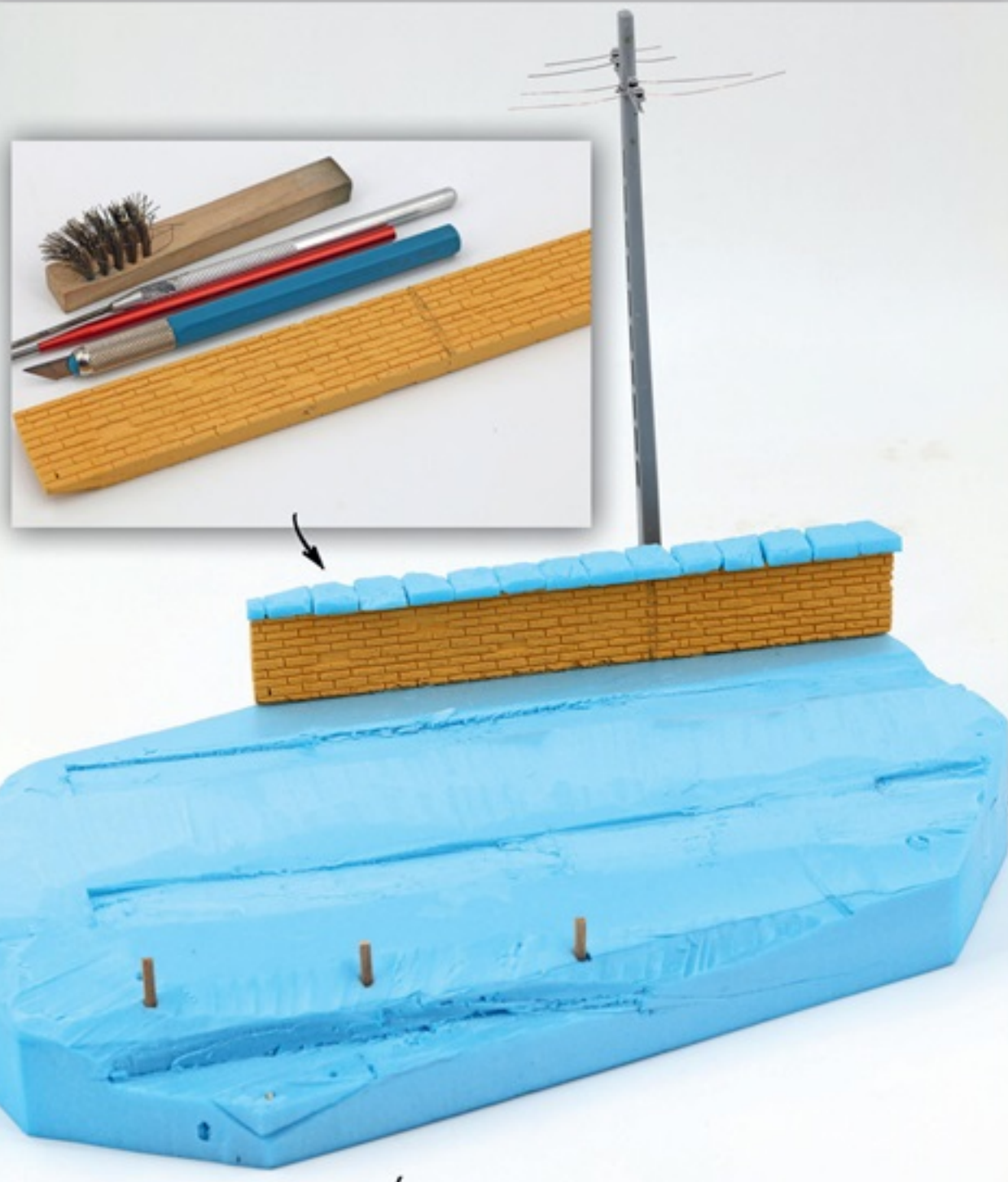
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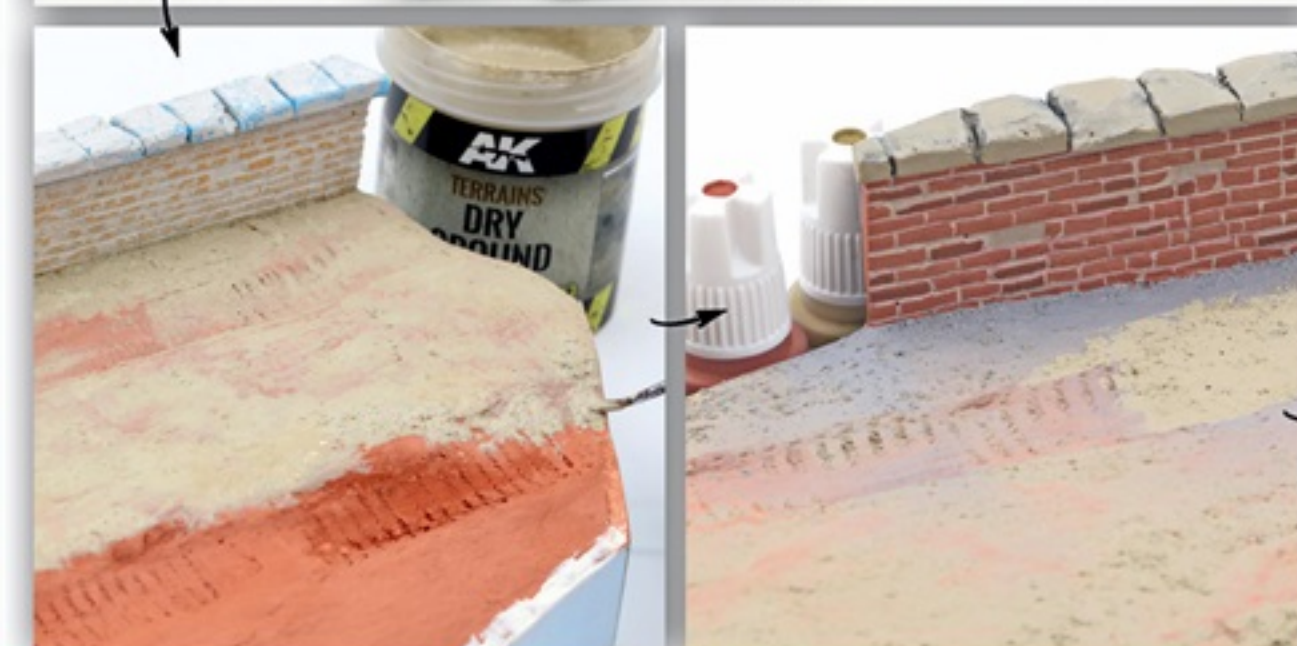
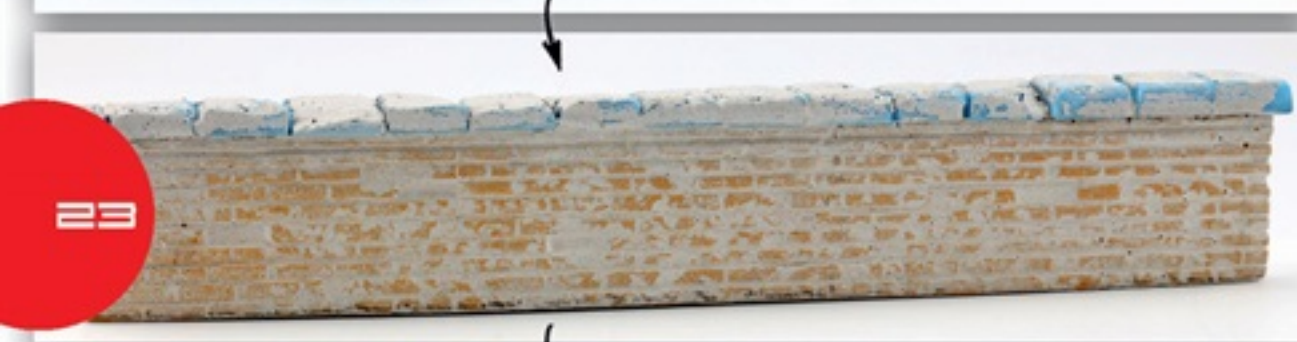
A circle of 1mm rubber sheet is glued around the foam board, and the gap is filled with mending soil.

Brush a layer of AK dry clay scene paste on the paper clay. Be careful to apply the rut part, and don't cover all the rut marks. This scene paste comes with the graininess of the soil, and the effect is very good.

I use water-based paint to separate the bricks. For the gaps before the bricks, I used the light mud color of Vallejo this time.

Spot the buff color oil paint on the bricks and smudge it with a thinner to make the bricks have a light fade effect. Industrial earthy and earthy colors are used to create some drooping effects of dirt flowing down.

Smear some white latex between the gaps between the bricks, and then sprinkle moss powder to distribute the moss irregularly.





Add some finely divided soil powder and small stones on the ground, and fix it with a sand-stone fixing solution.

Now randomly spot some white latex on the ground, and then sprinkle the grass with an electrostatic grass planter to make the grass stand up. The grass planter and the grass must be closer to each other and the height is about 5cm. This time I use 3mm and 6mm grass.

