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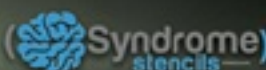
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Hobbyworld 2022

248



HECHO EN ESPAÑA
MADE IN SPAIN



SCRAP ART Rafael Galán Montesinos

001



RENAULT 4 ABANDONED Manuel Millán Lago

009



THE FORCE AWAKENS FALCON Allezander Rueda

015



FIREFIGHTER TO THE RESCUE Alejandro Arrabal

021



RUST-ZONE Tomasz Janiszewski

023



F-16 A VENEZOLANO Joe Odoardi

035



NEWS

043



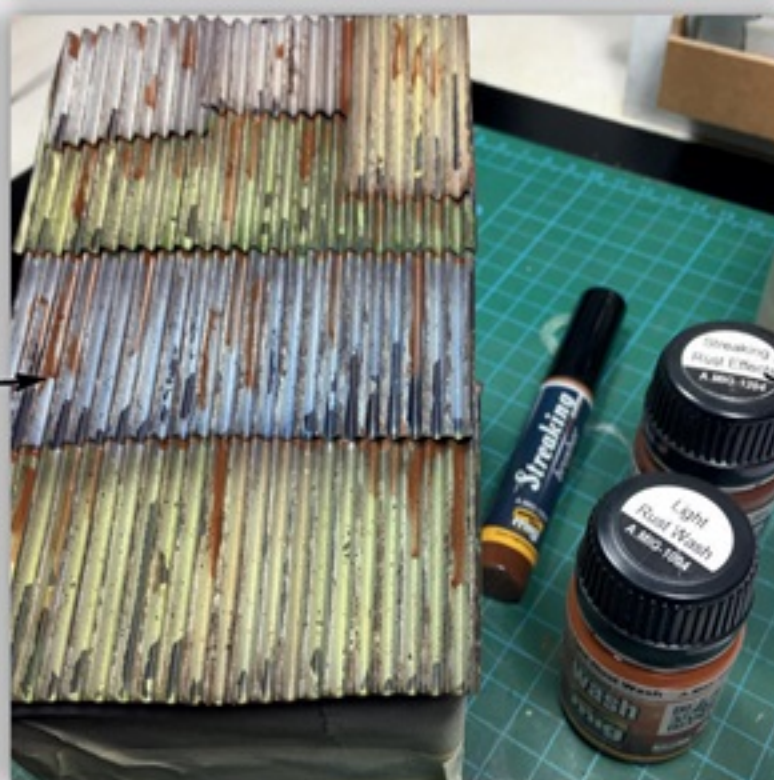
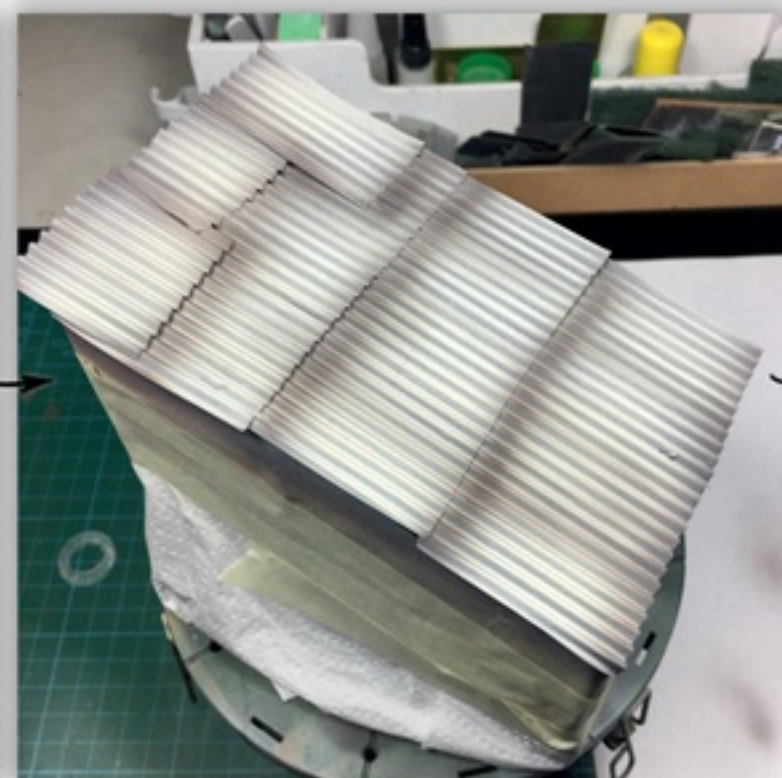


Scrap art, whose worldwide name is Scrap Art, consists of the creation of welded metal sculptures, through the reuse of disused pieces of different sizes.

This scene depicts a sculptor disguised as a junk dealer surrounded by works made from scrap metal and working on his version of the Girl with a Pearl Earring.

The artist gives a second life to materials that were abandoned in his day, transforming garbage into art.



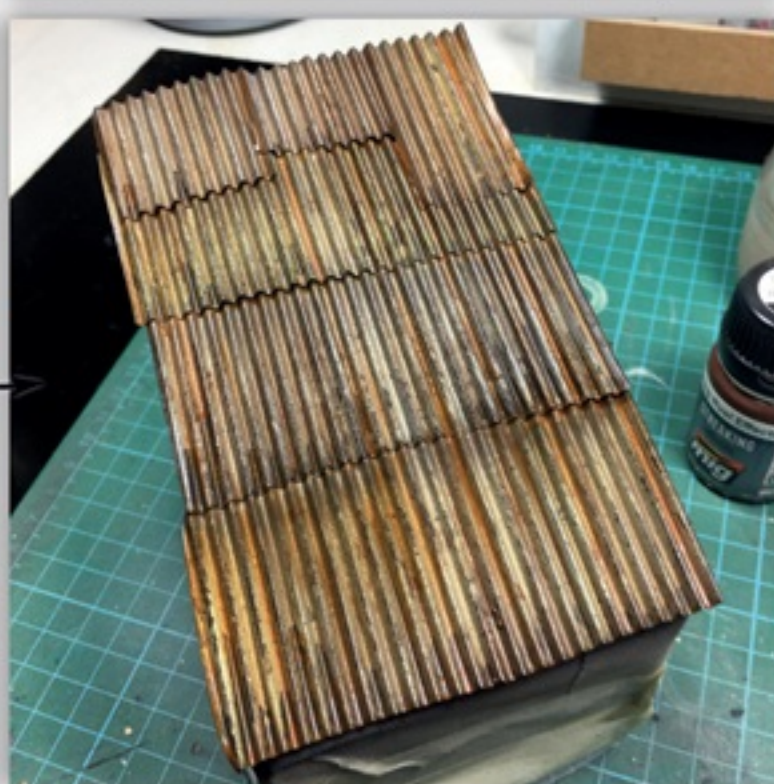
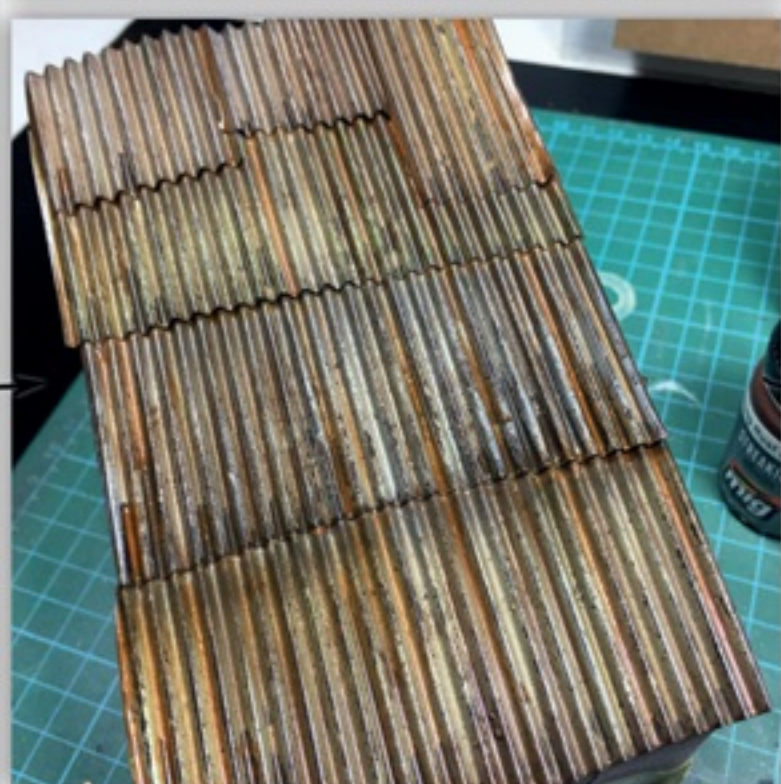
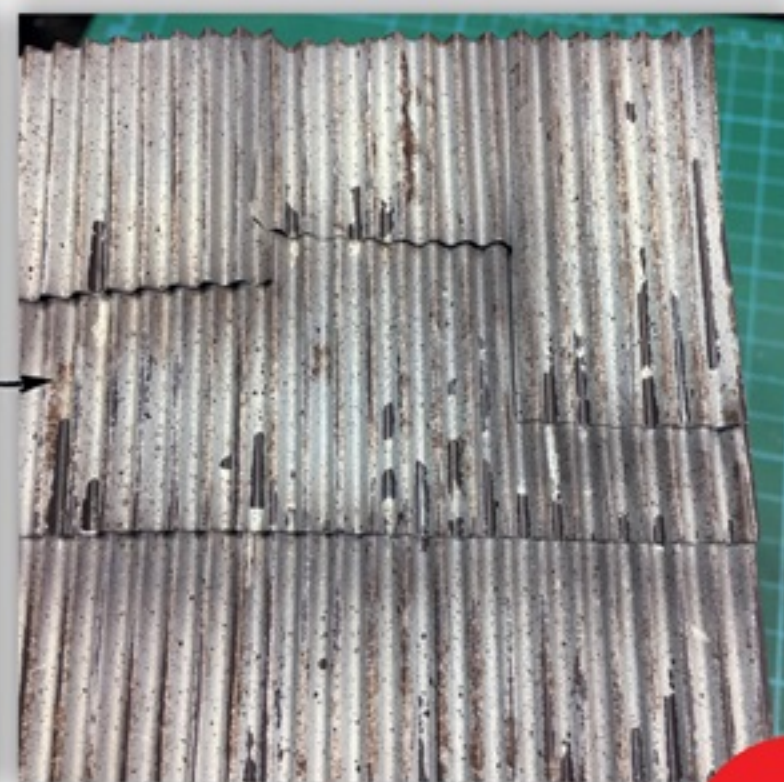
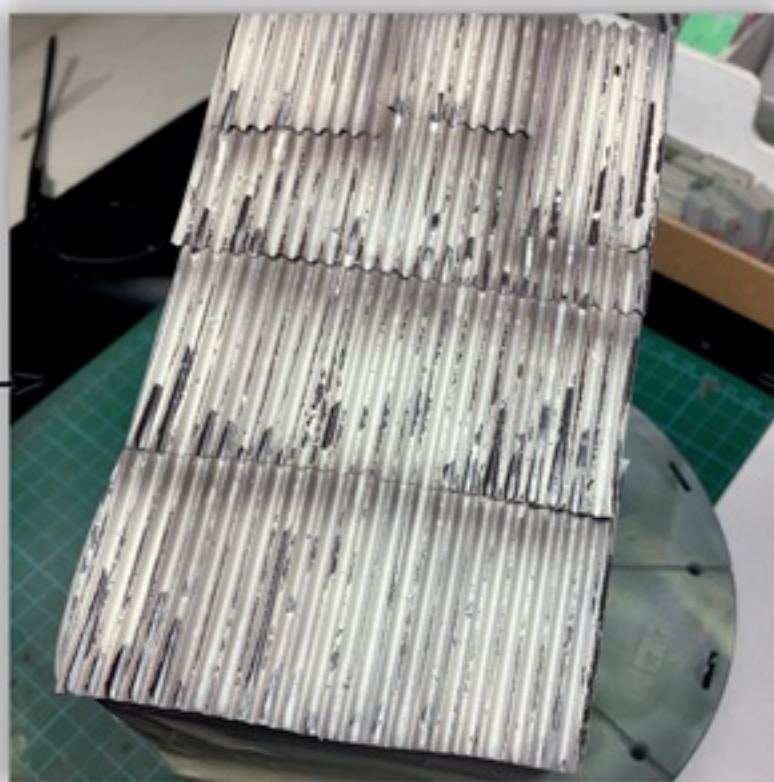
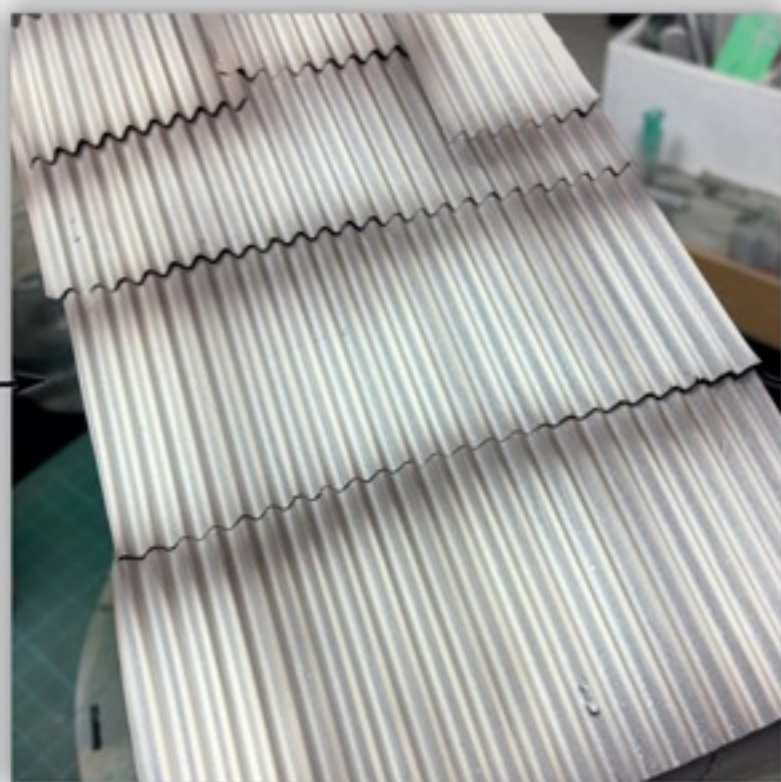