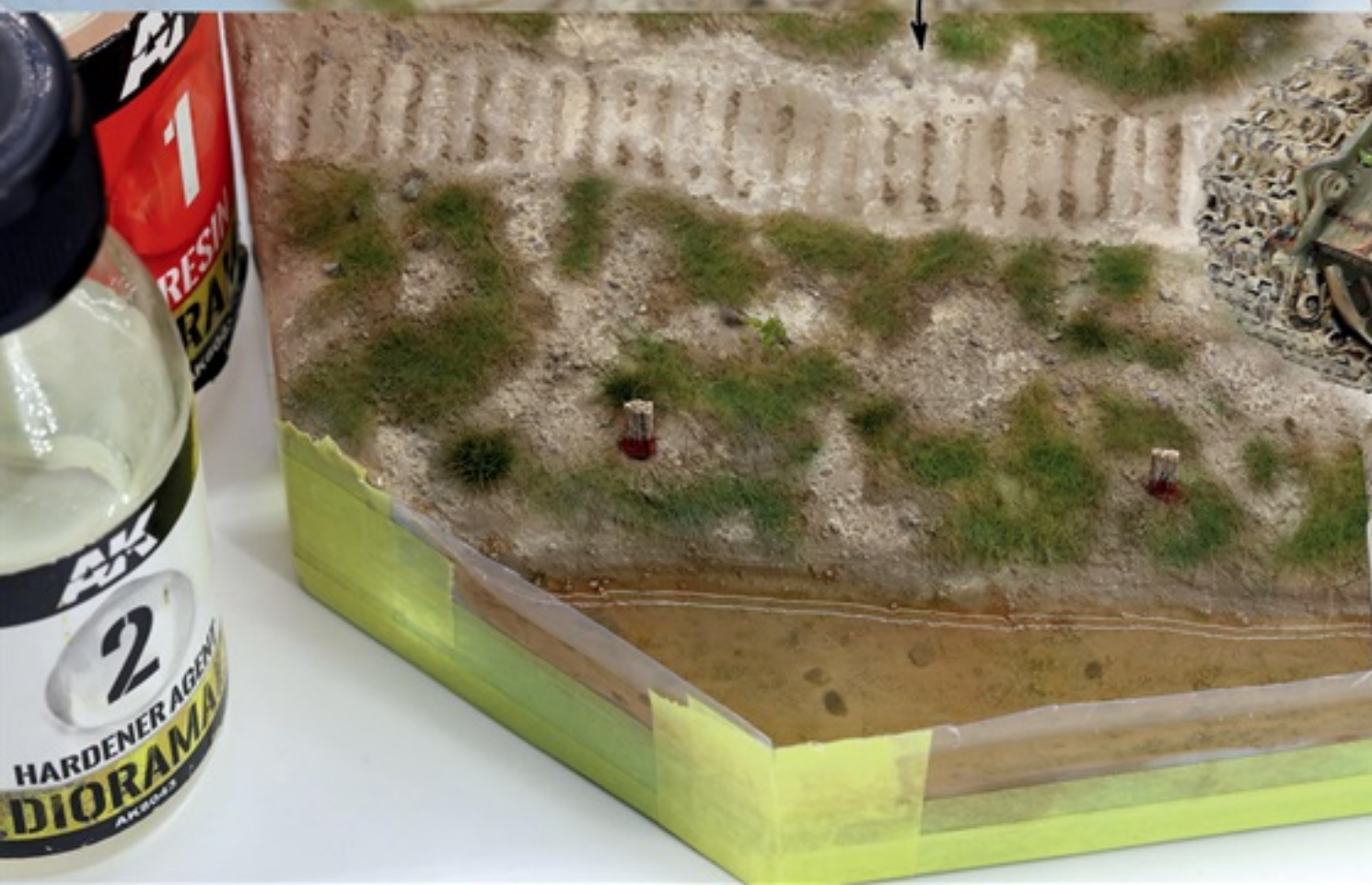




Add some effect liquids of shallow moss and deep moss on the brick wall. Bushes, this time I was lazy and used the finished bush branches directly. After cutting, remove the excess branches first, and then directly dip them with white latex.

Spray Tamiya (XF-52 5%+XF-57 85%+XF-63 10%) on the ground.

Mix Tamiya (XF-26 40%+XF-4 40%+X-28 20%) and spray the grass part with a 0.2mm airbrush. If there is any part that is sprayed out of the boundary, you can spray mud to repair it.



Apply a layer of Ammo 1750 Dry Earth effect liquid on the ground. Some Ammo 1403 Earth effect liquid can be applied around the grass, and some Ammo 1752 soil effect liquid can be applied to the ground under rut. The telegraph pole is a plastic kit produced by Miniart, with some vines produced by AK, and some leaves are painted with a slightly yellow effect on the front of the leaves.



Some AK AB Water Gel was poured in a corner of the base. When using water gel, the base must be waterproof, otherwise it will be very troublesome.

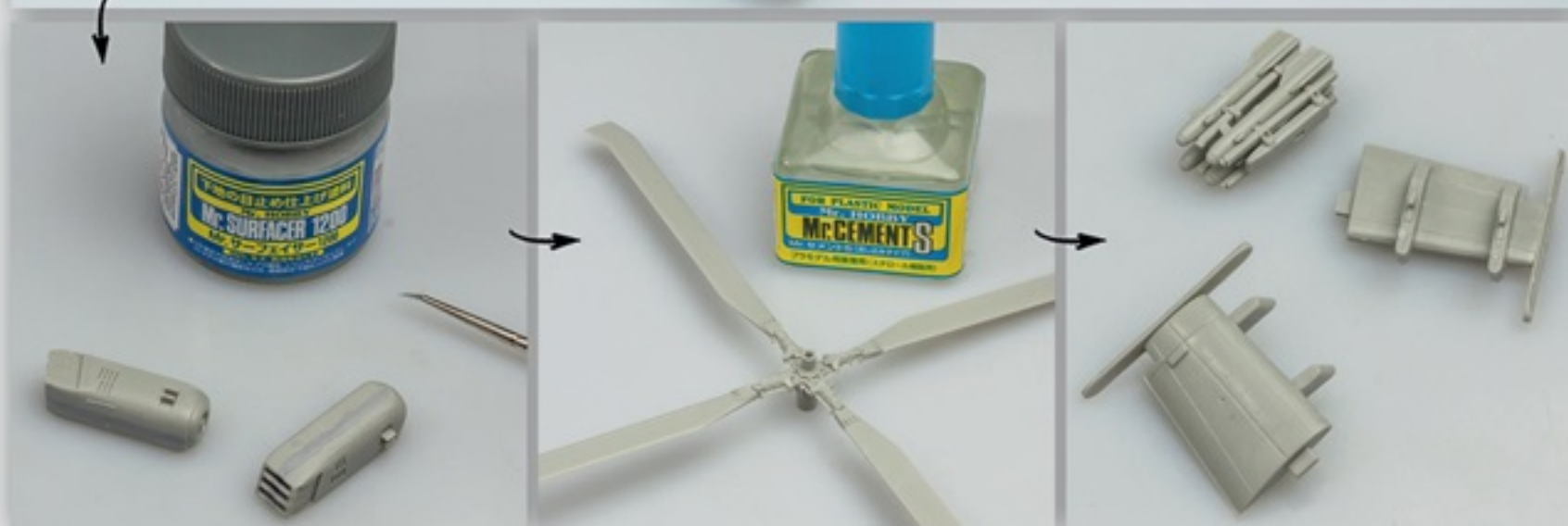


The AH-64 Apache assault helicopter is one of the best machines of this type in the world. American technical thought has penetrated into the equipment of many armies of the world, including the Israeli Air Force (IAF). This machine in the service of these forces is the subject of this article, presenting step by step the construction of a replica of the AH-64 D Long Bow Apache. A simple set from the Hobby Boss offer with the catalogue number 87219 in 1/72 scale fell into my hands.

Autor / Author: Rafat Lebioda.

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The set of this manufacturer in 1/72 scale is a simple set containing quite small number of parts and as many details. I decided to build this model out of curiosity what can be obtained from it.



Both hull halves glued together and secured. Interior previously assembled. Engine casings glued together and powder-coated. Subsequent grinding and reconstruction of dividing lines. Rotor assembly with blades: I assemble it from individual elements using a rare Mr.Cement S adhesive from Mr.Hobby. Wings, hangings and rocket sets are the next stage of folding. After the filled hull has dried up, I start sanding it with a sanding sponge, files and sanding paper of various gradations.

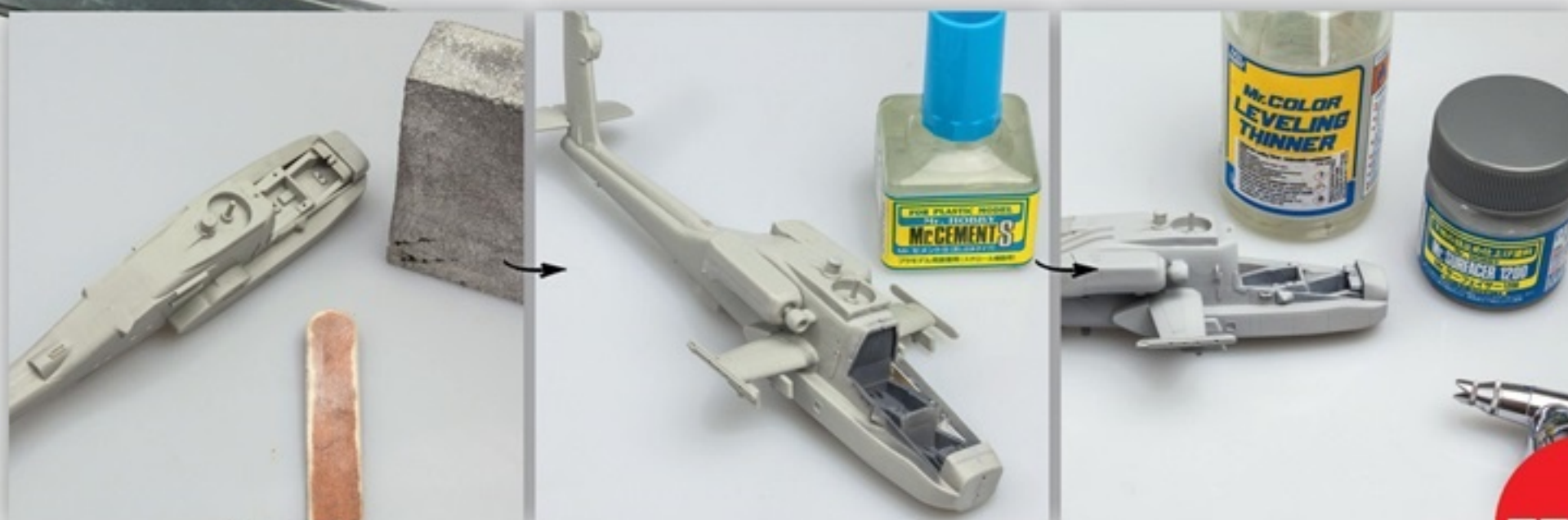
AH-64D LONG BOW APACHE ISRAELI AIR FORCE

The assumption was simple - as few additions as possible and my own alterations. I limit myself to the minimum by building the model almost out of the box. As I mentioned during the construction process, I use as many necessary additions to make the replica look realistic as possible.

That's why I bought dedicated PE elements from Eduard and fairy tale masks from the same manufacturer.

As always before the assembly, I read the kit and instructions well, as well as I do my research on the replica under construction in my resources and on the Internet. It always helps me to plan the construction of the model well and determine what to achieve. The first step is to cut off the largest parts of the hull from the frame. Immediately afterwards, the next elements of the cockpit and other elements necessary for installation in the first stage of work - i.e. the interior and its components, the Boss Hobby Kit does not spoil - the elements are poorly mapped and there are a handful of them. That is why I decided to buy the PE elements for the cockpit, which I will install a bit later (different than usual).