All elements of the vignette, including the figure, are either self-build or resin printed parts. There is nothing from commercial kits.

The structure of the casemate is made of XPS foam. We lined it with multiple 1mm polystyrene plates simulating steel or wood plates to which various types of nuts and rivets have been added (made on a 3D printer).

The plates that simulate wood have been textured with a file imitating the grain.





Each piece has been treated with different wear techniques: lacquer technique, sponge chipping, special liquids for chipping, etc... We glue the pieces to the XPS structure with white glue.

The roof is made from sheets of takeaway food packaging. We have made the wavy shape with the tool that Green Stuff has for this purpose.

After priming in white, we apply different filters on each of the plates to give the roof tonal variety. Next we carry out chipping and aging techniques. Finally we glue the plates to the set with white glue.



The floor of the shack is a block of XPS to which we have applied crack-filling putty mixed with some white glue. Before it dries, we give it small strokes with a thick-haired brush to imitate the texture of cement.

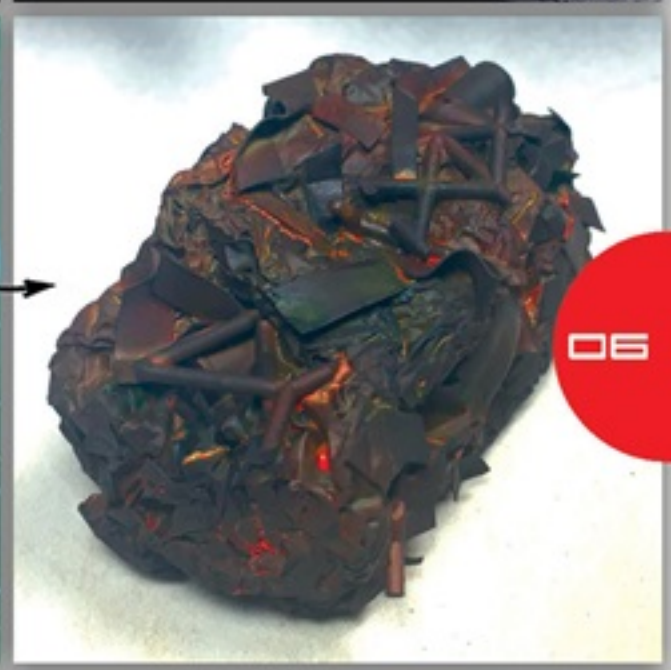
Once the putty dries, it is painted with different shades of grey, we apply an acrylic wash with black very diluted in water and finally a dry brush with acrylic white.

The effects of streaks of dirt and rust are done with watercolor pencils.





I have made cracked asphalt at home. The components are: black pigment, glossy acrylic varnish (in our case we have used the "Bosque Verde" wood



06

polishing wax), microspheres to give asphalt texture and water. Both the pigment and the microspheres are available at drugstores and fine art stores.

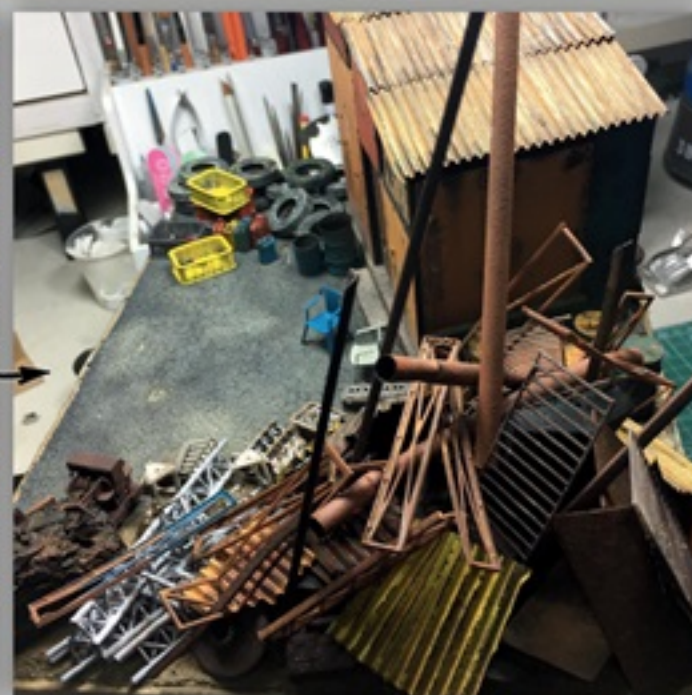
Instead of microspheres we can also use sifted earth. Mix until you get a creamy paste. We apply it with a spatula and let it dry in the sun. The result is cracked asphalt. To give it volume, we dry brush it with gray tones.

Most of the pieces that make up the scrap heap are 3D files that, once printed, have been aged using the usual chipping techniques and orange washes.

As an example: tubular structures, fences, engine blocks, drums, etc.

The plates and profiles are remains of Evergreen. The pipes are pieces of drinking straws primed with a mixture of white glue and microbeads to give it a rusty texture. Later they have been painted with a variety of browns and oranges to simulate rust.





The tires and the Michelin man are also resin prints that I have painted and aged with the usual techniques.

The rags and papers are made with Teflon tape.

Both the welding machinery, the sculptures and the main character are 3D prints.

Once everything is in place with white glue, we integrate the scene with various leaves and grass.

We apply a solution of water and white glue that we drop with a dropper that, by capillarity, spreads throughout its environment, fixing all the elements.





Thanks once again to Mario Tornel for the opportunity to publish in Hobbyworld, I also want to thank my family for their unconditional support and stoically putting up with my hobby of modeling day after day. I would like to thank my friend and teacher Fco. José Pinos "Motriles" for his support and permanent advice, my Telegram group "Full Metal Modelling" and the "Pentagon" for always being there.



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HELLER 1/24

OS

On this occasion I have chosen this beautiful model of the Renault 4 of the Heller brand at 1:24 scale, this vehicle known as the "four cans" was manufactured between 1961 and 1992, the French brand demonstrated its ability to break technical molds and innovate with its engine and equipped it with front-wheel drive.

Autor / Author: Manuel Millán Lago.



As an anecdote, it was conceived to compete with the Citroen 2 CV, its success was notorious.