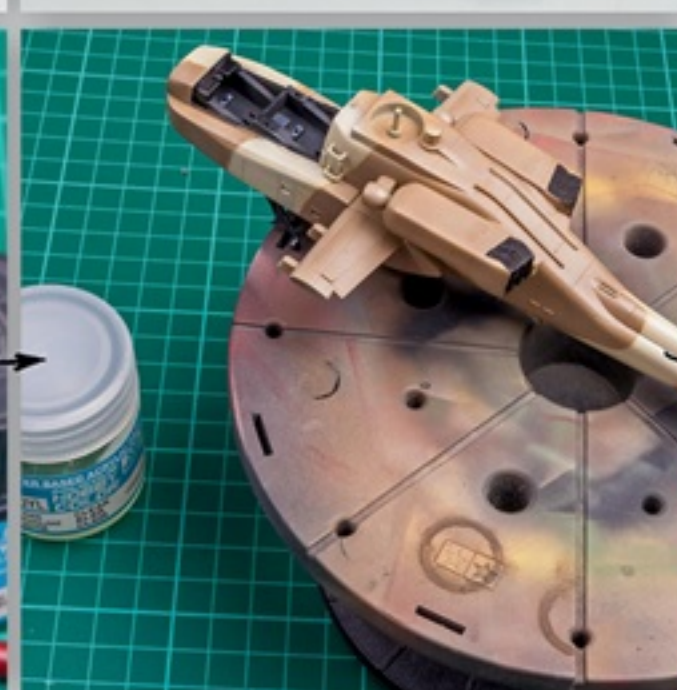
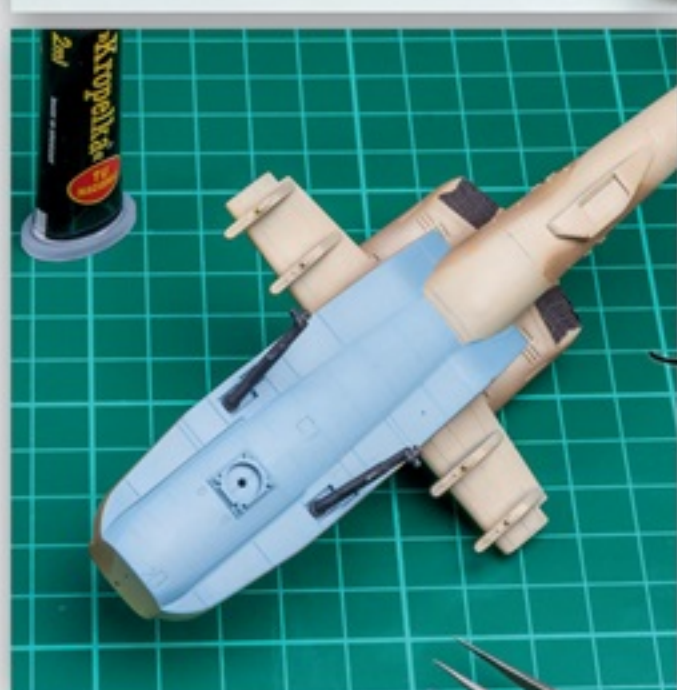
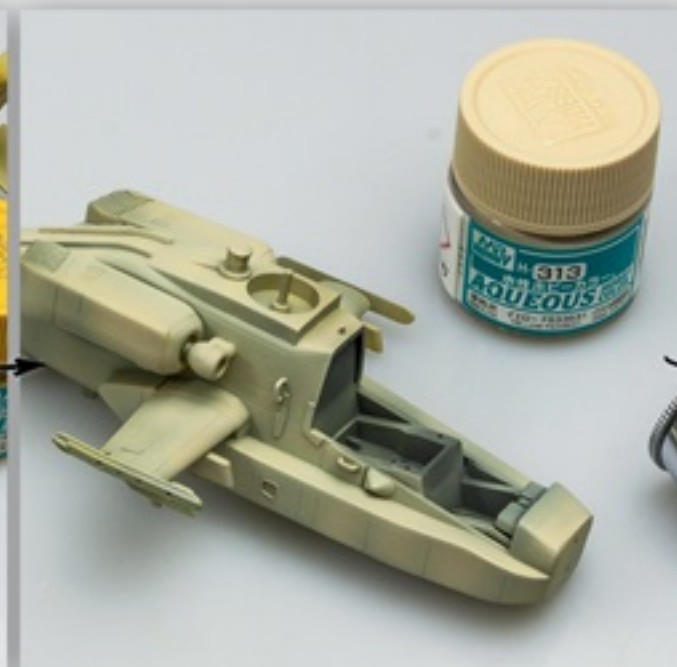
The assembly is smooth - after gluing the interior together I glue them, put the model in, and in the next step I grind the connection.



I glue the profiles on the inside of the cockpit to cover the nasty holes. Time to apply the primer - as always, the reliable specificity of Mr. Surfacer 1200 from the offer of Mr. Hobby applied by airbrush.

I do this until the surface is even without any trace of connections. After this process, I recreate the obliterated dividing lines with the use of a spike and a plastic ruler. Immediately afterwards, I fill in some gaps in the cockpit with trimmed pieces of thin polystyrene. In the next stage I assemble the rotor with shovels - these are assembled separately into one unit.

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Shading at joints is done with a dark grey (H331) and an airbrush.

The deck colour under light grey base paint is made by applying the Cream Yellow (H34) shade from Mr.Hobby pellets. While applying, I try to fill the centres of the planes, leaving a shading effect. Application of the base colour - H313 also from Mr.Hobby palette 70. Applying a darker camouflage colour (H310) from the Mr.Hobby pallet. Before painting, I mask the model according to the diagram in the manual (Blu Tack mass and paint tape) Camouflage needs to be improved - I do it with an airbrush but also with a thin brush. Rotor blades painted. I now apply gentle traces of damage with light grey paint (H305) and a thin brush.

Painting the underside of the Apache - light blue comes from a mixture of paints. Applied with an airbrush on a previously protected surface. I glue the shaving of the chassis - I support myself with adhesive CA.

I use once again the reliable rare Mr.Cement S. Apach adhesive. It has characteristic side wings and suspensions under it. I prepare ready-made components from several elements. Similarly, the armament in the form of M251 launchers and training rockets, which I primer with primer and then prepare for final painting. After gluing, the engine housings require powder coating and grinding. Just like before, I also recreate the dividing lines after they have been partially severed. The model is not complicated and quite quickly I put all its components together and then I put them together. I didn't paste the shaves of the chassis and rear wheel to make it easier to paint and paste them later on.





I profile the helicopter's main wheels before painting: I file a characteristic deflection. Then I primer and paint the rim with Olive Drab. I paint the tyres themselves with Time Black. Afterwards, I apply a sand rinse. At the end of this stage I apply a clear gloss paint (airbrush) to the entire model. When it dries, I apply a decal. I am assisted by Mr Mark Setter and Mr Mark Softer from Mr.Hobby.

I mask the canopy with a dedicated Eduard product. They are great!. I fill the cockpit with EP elements from Eduard. It looks more and more impressive!

I arm the pilot's seats with seat belts from Eduard's PE kit. All cockpit equipment in place. I start the process of soiling by applying the ready-made Ammo Mig in dark brown (Dark Mud) I soil the bottom of the helicopter in the same way as before. I wipe off the excess with a hygienic stick.

I couldn't manage to remove the stitching after the fuselage halves were joined in the chamber under the rotor. I decided to deal with it with a trick: after the dimensions were removed with a caliper, I cut out a thin sheet of polystyrene with an Olga circular and then I made yours in it for the rotor pin. After painting at a later stage, I will fix this element in its final place by masking the seam after the hull is joined.



I start painting by applying Mr.Surfacer 1200 primer thinned with a dedicated airbrush. After that I usually make small corrections - however, there were not many of them and it was possible to proceed to the next stages of work.



These consisted of a gentle application of a rare grey paint on the joints and faults.



This will allow for more plasticity in the colours of the machine.



The next stage of painting is the laying of the primer paint. This is not the base colour but the one after it. I use cream yellow here, which I will later extinguish with the target machine base colour.

After this layer has evaporated, it is time to apply the Yellow H313 base colour from the Mr.Hobby range. I apply the paint in thin layers, concentrating more strongly on larger surfaces and the middle of planes. Thanks to this I keep the previously applied delicate shadows.



I use the Brown colour (H310) to camouflage previously prepared, masked surfaces. The painting scheme in the machine manual in IDF colours is very attractive. You can see it after finishing the work - it looks very nice already at this stage. I



In the next stage I apply dry sand-coloured pigments to the upper surfaces. Rotor shovels are made of light sand-coloured Ammo Mig. Once again, I soil the bottom of the machine - this time with bright pigments in selected places. In the meantime, I am preparing the suspensions. The assembly of previously prepared wheels is always a lot of fun. The machine is almost ready and, most importantly, stands on wheels. Ready-made rotor and shovels - they look very realistic after the dirt process! I apply a matt clear coat on the whole model (several times in fine mist). Installation of the armament and subsequent painting of the underside of the helicopter.

paint the bottom part with blue shades obtained from blue and light blue from Mr.Hobby palette. I have previously masked the surface with a painting tape and Tamiya tape. After painting the camouflage there is a need for small corrections, which I make by retouching with a thin brush and strongly diluted with Brown paint. Gluing the suspension shin will allow to put the replica quite safely.

I fix it with CA glue and peseta to previously prepared recesses. The clear gloss paint completes this stage of work. In the next one I will proceed to arranging the machine's markings in the form of dedicated, set decals for IAF markings. While applying the markings, I support myself with liquids for decals and decals (specifics from Mr.Hobby). The set decals are of quite good quality and settle nicely on the surface. There are not many of them, so the process of decorating a thumbnail does not take long. Additionally, I apply markings on launchers and rockets. Finally, I apply clear varnish on the whole model and the suspensions. After a good drying time I start the process of getting dirty and ageing of the thumbnail.

It will quickly lose its pristine look and become a replica of the machine in use. However, I will not exaggerate with the dirt, reflecting the character of the machine, which is well maintained and at the same time emphasizes the character of work in desert conditions.

Before I do so, I am arming the cockpit with photo-etched elements from Eduard. I quickly bring the interior to life with beautiful details from a Czech accessory manufacturer. I mount all PE elements with CA adhesive for their durability.

DIRTY. First of all, I apply a ready-made specificity in the colour of dark mud to selected places. This is a proven, ready-made Ammo Mig product. I apply it in places, leaving it to dry and then wipe off the excess with sanitary sticks. I do this all over the helicopter. The stage of work is completed with the application of a clear semi-matt paint spray.

The next stages of dirt I carry out with the help of dry pigments in light pen colour applied with a brush. I want to accumulate dust and dirt in selected places: on the upper, central part of the fuselage and on the bottom. After applying with a brush I fix them by rolling them with a hygienic cotton pad soaked in turpentine. I repeat the steps until a decent effect is achieved. Yes, to get light stains.

Separately prepared components such as radar, rotor with blades, wheels and other details I treat with rinses to obtain real dirt and extract the details. After their preparation and drying I stick them to the thumbnail one by one.

33



Assembly of the last parts on the underside of the machine. As the last one, I stick my own prepared hooks under the side slings of the armament. Fully prepared Apache bottom.





I do the same with the canopy, which I prepared and painted separately. For painting I used Eduard masks of excellent quality, allowing for precise colouring of this demanding element. At the end, I glued the prepared glazing element onto the prepared hull using Revell (Contacta) fairing adhesive.

What I had to do was to glue all the other small and bigger elements, which is the greatest pleasure in building the model. On the top edges of the wings I glued my own prepared side suspension hooks. I made them out of the created PE sets most suitable for this part. After installation I painted with Mr. Surfacer primer and finished with metallic paint from Mr. Hobby palette.

I left it at the end due to the delicate nature of these elements which could be damaged when wanting a replica in this place. Step by step, the replica gains on the target, realistic shape and is extremely pleasing to the eye. After transmitting the radar, armament, the Spindle Hole with blades (middle and back) I could consider the design as jumped.

The aim of this quick project was to see how much can be achieved from a set offering not too much from the box. Hobby Boss set is a simple set, quite poor in details but also pleasant to assemble.



As it turns out after adding a minimum of accessories (PE elements, masks) you can get quite an attractive replica which I have the pleasure to present in the final gallery.



FOLLOW ME

JEEP WILLYS

ITALERI 1/35

HISTORY. It all started one Christmas, taking a walk through a toy store, a very colorful Jeep caught my attention, with the decoration of a follow-up vehicle, a "Follow Me". Well, my wife didn't think twice and gave it to me, giving me great joy. During World War II, airfield traffic was frenetic. The planes were coming back from the missions and they had to be brought back to their parking lot without causing chaos. Vehicles began to be improvised with large signs painted in very bright colors. The most numerous vehicle, the Jeep Willys, an exceptional, simple and tough platform that has done countless tasks. They were painted in solid yellow, yellow or white with black, or white and red squares, even simply with a huge poster with the legend "Follow Me", or with suggestive Pin-Up type images. Some equipped radios for communication with landing planes.



THE KIT. He is an old acquaintance of Italeri. A kit with many years behind it, to which new versions are being released, in this case with the Ref.70390, although it has been the same for a long time. It includes two figures, a driver and another, to equip a bazooka-type M18 Reconless Rifle, as well as a trailer, giving many options.



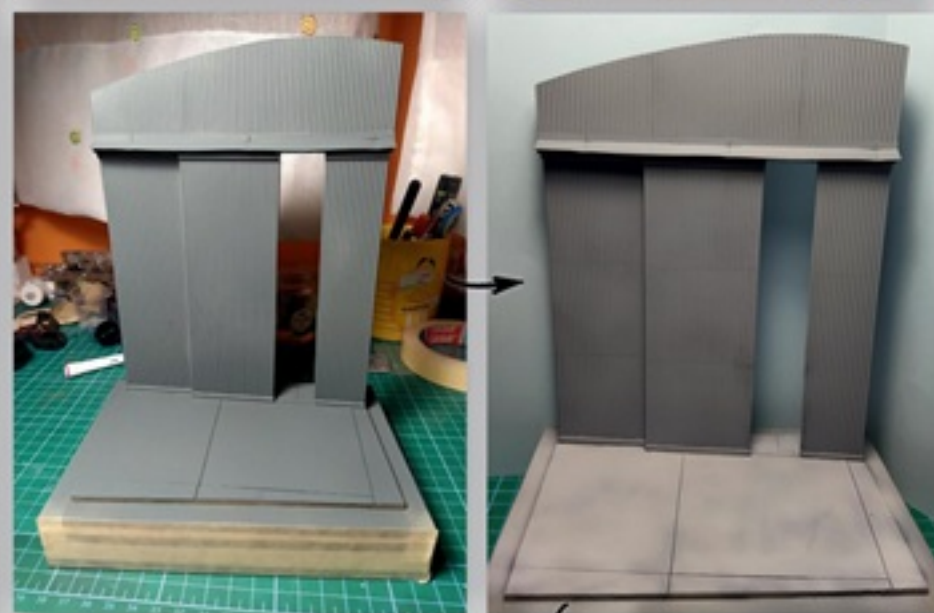
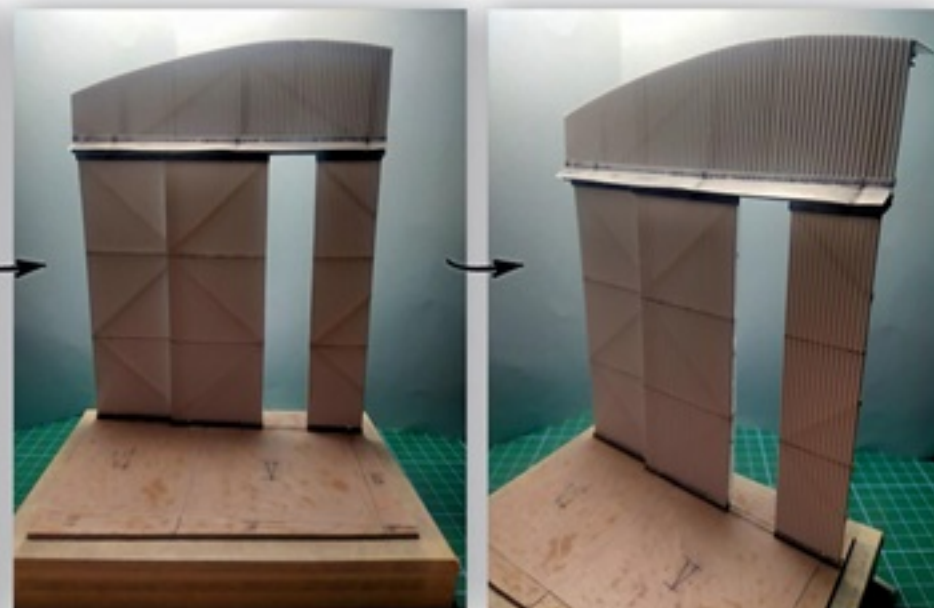
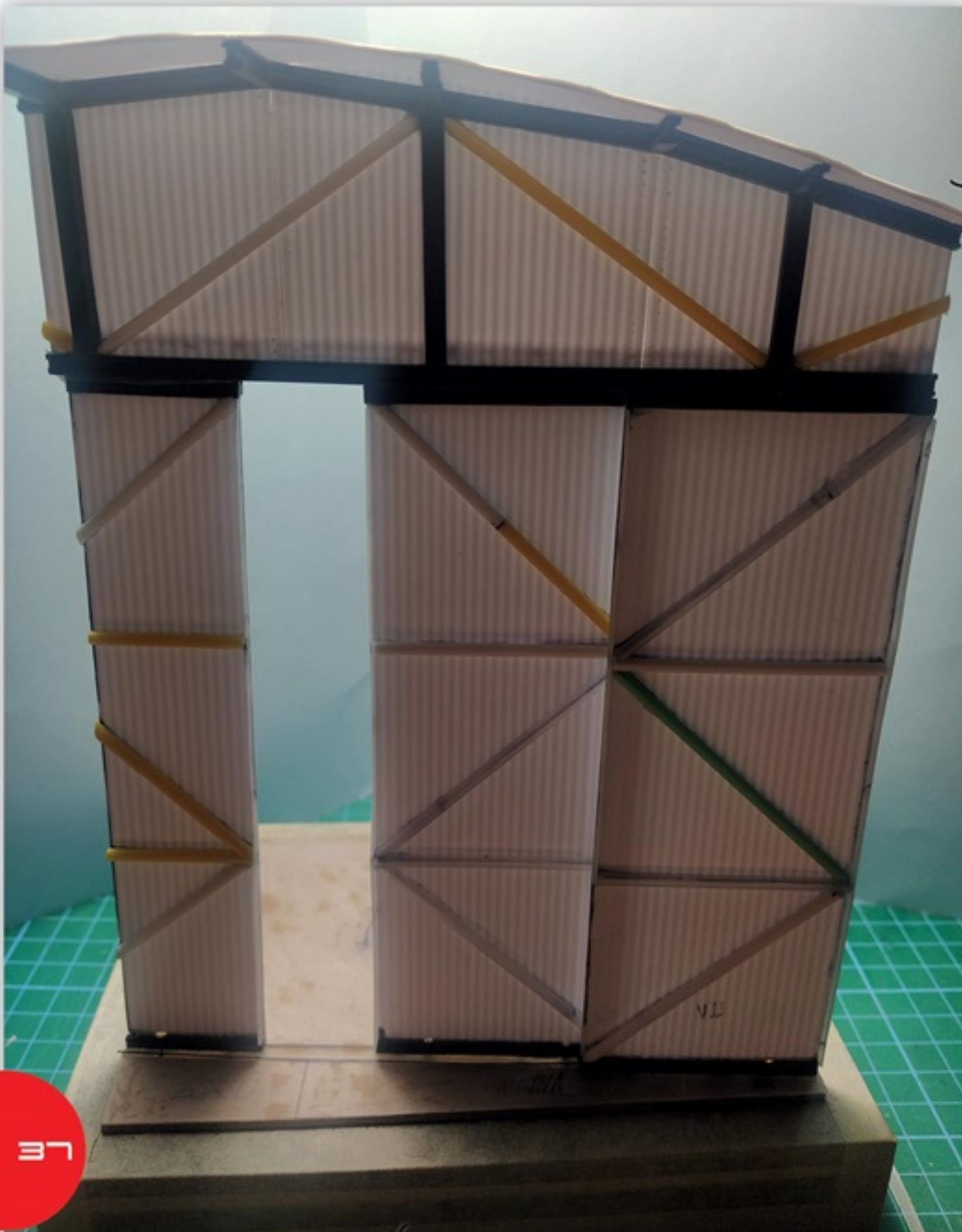
The biggest downside that I see is that the engine comes solid with the chassis, so if you plan to detail the engine and make it visible, you have to empty the lower part of the engine and add a tube that joins the engine with the exhaust.



36



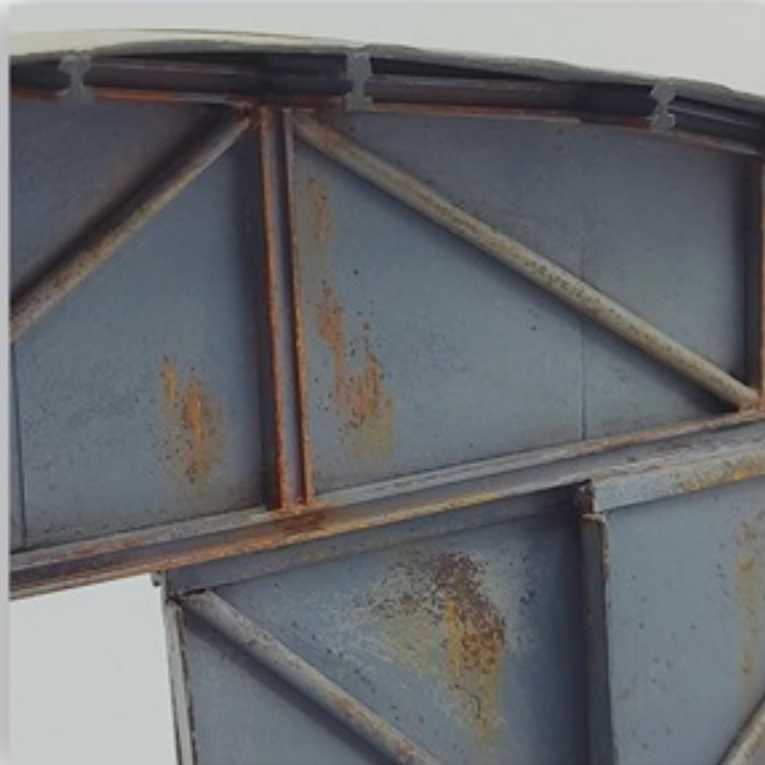
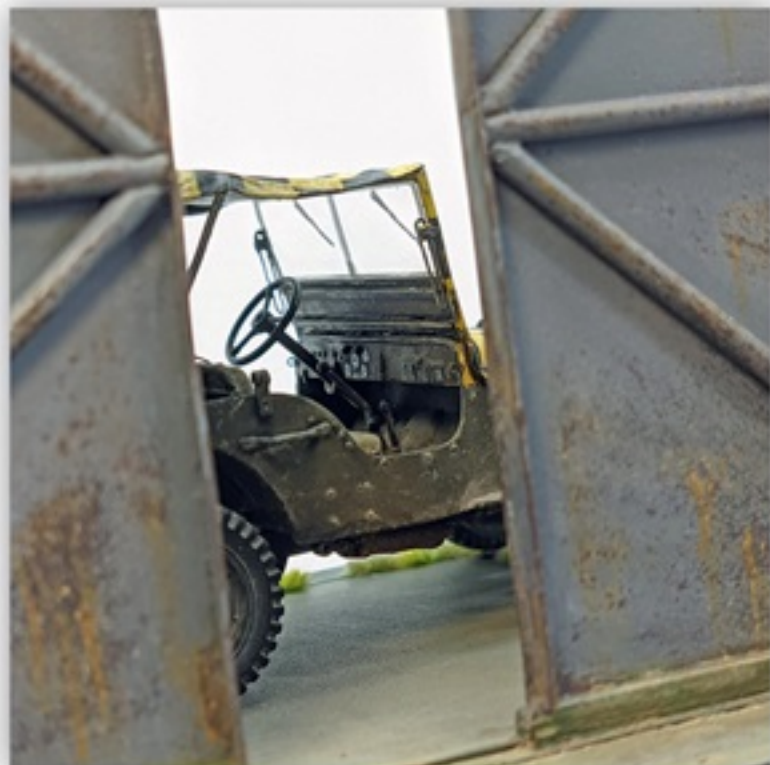
ASSEMBLY. I started with the engine. The first thing was to empty the space between it and the largeros of the chassis. Later, I made a series of improvements with copper wire and broom hairs, to make wiring for lights and spark plugs, as well as the few electrical systems that the vehicle has. I made the protectors of the spotlights with metal from a candle, these being sanded inside with a milling cutter, since they were quite thick.