In total, more than eight million units were manufactured in the various world plants where it was produced or assembled.



ASSEMBLY, PAINTING AND EFFECTS: In the first place, before the primer "Rust Primer, Ref AK11250" 3rd GEN of the AK Interactive brand, I imagine the result that I want to obtain in the end, so at the time of assembly I am already modifying, adding or discarding pieces for that final result.



On this occasion I have opted for the brush mapping technique with different oxide colors as a base layer, I have used the acrylic set "Rust colors set", Ref AK11605" 3rd GEN from the AK Interactive brand.



Then I airbrush a layer of "Heavy Chipping, Ref AK089" from the AK Interactive brand and let it dry to the touch, and just after applying the final color of the



vehicle, once the final color has been applied, with a brush dipped in water,



I remove the last coat of paint in the areas where I want the rust color to be seen,



which is just below, to highlight the areas where the passage of time has had a greater impact on the sheet metal. For the final color of the vehicle I have chosen a white tone for the bodywork and a pale blue tone for the front hood, I have used the Real Color lacquers of the AK Interactive brand "Pale blue" ref: RC017 and "Flat White" ref: RC004.



For the occasional chips I have used "Chipping color, Ref AK711" from the AK Interactive brand for some specific areas of the bodywork.



Once dry, I apply a filter to unify colors, give a feeling of worn paint and start with the effects, the filter that I have used is the "General Dust", Ref: F429 of the MIG Production brand.

In the areas where the rust has been more visible I have used different shades of rust-colored washes, in this case the "Wash Dark Brown, Ref: AK045" and "Wash Light Rust, Ref: AK046" from the AK Interactive brand.

LAND AND VEGETATION:

On the ground I have used an air-drying modeling putty giving the appearance of an abandoned area, accompanying it with different types of vegetation of different brands and models.

The pigments used from the Abteilung 502 brand have been oxide, dust and earth colors. Throughout the painting and effects process, I have left the drying time recommended by the manufacturer in all the steps.



The entire terrain has been worked with oil colors of earth, brown, orange, green, all of the Abteilung 502 brand.

THANKS: To Mario Tornel for making the publication of my work possible. To Carlos Muñoz de Bustillo, a great



modeller and above all a great friend, for his invaluable help.

I hope I have helped you with the explanations and have been to your liking. Let's go for another.

The Renault 4 (popularly known as Cuatro ele, Cuatro latas, Renoleta, Chivoleta, R4, 4Lobbo, Katrca or Amigo Fiel in some countries) is a utility vehicle produced by the French



manufacturer Renault between 1961 and 1992, and originally conceived to compete with the Citroen 2CV.





The Renault 4 entailed the audacity to design a vehicle with a philosophy diametrically opposed to the one followed until then by the French firm. It was a vehicle equipped with pioneering mechanics at Renault, with front-wheel drive, suspension based on torsion bars, and closed-circuit cooling system with an expansion tank. All this entailed a structural design very different from that of the Renault 4CV and the Renault Dauphine that prevailed in the brand at the time.

The design team led by Robert Barthaud made a considerable effort to establish a new car concept, also pressured by the need to achieve a reasonable sale price, given the market for which it was intended. The solution had to surpass the Citroën 2CV, whose success was notorious at that time. In total, more than eight million units were manufactured in the various world plants where it was produced or assembled.



THE FORCE AWAKENS MILLENNIUM FALCON

BANDAI 1/144



THE REAPPEARANCE OF THE FALCON:

The First Order sends a group of Stormtroopers to look for traces of the two fugitives and upon locating Finn they carry out an air attack on the place, so these three try to escape aboard a red ship that was being repaired, but it is destroyed at the last second so they decide to escape together aboard an old cargo ship: the Millennium Falcon.

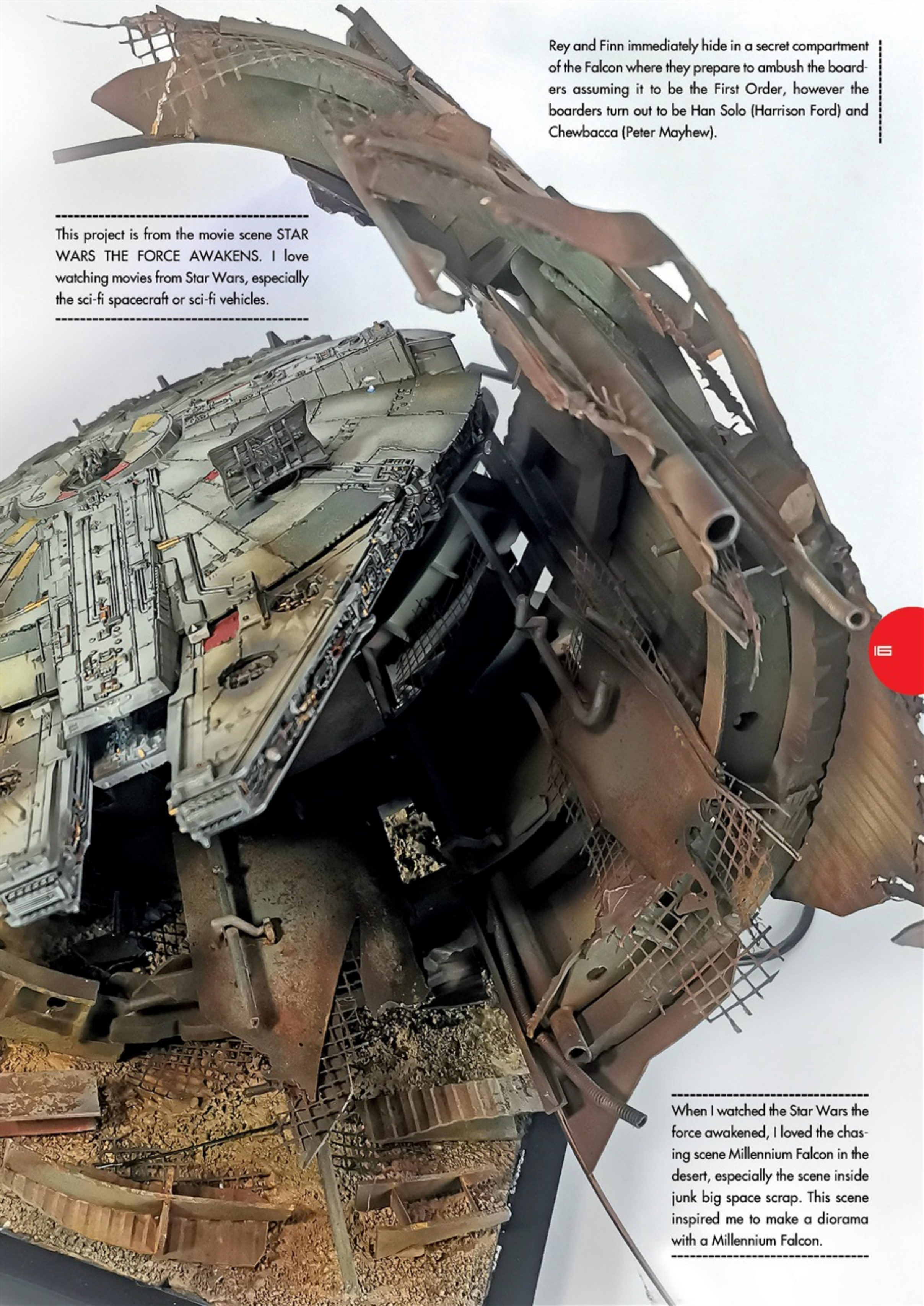
They manage to escape in a spectacular chase over the planet's surface, defeating the TIE ships and already in space, Rey admits that she wants to return to Jakku, but Finn dismisses the idea of returning, just as they are intercepted by a space freighter.

15



Autor / Author: Allezander A. Dela Rueda.