I finished the lights by lining the inside of them with silver paper from a pill blister, as it is very thin and malleable. The lateral focus, the protector was replaced by a metal sheet of a candle. Construction of the interior is quick and simple. The seats were covered with a layer of tissue paper, in order to recreate a wrinkled and dirty seat, worn by time. The interior was dusted and there was chipping and scratches. A BC-620 radio was built from scratch, based on seeing and measuring multiple photos on the internet. Finally, to detail the poor interior, some dials of the clocks are painted and with remains of decals, the glove box, leaving the interior ready. To make the hood, I chose to use tissue paper with white glue. Taking the hood from the kit as a base, I put two layers of tissue paper, giving thin layers of white glue mixed with a little water. Once dry, I gave it the same mixture of glue and then a few layers of matte varnish to give it consistency. The metal structure of the hood is made with wire from a paper clip, and joining the two parts

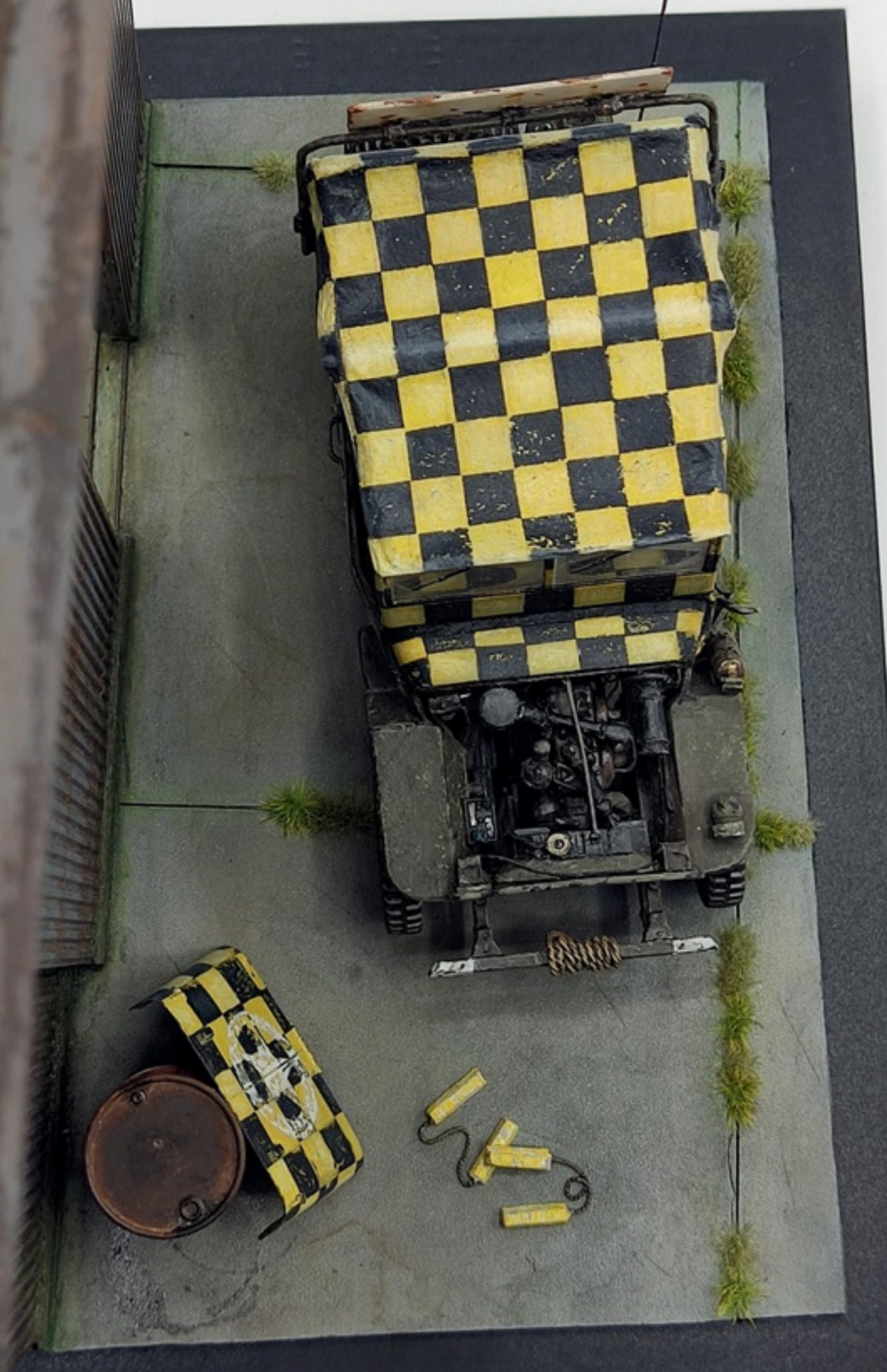
of it to the chassis with a small part of the kit piece. The "Follow Me" sign is made using another paper clip, reusing the sign that comes in the kit, adding small pieces of Tamiya tape and making a hole with a punch, as if they were rivets or screws.

To finish with the improvements, I made from scratch a typical fire extinguisher of the time. There were two types, a gold-colored fire extinguisher and a grayish-colored decontaminator, which was longer and narrower, so I opted for the first. This fire extinguisher was made, with a 4mm electrical terminal, its covers are also made of aluminum from a pill blister, making its handle with a piece of staple, shaping it with a file. I finish the fire extinguisher with some very thin strips of Tamiya tape and two pieces of very fine copper wire, for the buckles that hold the fire extinguisher. I also replaced the bodywork handles with ones made of lead wire and a winch-rope, with hand-braided copper wire, with carabiners made of lead wire.



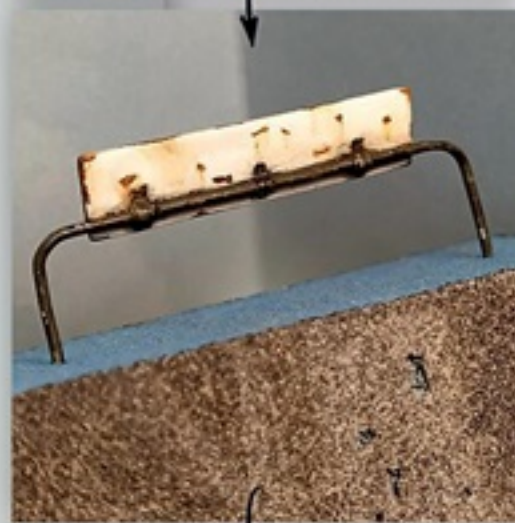
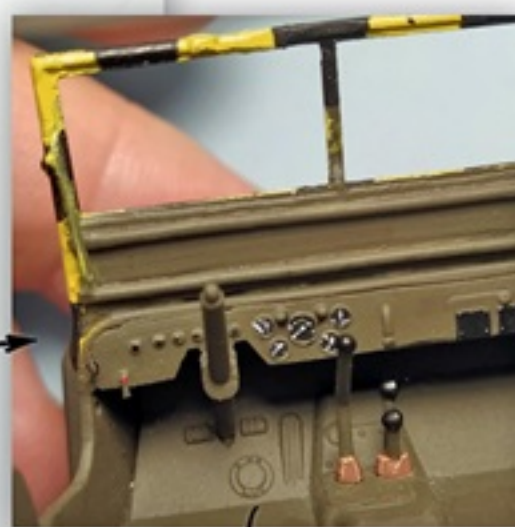
PAINTING. After being spray primed with Citadel "Mechanicus Standard Grey", it was fully painted with a 2:1 mix of US Olive Drab (70889) and Violet Brown (70887), both from Vallejo.

Next comes the tedious, but nice, grids. The areas that are painted in Matte Yellow (70853), are previously painted white, so that the yellow color takes on body beforehand. I apply hairspray, so that when painting all the following colors, when rubbing with a



brush or toothpick, I can make wear. Then I paint the grids black, with German Gray (70995), with a drop of White (70951), to avoid the so-called scale effect. I proceed to make the chipping of the squares, without being too excessive. The discolored ones are made with a white watercolor pencil, in a very blurred way, marking where the bars of the hood structure go. The lacquer technique is reapplied to the three USA stars. The one on the hood is done with masks, making the wear with a slightly hard brush. The sides also with masks, are left practically erased.

The rest of the vehicle is done by brush wear with the proportion of green paint, adding some white, as well as the chipping, with Ammo's Chipping color (MIG-0044). Semi-circular masks are made with a cutting



compass on the front glass, and then very softly spraying Matte Varnish (70520), in order to simulate dirt on the glass.

Airfield Dust pigment (A.MIG 3011) is applied, with Enamel Odourless Thinner (A.MIG-2018) on the outside, and with a little of its Pigment Fixer (A.MIG-3000), for the inside of the fenders. I use the same pigment and a 50/50 ratio of Thinner and Fixer for the underside of the vehicle, to make it look like more smear buildup, giving it that dirty, low-maintenance touch. Also, Fuel Stains (A.MIG-1409), mixed with a little black pigment (A.MIG-3001), is applied to the oil in the engine and a small spill on the driver's seat, since that is where it was. located the fuel tank.

The base. The idea was to represent a vehicle with very little maintenance and cleanliness, and I wanted to set it right. A colleague told me something about an old hangar in deep



America and seeing photos on the internet I opted for an old and rusty hangar. The base is a simple black photo frame, and with the wood that covers its bottom, it is used as a floor.

Several square pieces of plastic were cut to simulate concrete slabs from airfields. These were primed with Citadel "Mechanicus Standard Grey" and pre-shaded with black.

Subsequently, it is covered with layers of Gray Sky (70989), with a couple of drops of black (70950) so as not to cover the pre-shading. Lighter areas are then painted randomly, adding white to the previous mixture.



We continue to cover the area with various pigments and oils, recreating stains and drops and a variety of tones. Then some clumps of grass from Green Stuff World and dried plants, made with brush hairs, are added to the joints.

The doors are made with 1mm Evergreen sheet in a corrugated shape. The back structure is made with ear buds and the H-beams with remnants of a magnetic mosquito net structure. As you can see, I love recycling and scratching. The entire assembly is secured to the base with several nails and epoxy glue.

The paint on the doors consists of Citadel primer, and then MIG oxide color, in order to chip, using the lacquer technique.

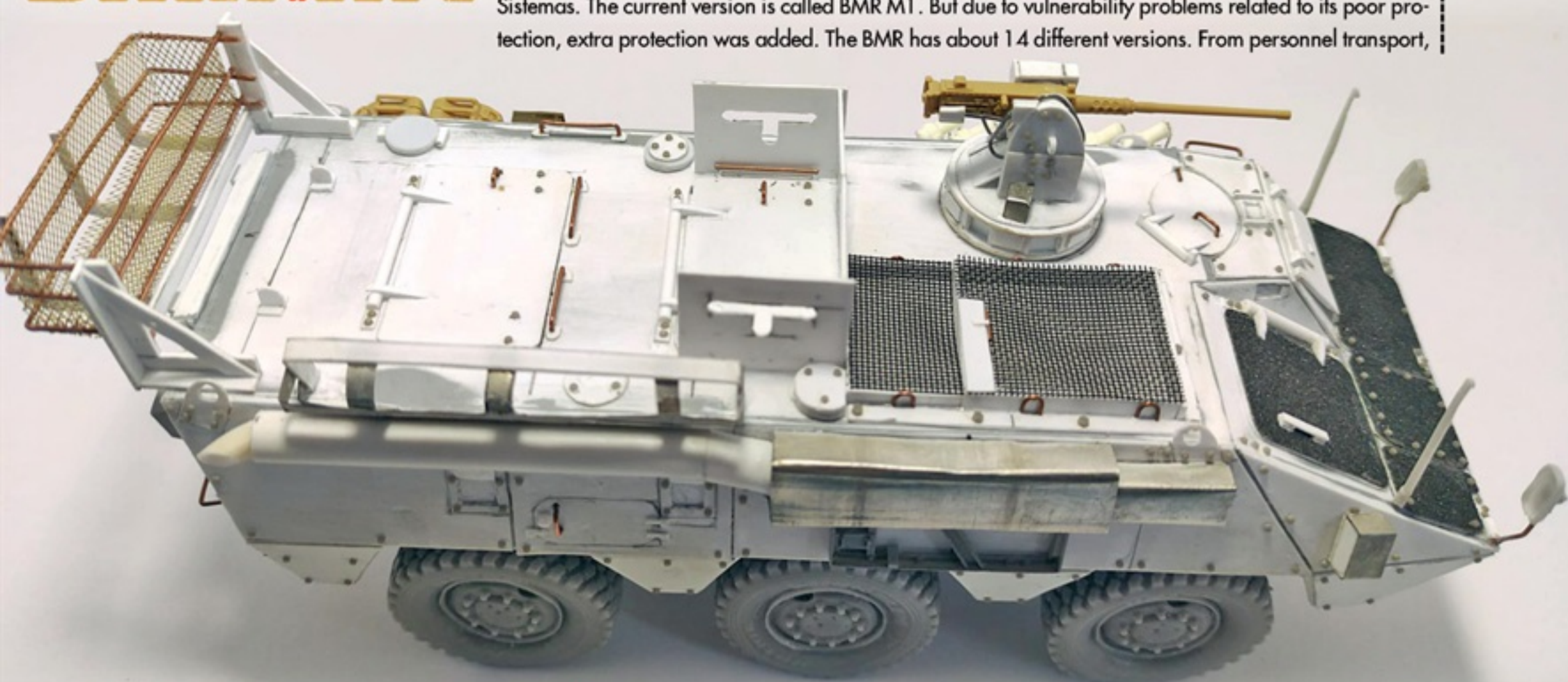
After giving this, I paint in gray, with a little more black to the base mixture, making chips and scratches. Then I do a long work of rubbing, chipping and rusting, with some dry brush first, lightening a little the color of the doors and three different colors of watercolor pencils, in brown and orange tones. Some mold and moss is added with green watercolor pencils and oils. To finish the base, I make some chocks for the planes, with braided copper wire for the ropes and a couple of pieces of balsa wood, painted with lacquer technique, with base white and yellow, as well as a 200 L drum. This is from Miniart "U.S Fuel Drums 55 Gals" Ref. 35592, which is given a couple of strokes and after priming it in Gray (73601) from Vallejo, it is painted in MIG oxide color and the painting technique is repeated. lacquer, painting the tops in Vermillion Red (70909), which is a softer red for sun fade, and White. Scratches and chips are done with a sewing needle, finishing with some Fuel Stains on the lid of the drum, with some black pigment. The rust and oil lines are made with watercolor pencils. For me, the construction of the base and the assembly, detailing and painting process of this very particular Jeep has been a very gratifying experience. I hope you like it, and that it helps or inspires some modeler.



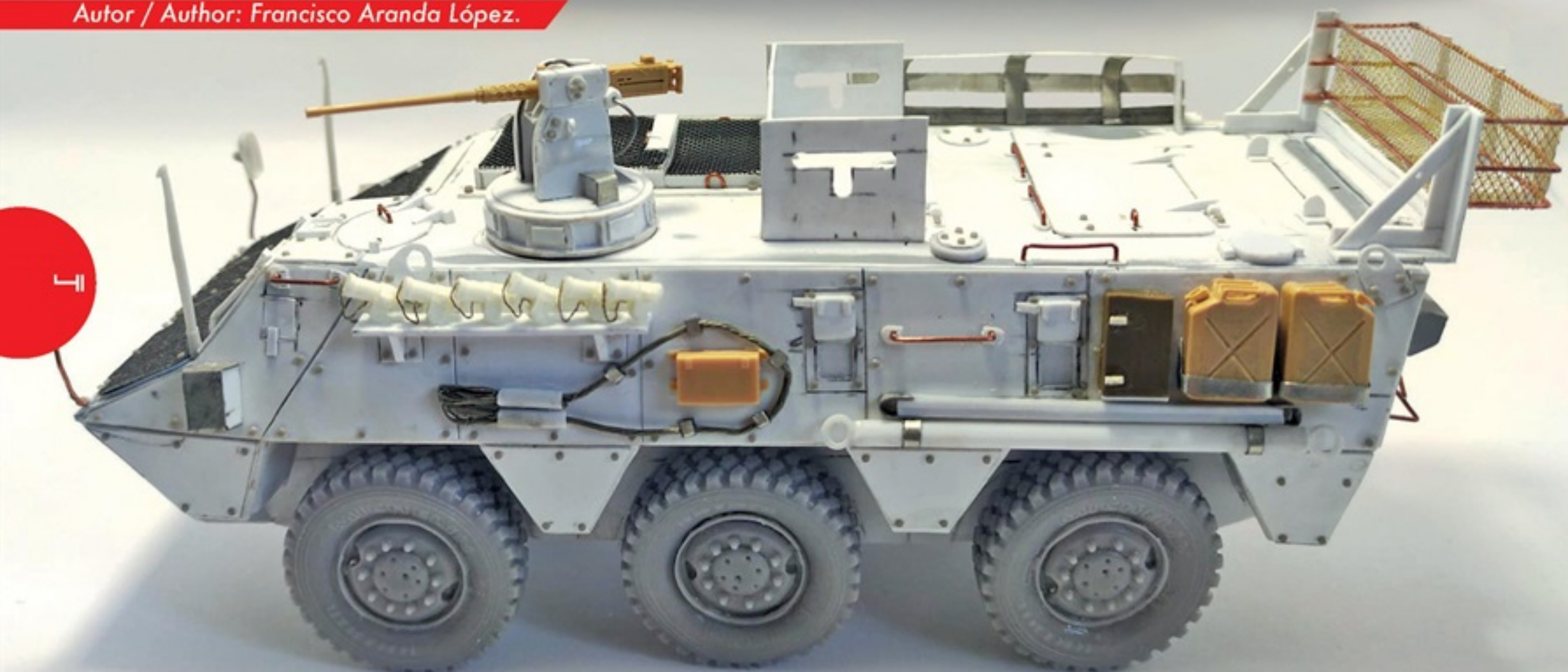
BMR M1 BLINDADO MEDIO SOBRE RUEDAS

SCRATCH 1/35

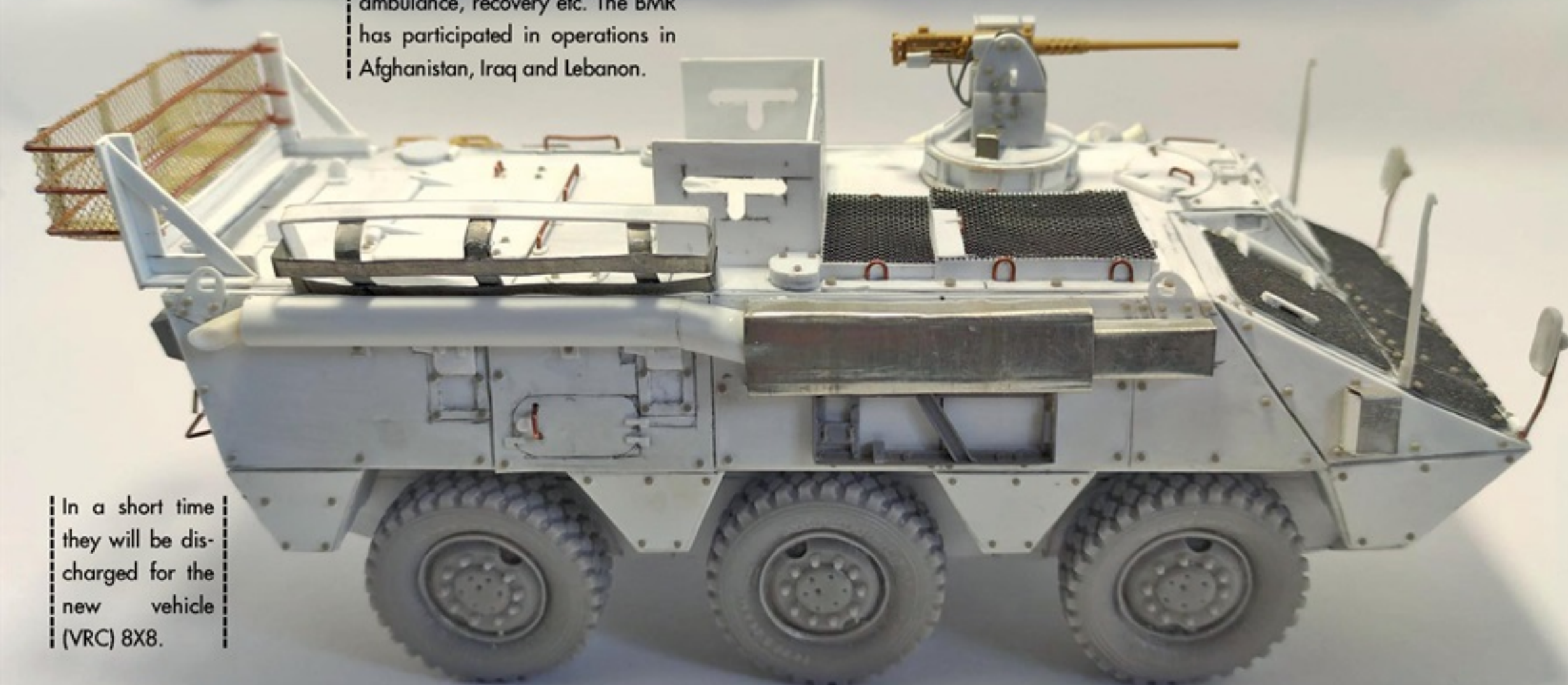
The BMR is a six-wheeled light armored vehicle manufactured in Spain by the company Santa Barbara Sistemas. The current version is called BMR M1. But due to vulnerability problems related to its poor protection, extra protection was added. The BMR has about 14 different versions. From personnel transport,