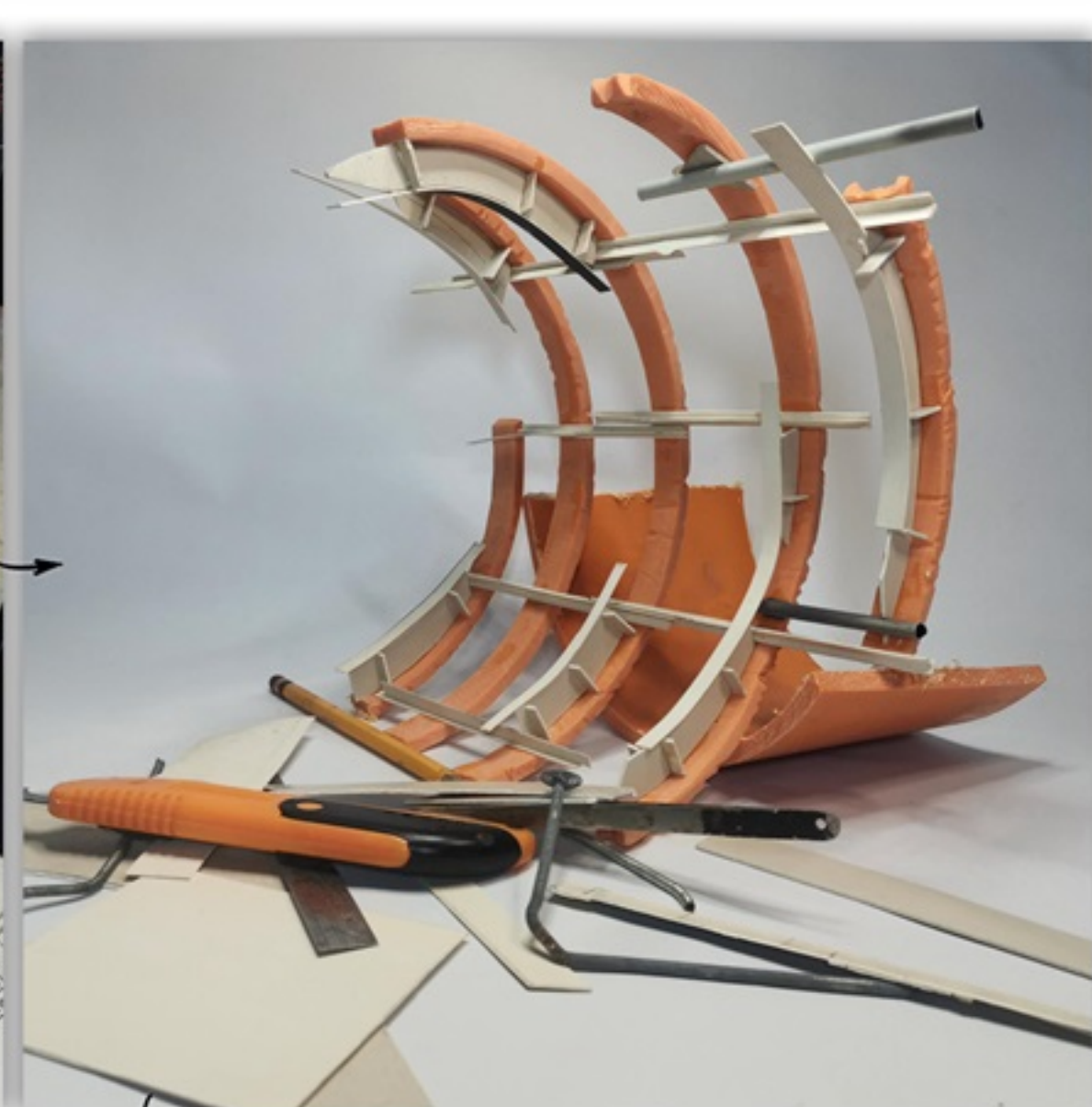




Rey and Finn immediately hide in a secret compartment of the Falcon where they prepare to ambush the boarders assuming it to be the First Order, however the boarders turn out to be Han Solo (Harrison Ford) and Chewbacca (Peter Mayhew).

This project is from the movie scene STAR WARS THE FORCE AWAKENS. I love watching movies from Star Wars, especially the sci-fi spacecraft or sci-fi vehicles.

When I watched the Star Wars the force awakened, I loved the chasing scene Millennium Falcon in the desert, especially the scene inside junk big space scrap. This scene inspired me to make a diorama with a Millennium Falcon.



First, I went to a hobby shop to buy a falcon millennium model kit scale 1/144, and I checked my scrap box to collect all the materials I could for the diorama. After the assembly of the millennium falcon, I started the painting process. Painting Millennium Falcon is challenging.

As we see rust effects, oil leak and, faded panel, I need to achieve that weathering by using the Vallejo rust chipping effects and Zirc locally made paint. I can say I achieved the exact weather for Millennium Falcon.

I started connecting laser L. E. D. lights as we always see the blue lights at the back of the Falcon. I used laser blue led and fiber optic for small lighting.





NEXT IS THE DIORAMA.

As part of the movie, I have to make some big half-round part of the junk spacecraft.

I used the PVC pipe 6 inches in diameter, cut it in half, and made chassis. After assembling the frame, I add some plastic plates for the panel and cut the edges to look like a burn and rust effect.

This is the most challenging part for me, the painting process for the diorama. I used Vallejo rust chipping effects and some pigment for the burn effect to look old rusty spacecraft. It took me almost a week to achieve the exact weather for diorama. After completing this project, I can say I'm satisfied and love the outcome. Another project I made ended with passion. Thank you.

Han Solo: A Star Wars Story has been the most expensive film in the franchise to date, costing a whopping over \$250 million. Due to its high cost, the producers had to save as much as possible, so to recreate the legendary Millennium Falcon ship, they had to reuse the same ship used in Star Wars Episode VII: The Force Awakens.



Autor / Author: Alejandro Arrabal Martínez.

21

Here I present my work from this great quarantine of 2020 that we have had to live. One of those curious figures that are rarely seen but are wonderful when it comes to painting. It is about a female firefighter from the Hydra Studio house which caught my attention a lot as it is something completely different from what I usually paint.

FIGURE PAINTING: For the figure it was completely with acrylics. And the uniform was not easy at all since the color black itself is not an easy color to paint. However, I finally managed to grasp it.

Using a black base and lighting with Sea Blue de Vallejo and final highlights with Sunny Skin Tone.

The yellow stripes of the suit I used an ocher from Vallejo extra opaque range that ensures that it will cover the first time and to paint a yellow having a good base is good.

SCENE: I wanted to represent the classic scene of a firefighter coming out of a burning building. For what he was clear that at least some stairs and a frame should be put.

So I took balsa wood and without any further difficulty I built the structure of what would be the house.

A couple of slats in the ground and he had the scene built.

The painting was not very complex, wood on the floor and a red and white wall. Airbrush a little bit with orange tones to give the fiery lighting and thus represent the heat that we would have in the scene.



HYDRA STUDIO 75MM

FOR THE RESCUE

22

However the complication came when I wanted to represent the flames in the back. Well, the lighting had to be different.

I used various shades of oranges, browns and yellows for lighting and shading, completely changing the palette I had for the front.

The skin wanted it to be black so I used

chocolate brown as a base and shading with violets. The child's painting was similar. Using different shades on the front and others on the back.

CONCLUSION: It was one of those pieces with which you enjoy, apart from what I have learned. I have enjoyed every moment that I took the brushes and more because it is

something completely different from what I used to paint.

THANKS: On this occasion I would like to mention my friend and travel companion David Cabrera and his partner Juana, who were the ones who convinced me to buy this figure and paint it as soon as I arrived from the Leganés contest.



RUST / ZONE

Autor / Author: Tomasz Janiszewski.

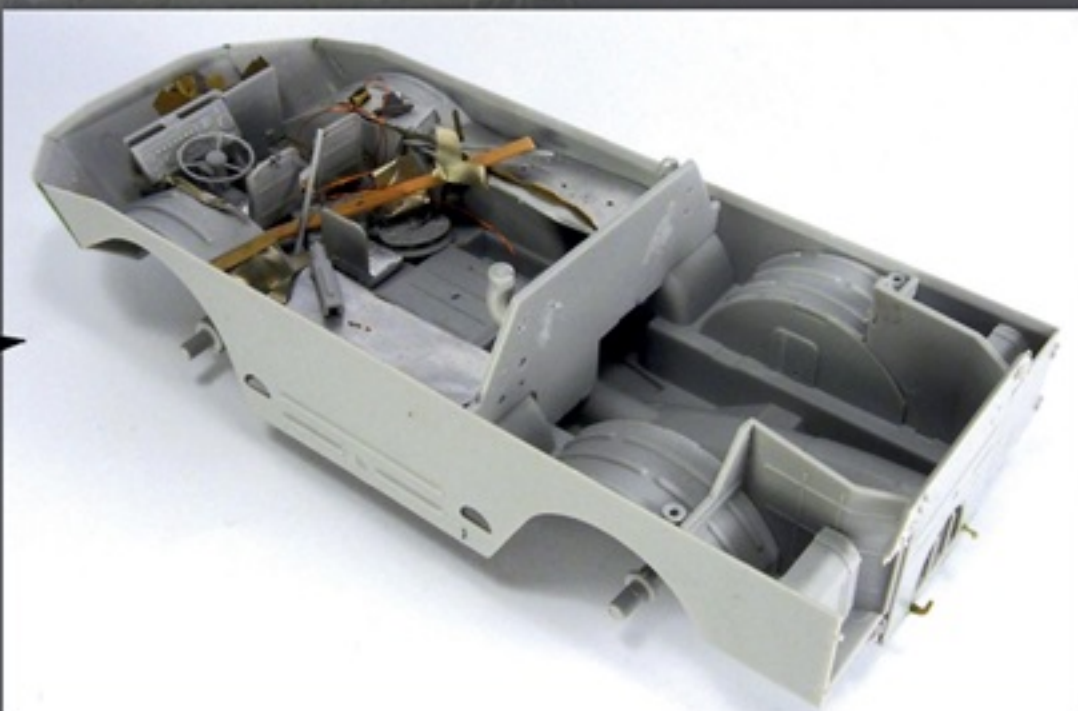
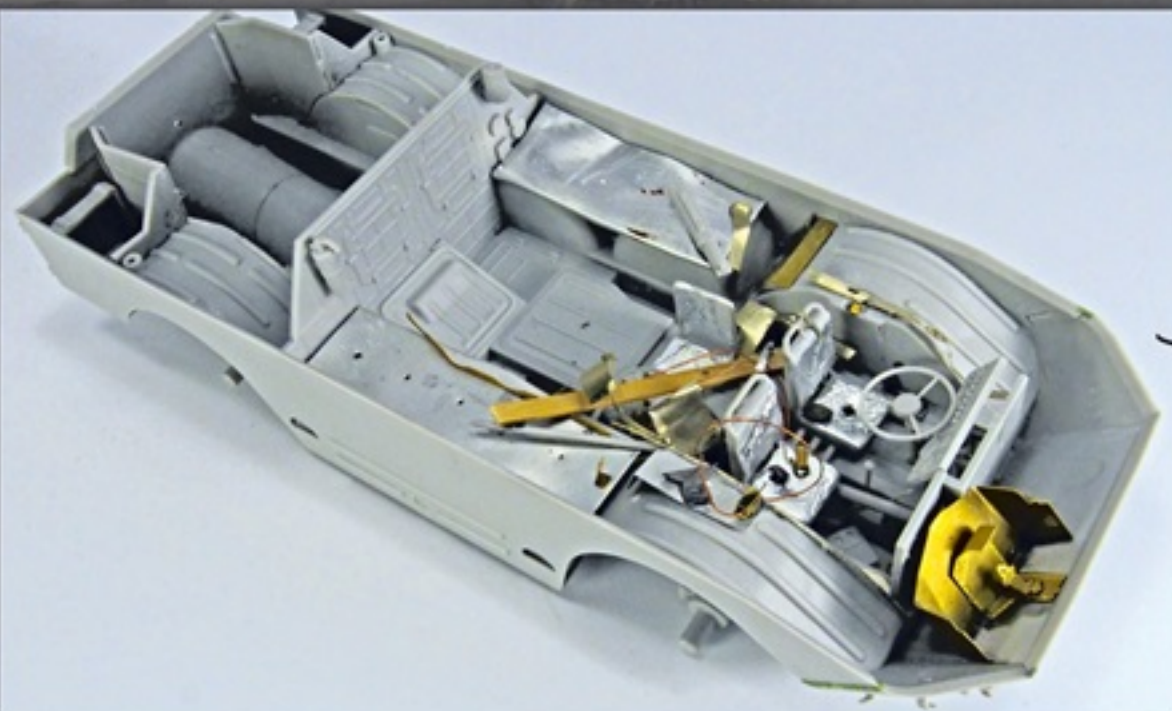
DRAGON 1/35

The disaster of the nuclear power plant at the Chernobyl on April 26, 1986 made people aware of the risk of a lack of imagination when designing and using energy obtained from nuclear fission.