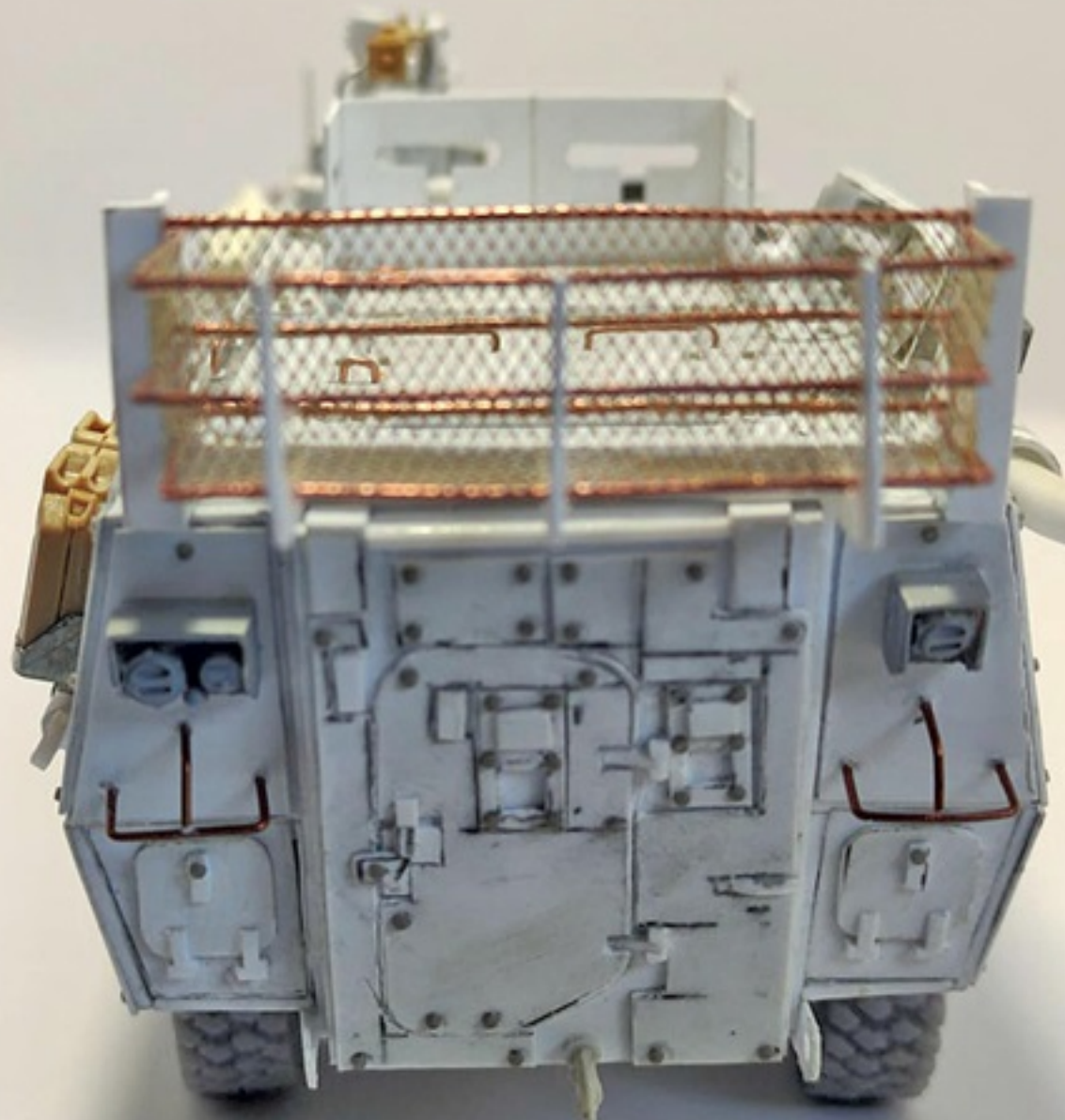
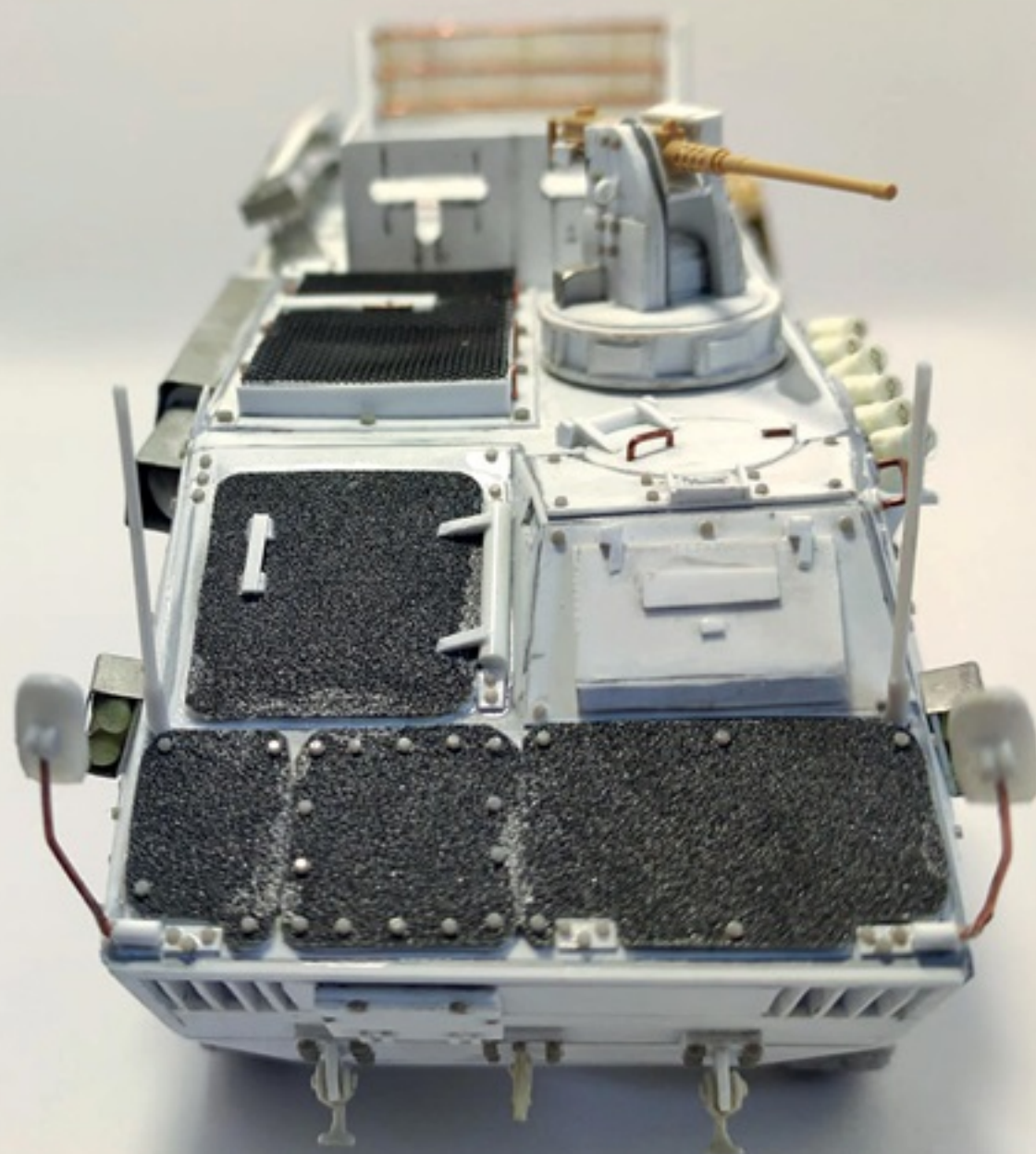
Autor / Author: Francisco Aranda López.



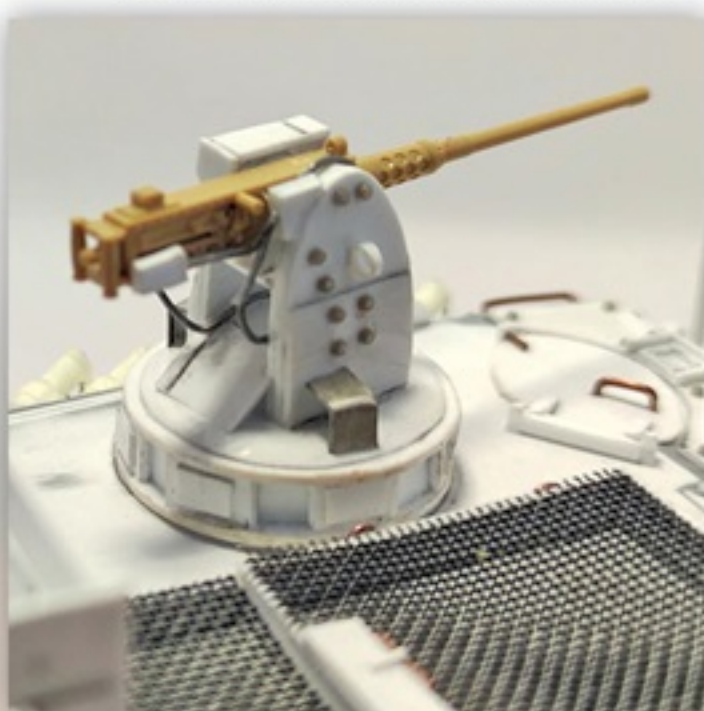
ambulance, recovery etc. The BMR has participated in operations in Afghanistan, Iraq and Lebanon.



In a short time they will be discharged for the new vehicle (VRC) 8X8.



THE MODEL: In the absence of a good kit that correctly reproduces this armor, I opted to make a version from scratch. As always, it is very convenient to obtain as much graphic information as measurements, plans and sections as we can in order to find the right proportions and tackle the construction with the greatest possible rigor. As you can see, I have also used diverse material from commercial kits, most of them from the typical leftover drawer and that are common to many military vehicles of many other armies and, of course, the Spanish one among them.



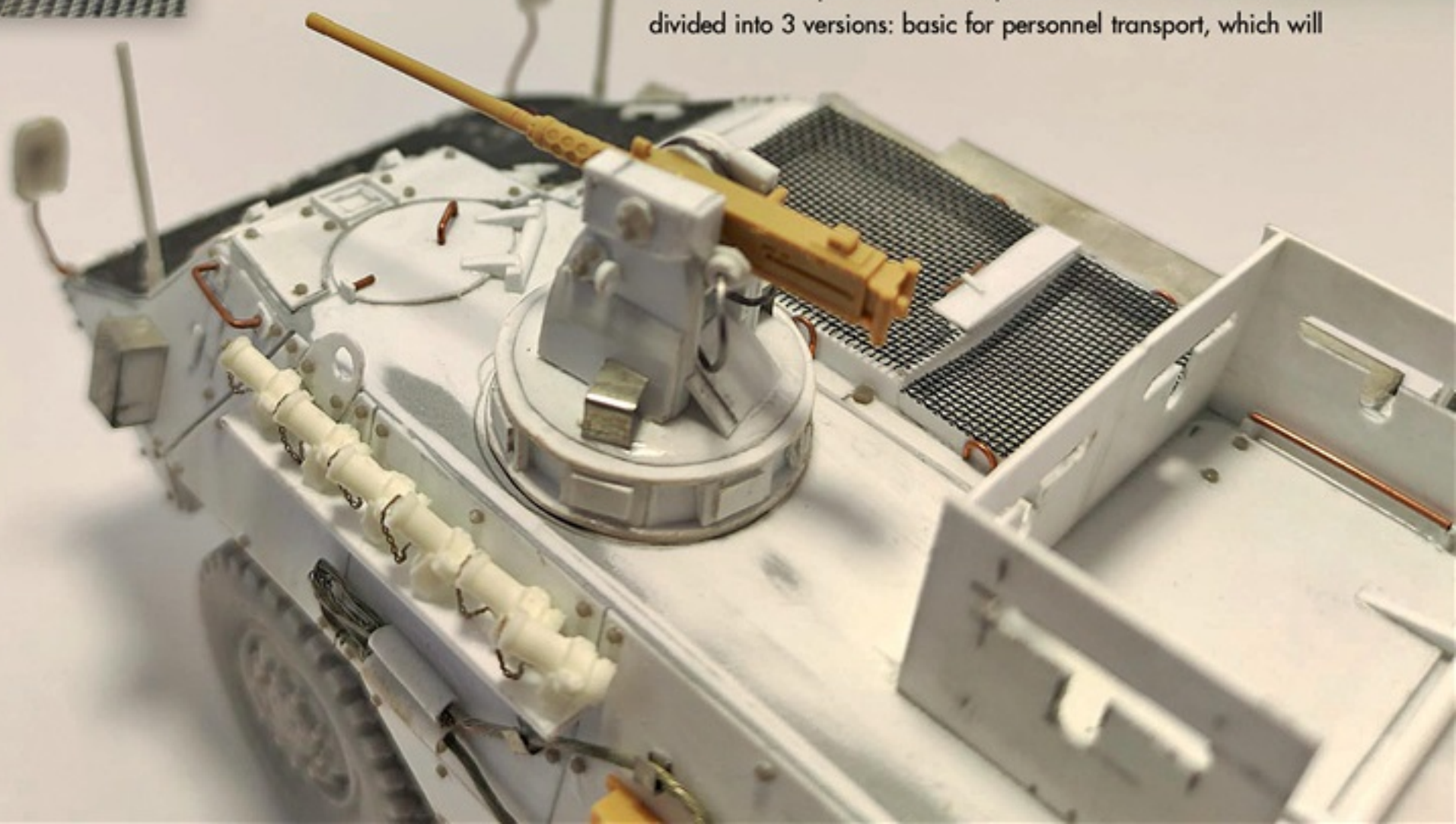
It is worth noting the successive copy of the wheel in resin after its preparation, until reaching the number of 6 units that the unit assembles. As a basic construction material, I used the much-worn plasticard in different thicknesses and sizes, copper wire, plastic mesh and photoengraving, copper plates and some other piece of braided wire to conceive the BMR service and drag cables.

When facing a job of this magnitude, it is convenient to draw many of the pieces, cut them and test their fit, always leaving the wiring, rivets and other details for last, such as the front plates, which will give character to the finished work.

Due to its age and obsolete protection against current threats (basically improvised explosives (IEDs) or anti-tank missiles), the Spanish Ministry of Defense plans to replace part of the fleet with the so-called Dragon program, a new wheeled armored vehicle (VCR) of 8X8 drive. This program provides for the acquisition in a first phase of a total of 240 vehicles divided into 3 versions: basic for personnel transport, which will

replace part of the BMR M1 (113 units); command post, which will take the place of the BMR M1 of that version (8); and cavalry scout, to replace the VEC M1 (119).

At least 40 of the total number of vehicles were to be available before 2014 and the rest before the end of 2016. But the delays have accumulated until 2022.





MODEL KIT N° 32091

Yak-9K

ICM

Yak-9K
WWII Soviet fighter



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Bristol Beaufort Mk.I WWII 1/48 ICM



Lederc TS REVELL 1/72



Soviet Apocalypse Tank! 1/35 Border



Ford V8-G81A Funkkraftwagen 1/35 RODEN



North American AJ-1 Savage 1/72 RODEN

Buques de la Armada Española



LOS PRINCIPALES BUQUES ACTUALES DE LA ARMADA ESPAÑOLA

2. Fragatas Clase "Álvaro de Bazán".
3. Buques de Asalto Anfibio Clase "Galicia".
4. Fragatas Clase "Santa María".
6. Submarinos Clase "Galerna".
7. BIO "Hespérides" y "Las Palmas".
8. LHD "Juan Carlos I".
9. BAC "Cantabria".
10. BAM clase "Meteoro".
11. Buque Escuela "Juan Sebastián de Elcano".
12. Patrulleros clase "Serviola".
13. Patrulleros clase "Chilreu".
14. Patrulleros clase "Anaga".
15. Cazaminas clase "Segura".

Buques Históricos de la Armada Española



LOS BUQUES MÁS EMBLEMÁTICOS DE LA HISTORIA DE LA ARMADA ESPAÑOLA

1. Portaaviones "Príncipe de Asturias".
2. Portaaeronaves "Dédalo".
3. Fragatas clase "Balears".
4. Cruceros clase "Canarias".
5. LSD TA-31/L-31 "Galicia".
6. Cruceros del 98 (I) clase "Vizcaya".
7. Destruyores clase "Lepanto" (Fletcher).
8. Acorazados clase "España".
9. Submarinos "Isaac Peral" A-0 y clase "A".
10. Submarinos clase "S-30".
11. Portahidroaviones "Dédalo".
12. Cruceros del 98 (II) "Cristóbal Colón".
13. Submarinos S-60 "Delfín".
14. Destruyores "Churrua".
15. Corbetas clase "Descubierta" (I).
16. Transportes "Aragón" y "Castilla".
17. Torpederos clase T-1.
18. Cruceros clase "Príncipe Alfonso".
19. Petroleros "Plutón" y "Teide".
20. Submarino G-7/S-01.
21. Submarinos clase "B".
22. LST clase "Velasco".
23. Destruyores "Oquendo".
24. Dragaminas "Nalón".
25. Dragaminas "Guadalete".
26. Fragata Blindada "Numancia".
27. Acorazado "Pelayo".
28. Submarinos clase "C".

Serie Aeronaval de la Armada Española



1. Helicóptero Sikorsky H-19/HRS-3.
2. Caza Martinsyde Buzzard.
3. Cazabombardero AV-8A/S.
4. Hidrocanoa Dornier Do-J WAL.
5. Helicóptero AH-1G Cobra.
6. Torpedero Vickers Vildebeest.
7. Savoia Marchetti SM-62.
8. Helicóptero SH-3D Sea King.
9. Helicóptero AB-204B.
10. Helicóptero Bell 47.
11. Hidrocanoa Supermarine SCARAB.
12. Helicóptero SH-60B SEA HAWK.
13. Hidrocanoa FELIXSTOWE F.3.
14. Helicóptero Hughes H-500M.
15. Helicóptero AB-212 ASW.
16. Aviones de la 4ª Escuadrilla.

Blindados del Ejército español



- Nº 1 Carro de Asalto SCHNEIDER CA1.
- Nº 2 Carro de Combate RENAULT FT-17.
- Nº 3 Camión Blindado GMC C15TA "Trumphy".
- Nº 4 Carro de Combate PANZER IV H.
- Nº 5 Carro de Combate T-26.
- Nº 6 Blindados de las CAMPAÑAS DE MARRUECOS.
- Nº 7 Carros de Combate TRUBIA.
- Nº 8 VCI PIZARRO.
- Nº 9 Carro de combate AMX-30.
- Nº 10 Autoametralladora BILBAO.
- Nº 11 Panhard AML-245 H-60/90.
- Nº 12 COB M-3A1.
- Nº 13 Carro de Combate M-24.
- Nº 14 VRCC CENTAURO.
- Nº 15 TOA M-113.
- Nº 16 Carro de Combate M-60.
- Nº 17 Carro de Combate Leopard 2A4.
- Nº 18 Carro de Combate CV.33/35.
- Nº 19 Carro de Combate Panzer I.

ALAS SOBRE ESPAÑA



- Nº 1 CASA C-207 "Azor".
- Nº 2 Grumman HU-16 Albatross.
- Nº 3 Aviación Militar en Guinea.
- Nº 4 Heinkel He-51.
- Nº 5 Dornier/CASA D0-27/C-127.
- Nº 6 Canadair CL-215/415.
- Nº 7 Lockheed KC/C-130H Hercules.
- Nº 8 Helicópteros en Afganistán.
- Nº 9 Misil AIM-9 Sidewinder.
- Nº 10 Bombarderos Farman F.50/60.
- Nº 11 Loring R.I & R.III.
- Nº 12 Fokker F-27 Maritime.
- Nº 13 Douglas C-47.
- Nº 14 Bristol Fighter F.2B.
- Nº 15 AIRBUS C295.
- Nº 16 Dewoitine D.371/372.
- Nº 17 Boeing CH-47 Chinook.
- Nº 18 McDonnell Douglas F-4C Phantom II.
- Nº 19 Lockheed F-104 G Starfighter.
- Nº 20 Helicópteros en el Sahara.
- Nº 21 SAR en España.
- Nº 22 Heinkel He 45.
- Nº 23 Hawker Spanish Fury.
- Nº 24 Lockheed P-3 Orion.

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