The excellent HBO series "Chernobyl" allowed us to look at this tragedy from a different perspective.

As a result of this catastrophe, the area around the accident site was created a so-called "zone", i.e. a buffer zone from which people were displaced.

23

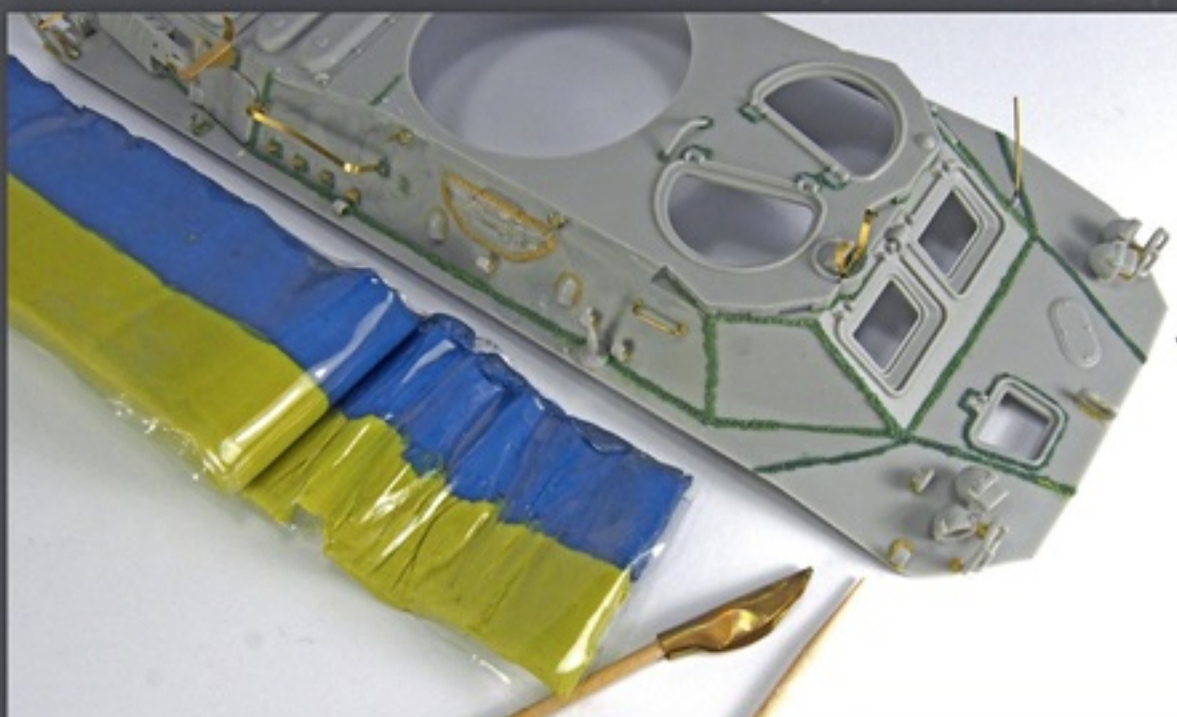




I start building the model from the inside. On the basis of reference photos, I made shelves from tin plates and cluttered the interior with some remnants of photo-etched plates and model scrap.

I made the missing welds from a two-component compound. To imprint the pattern of welds, I use a simple tool made by myself from a copper plate.

The wheels have been reworked so that they look airless. It is enough to cut the tire open and insert the two-component compound inside. After the mass has solidified, I cut off a part of the tire with a ball and sand it with coarse sandpaper.

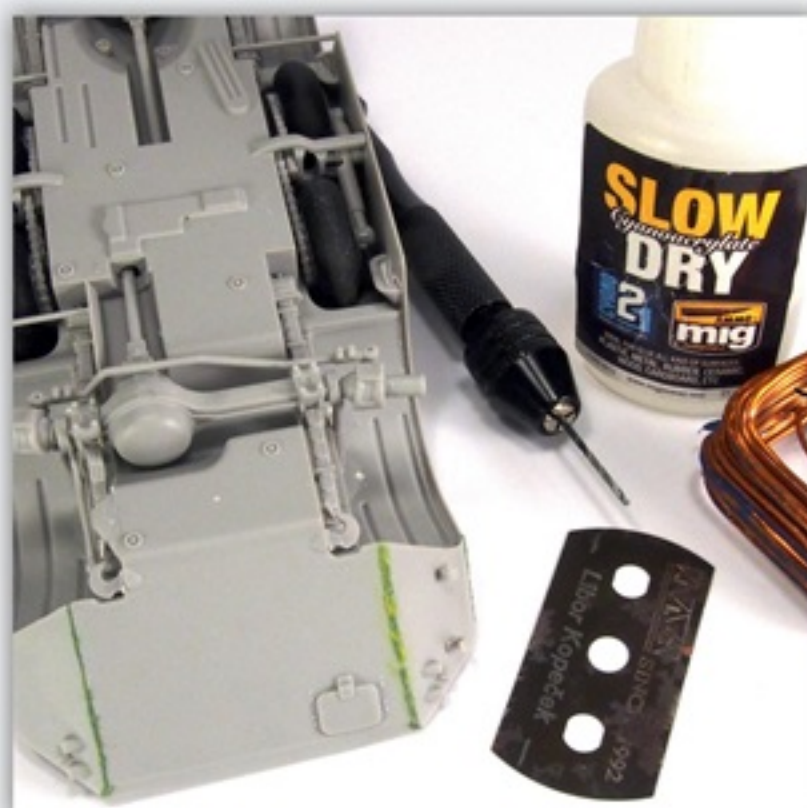


Abandoned by humans, the area was overrun by animals that found an ideal place for development (the largest wildlife reserve in Europe). Another consequence of this disaster are the scrap yards of equipment used during the liquidation of the effects of the disaster.

In addition, I found that the twisted wheels on the front axle look much more interesting. Such a modification is easy. It is enough to cut off the pins with a Czech saw, drill holes and glue them again with a piece of wire.

25

I painted the interior of the model with a dark brown primer. I used Mr Mahogany Surfacer because of its strong coating whatever the base material. Kolor rdzy pod zdrapki powstał z mieszanki farb Tamiya XF-10 i XF-3.





Using the hairspray technique, I damaged the paint on the interior of the vehicle. Interior colors: the upper part is white with an admixture of gray, the lower part is the typical color of Soviet vehicles after the Second World War, i.e. Zashchitnyy Zeleno. I have refined the interior with acrylic and oil paints. Glue the fuselage halves together and fill in the missing welds. I prepare a model for painting by masking the interior, degreasing with spirit and applying a metal primer.





I paint the model with a red-brown undercoat.

The rust base for scratch cards was made mainly of Old Rust paint, in some places lightened with Medium Rust. To diversify a bit, I added the color of the base paint in several places. The breakwater was

made of aluminum so it was painted in this color. I put two thin layers of scratch-off medium on the model. To make the next layer of green color as thin as possible, I painted the color with a thin layer of white. Green paint on Soviet tanks fades to a

characteristic green-yellow color.

I mixed the Tamiya paints to match the color of the reference photos and applied it to the model. Finally, I changed the color ratio and applied color highlights in several places.



Continued is the activation of the chipping fluid with water and scratching it to spatter. I use various old brushes and an old airbrush needle for this purpose. I paint the rims of the wheels with the same technique in different colors to break the monotony on the model.





But it doesn't stop there. I decided to use the distressing technique. This is nothing more than a typical hairspray technique, but its goal is to achieve realistic discoloration of camouflage paint. Again, I apply two thicker layers of chipping fluid and paint

the model with the same color but with more green XF-67 admixture. I paint with a thin layer and wash off most of the paint right away. After drying, it looks like this. To increase the contrast on the model, I paint with an airbrush on minimum pressure with

AMMO Shaders. It is a very interesting product with a highly transparent ink. Even if we overdo it somewhere, it is enough to wash it off with a cotton bud and water. I finish this stage by applying a clear satin varnish with a few drops of Clear Yellow.



I try to avoid decals in my models. I used a template printed on a regular printer and cut with a scalpel. I painted the number on the chipping fluid applied earlier. And I scratch the numbers right away. Wash is a permanent element when finishing the model. This time, however, I used two types of wash. The first is a standard ready wash and the second is an oil paint wash. The latter allows the formation of preliminary soiling during washing.





I consider oil paints to be one of the most important stages of painting a model. I use them to create highlights and shadows, I make preliminary staining and rust effects. I drain the oil paints on a piece of cardboard. Prepared in this way, they dry much faster. When building a model, it is worth thinking about the so-called "interesting" accents. I came up with a broken glass. I made it with Ice Sparkles mixed with PVA glue on the foil. After it is dry, I cut it out and fit it over the hull. Doormats are properly cut wires.



The chassis is also dirty with earthy oil paints. In addition, I sprinkle pigment, shaking it from the brush onto wet paint. I add Fresh Engine Oil on the springs and to increase the contrast.

Even in the rusty vehicle, the welds never rust. This is due to their chemical composition, more precisely chrome-nickel steel. I paint them silver and to slightly weaken the effect I apply a brown liner panel.



Before the next steps, I coat the surface with a colorless varnish. I sprinkle the horizontal surfaces of the model with soil and use the brush to place it in the recesses of the model and fix it with glue.

After drying, I refine it with oil paints and earthy pigments.

To increase the contrast in several places I create wet spots resulting from mixing washes with wet effects.



Due to the degree of irradiation, they were not suitable for further use. All this together is an interesting topic for creators of horror movies about mutants, computer games and modellers building "rusty" miniatures. By chance, on the Internet I came across photos of BRDM-2 transporters abandoned in the Chernobyl region.

I like building wrecks of vehicles and in my modeling magazine there was just the NBC reconnaissance model by Dragon.



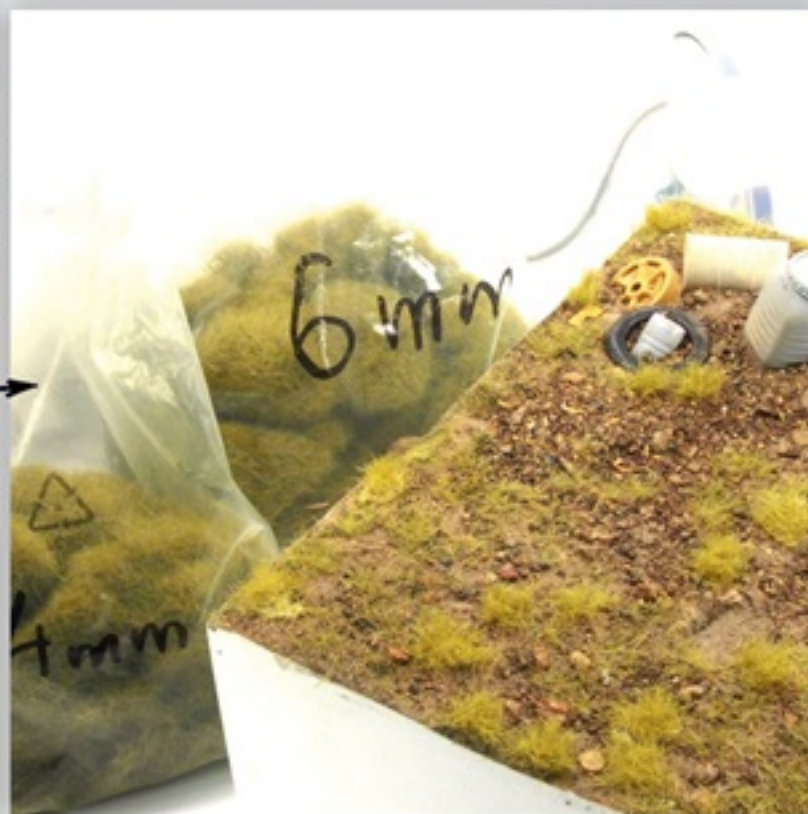
NBC is nothing more than an ordinary BRDM-2 armored reconnaissance vehicle in the chemical reconnaissance version, equipped with NBC filters (nuclear, biological and chemical) and specialized devices for recognizing contamination of the area and marking it.





The model is assembled as a whole using glue for photo-etched elements. It is based on resin, it is easy to remove and after drying it creates a strong joint without damaging the paint.

One of the elements of the diorama will be a tree grown in the place where the vehicle was abandoned.



I made them based on the video found on YT on the Night Shift channel from a piece of weed stem and quinoa twigs.

The base is made of a trimmed Styrodur board with dimensions of 20.5 X 18 cm, covered with a HIPS sheet with a thickness of 1 mm. I filled the corners with white Tamiya putty.



I applied tile adhesive to the base and immediately attached stones and barrels from the Eureka XXL company. I covered everything with soil from the garden sifted on a strainer. I fixed the whole thing with diluted wood glue and a few drops of washing-up liquid. I leave it to dry for 24 hours.

Now I stick electrostatic grass on the "blots" made of carpentry glue. I use two grass lengths of 4 and 6 mm.

A special planter makes this task very easy. Finally, I form clumps of grass in my fingers and stick it in several places to further diversify the grassy surface.



I coat the prepared stand with a black spray primer. I use an airbrush to paint the stand in various interpenetrating colors, mainly based on Tamiya XF-57, XF-52, XF-67, XF-4. Now I use acrylic paints to paint stones and other elements of the base. Glue the model and the tree with PVA glue. I correct the place of gluing by sprinkling with sieved soil and fix it with diluted carpentry glue.

The BRDM-2 reconnaissance car is a design from 1962, an extension of the BRDM-1 design. Used in 45 crashes around the world. In the NBC version, it weighed about 7 tons, the crew consisted of 3 soldiers and was armed with a 7.62 mm PKT machine gun.

The 2015 NBC (late) model of the Dragon, catalog number 05516, is a development of the Dragon BRDM-2 (late) model, number 05512, extended with additional frames with NBC conversion elements. The attached decals allow the vehicle to be made in Russian and Iraqi painting.





So much for the theory. On the Internet I looked for other photos of BRDM wrecks to have something to follow when building the wreck. In the magazine I also found two figures from the STALKER series. Overall, the concept of a post-apocalyptic diorama was ready in my head.

The BRDM-2RJ vehicle for radiological-chemical exploration, with alert sensors for contaminated areas. Its main armament is the 7.62mm PKT machine gun instead of the 14.5mm KPVT. Used at the level of the chemical defense regiment and in the platoon of the chemical defense divisions. There was also the BRDM-2RJB, for radiological, chemical and biological exploration.

I finish the base with oil paints and earthy enamels and rust. I use wet on wet techniques, allowing the colors to mix with each other. Finally, I stick figures painted by my friend Łukasz Kapelski.



F-16 A VENEZOLANO

ITALERI 1/72 SCRATCH



The Bolivarian Military Aviation (AMB) is one of the five components of the Bolivarian National Armed Forces, whose objective is to protect the airspace of Venezuela, contribute to the maintenance of internal order, actively participate in the development of the country and guarantee territorial integrity. and the sovereignty of the nation.

This air component of the FANB is made up of a series of operational units, facilities and support establishments whose purpose is to defend the nation's aerospace spaces.

The operational units of military aviation are represented by commands, groups and air zones, as well as squadrons, squadrons and patrols. It also has a series of buildings or facilities necessary to carry out its functions: air bases, fixed facilities for institutes, educational and training centers, warehouses, workshops, logistics buildings, among other facilities.

Since the arrival in 1983 of the F16 aircraft in Venezuela, the 16th Air Fighter Group has become an emblematic unit for all military air groups and components and for all

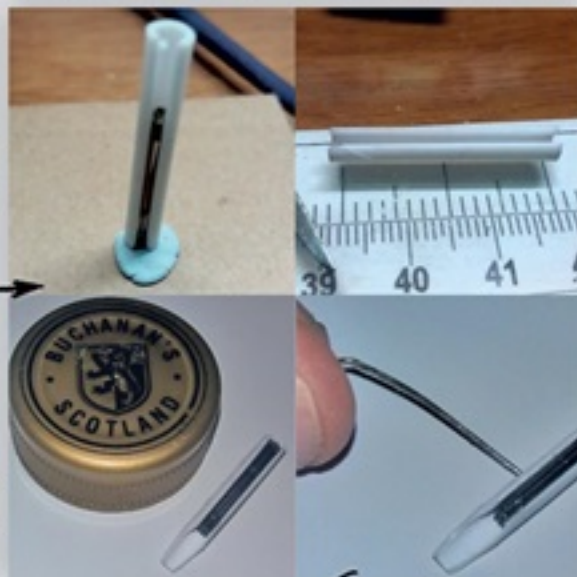
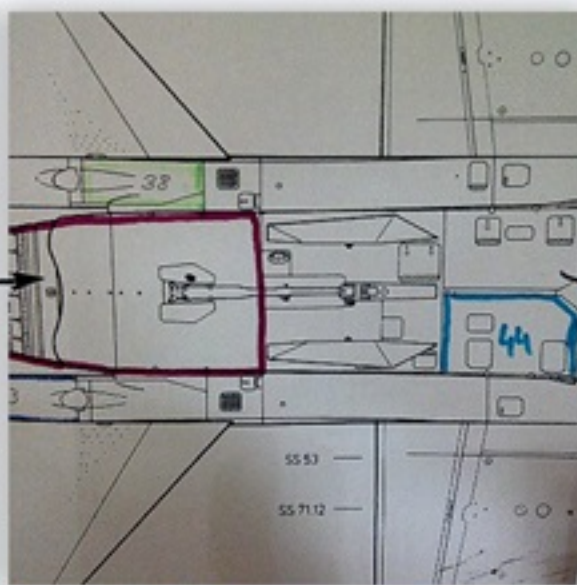
Latin American air forces, due to the great commitment, training, training and effort in keeping units in the air.

For this reason, I was inspired to make this model representing the combat unit in maintenance period with a set of panels and compartments removed for technical inspection, being something different from the routine or custom in a conventional scale model.

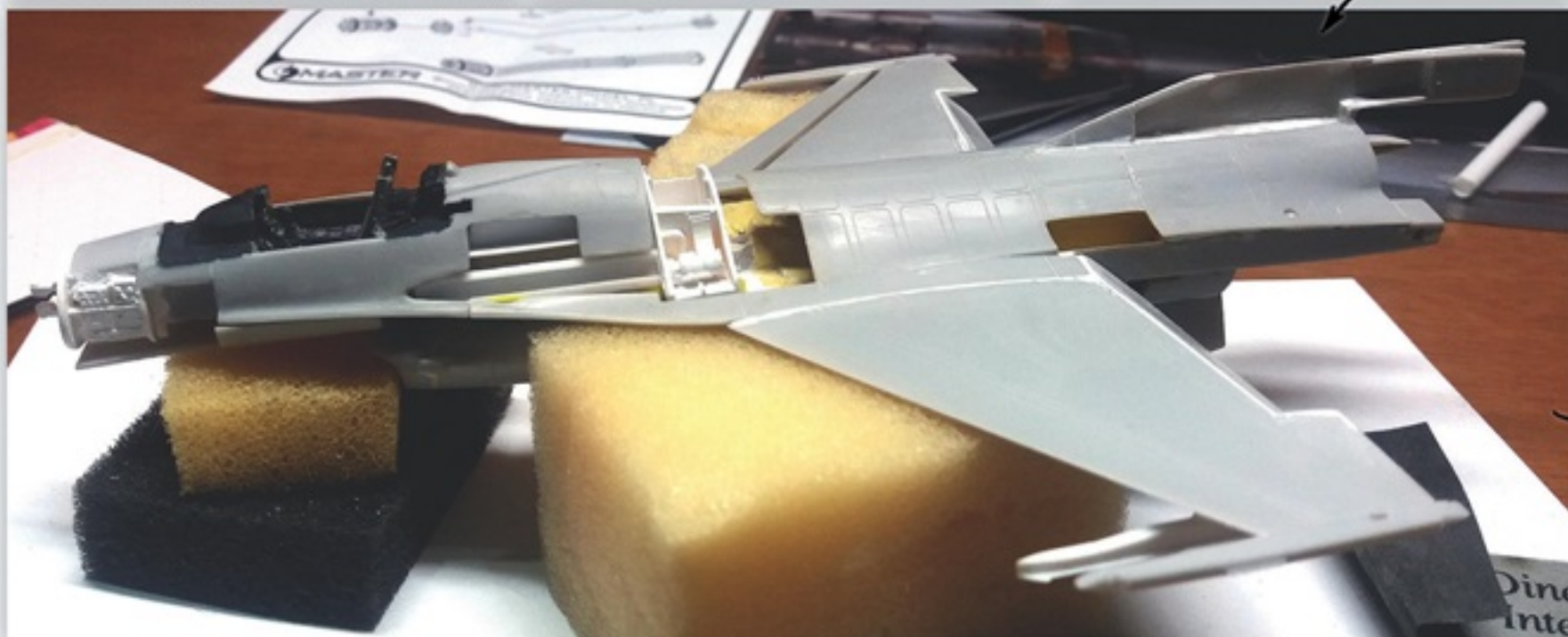
The Fighting Falcon is a specialized close-quarters dogfight aircraft that introduced numerous innovations, including a frameless bubble cockpit for better visibility, side control stick for better control under high G-forces, and seat reclined to reduce the effect of G-forces on the pilot. It is the first fighter aircraft purposely built to withstand 9G turns. Its good thrust-to-weight ratio gives it the power to even climb and accelerate vertically, if needed. To carry out its missions, it has an internal M61 Vulcan automatic cannon and up to 11 external supports to mount various types of missiles, bombs, supplementary fuel tanks and pods (avionics containers, countermeasures, etc.)



Autor / Author: Joe Odoardi.

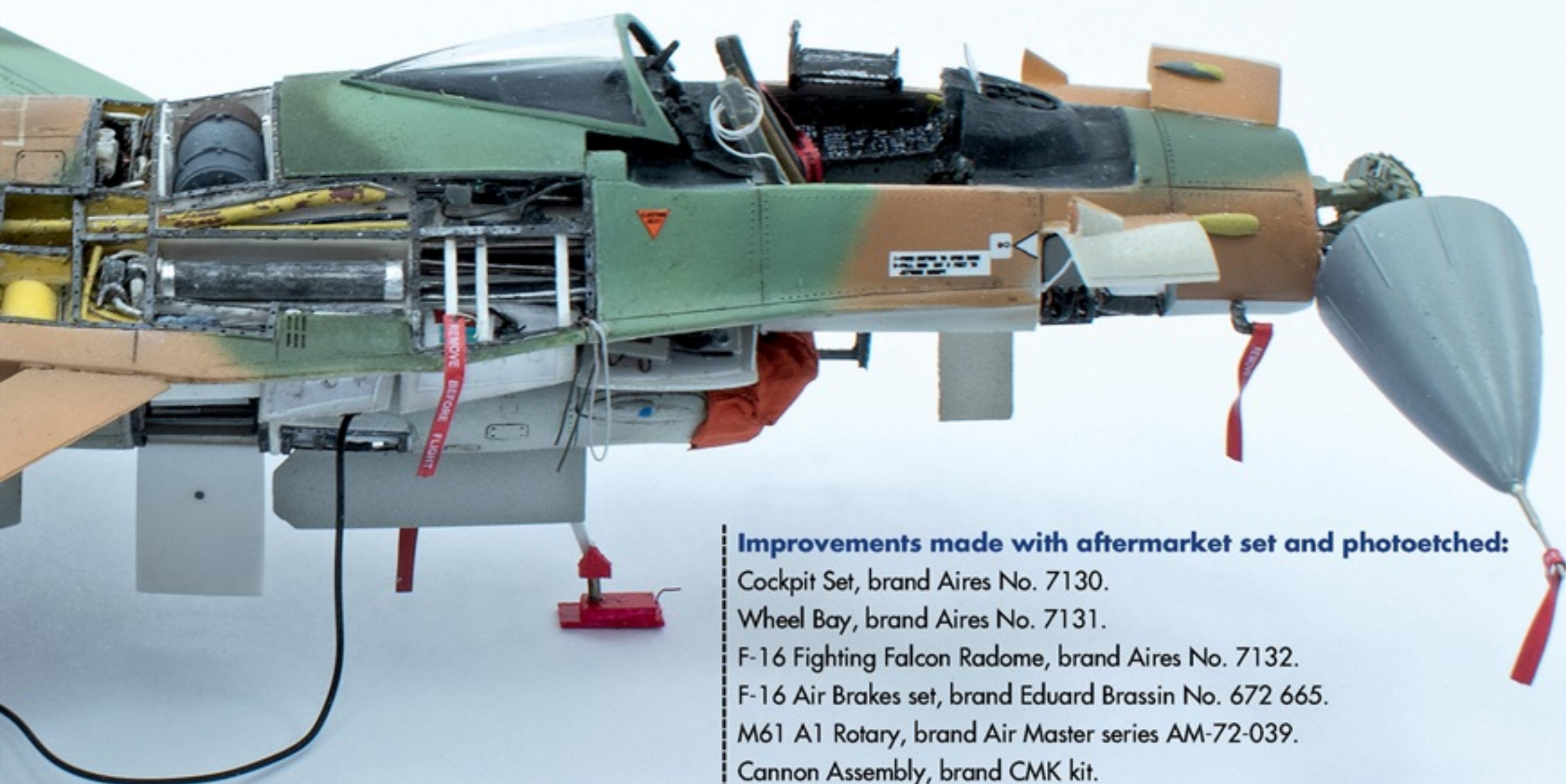


The original kit is Italeri brand, the 20 years anniversary tail decals are Italeri brand and there are a set of improvements made by the modeler and by aftermarket kit that are detailed below. The reference was photographs taken by the same modeller in 2009 and 2021 at the facilities of the Fighter Air Group No. 16.



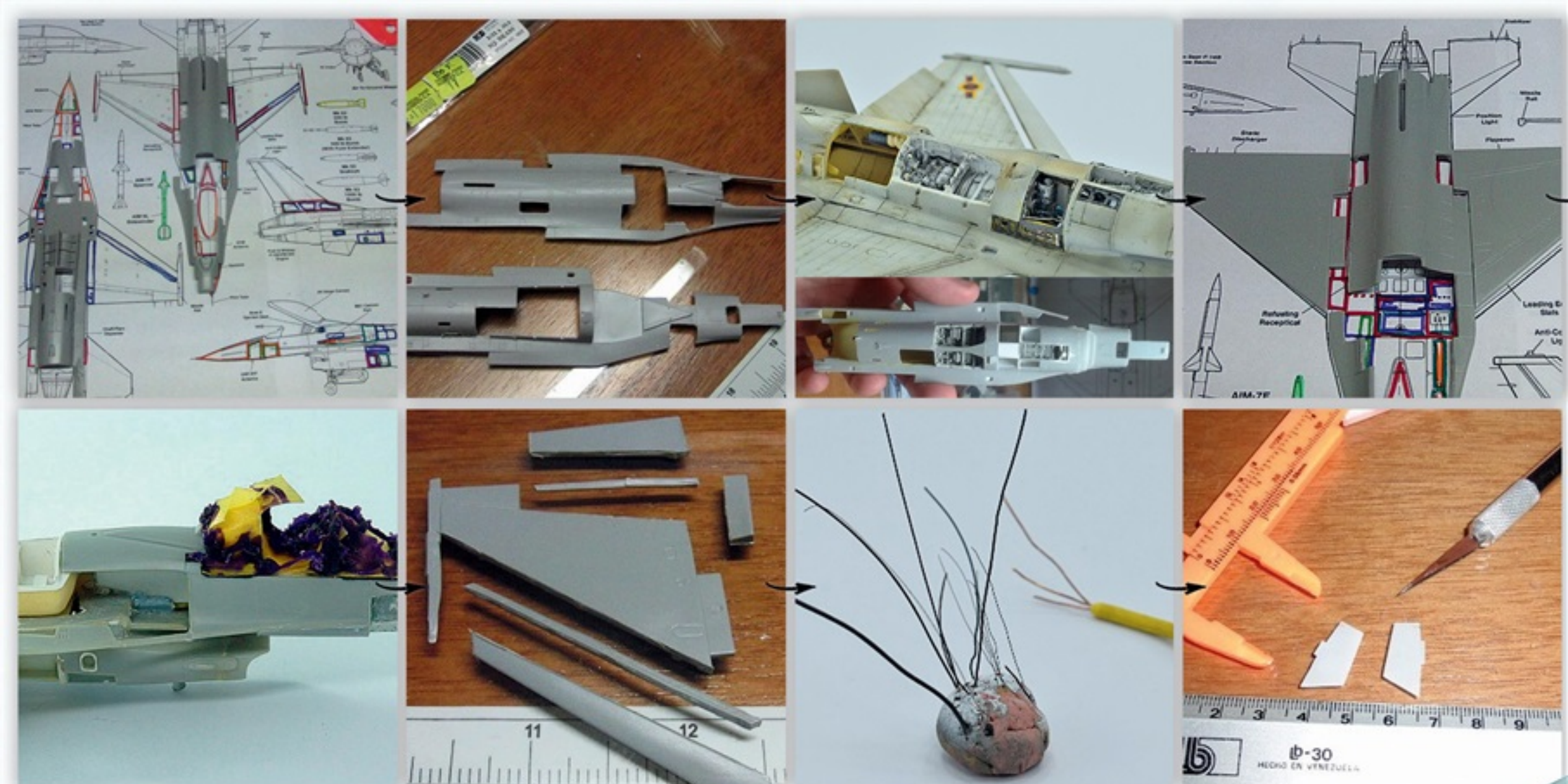
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Air Fighter Group No. 16 is a unit that is constantly participating in the development plans of the nation, continuously supporting the different missions planned by the National Executive. His motto is: "Protectors and Avengers"

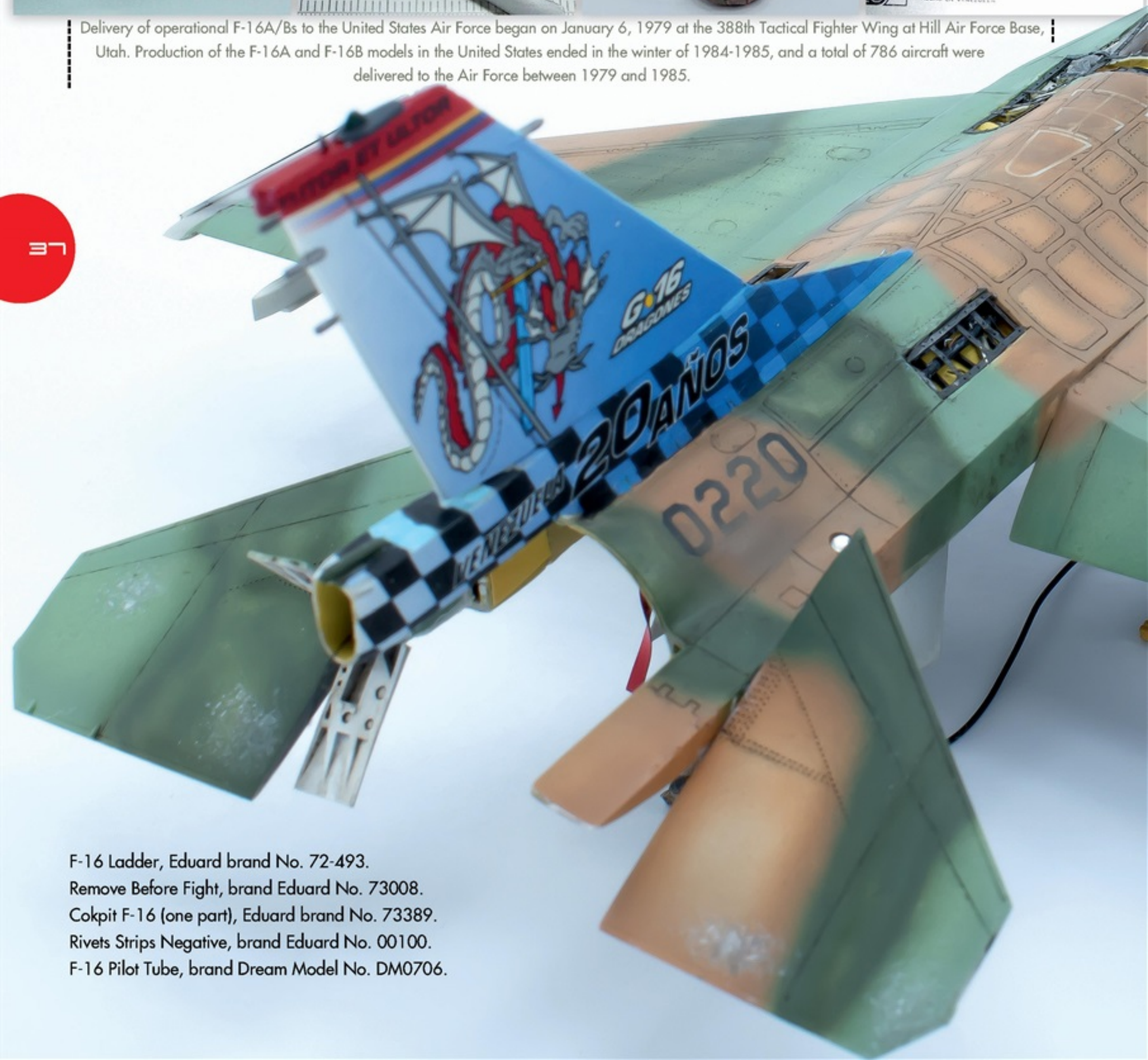


Improvements made with aftermarket set and photoetched:

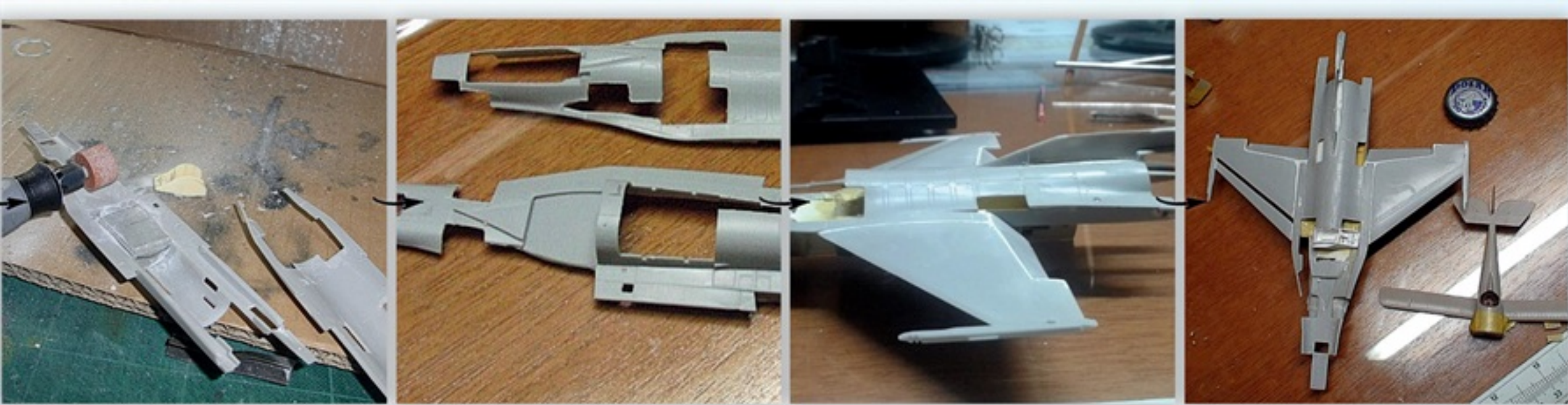
- Cockpit Set, brand Aires No. 7130.
- Wheel Bay, brand Aires No. 7131.
- F-16 Fighting Falcon Radome, brand Aires No. 7132.
- F-16 Air Brakes set, brand Eduard Brassin No. 672 665.
- M61 A1 Rotary, brand Air Master series AM-72-039.
- Cannon Assembly, brand CMK kit.



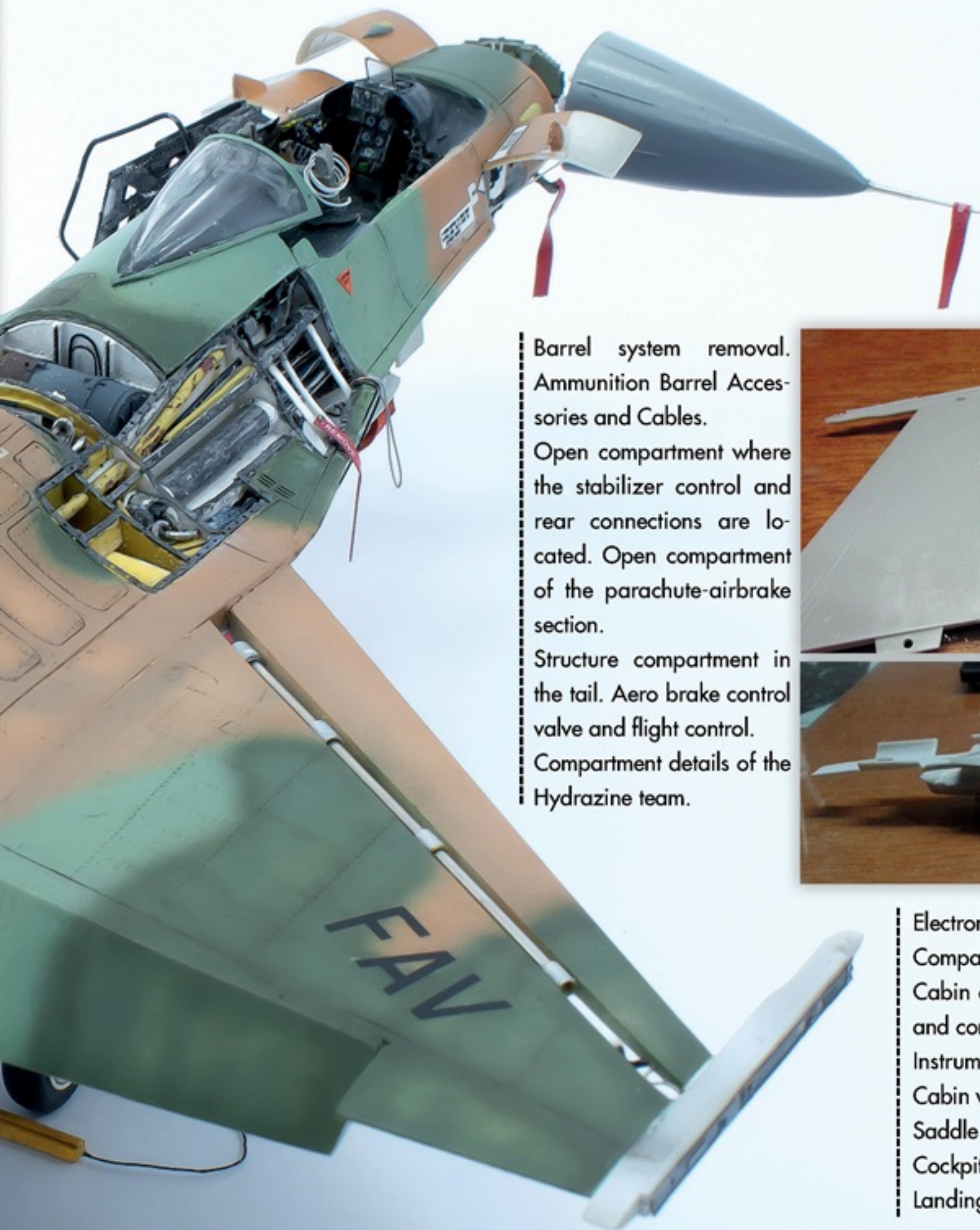
Delivery of operational F-16A/Bs to the United States Air Force began on January 6, 1979 at the 388th Tactical Fighter Wing at Hill Air Force Base, Utah. Production of the F-16A and F-16B models in the United States ended in the winter of 1984-1985, and a total of 786 aircraft were delivered to the Air Force between 1979 and 1985.



F-16 Ladder, Eduard brand No. 72-493.
 Remove Before Fight, brand Eduard No. 73008.
 Cockpit F-16 (one part), Eduard brand No. 73389.
 Rivets Strips Negative, brand Eduard No. 00100.
 F-16 Pilot Tube, brand Dream Model No. DM0706.



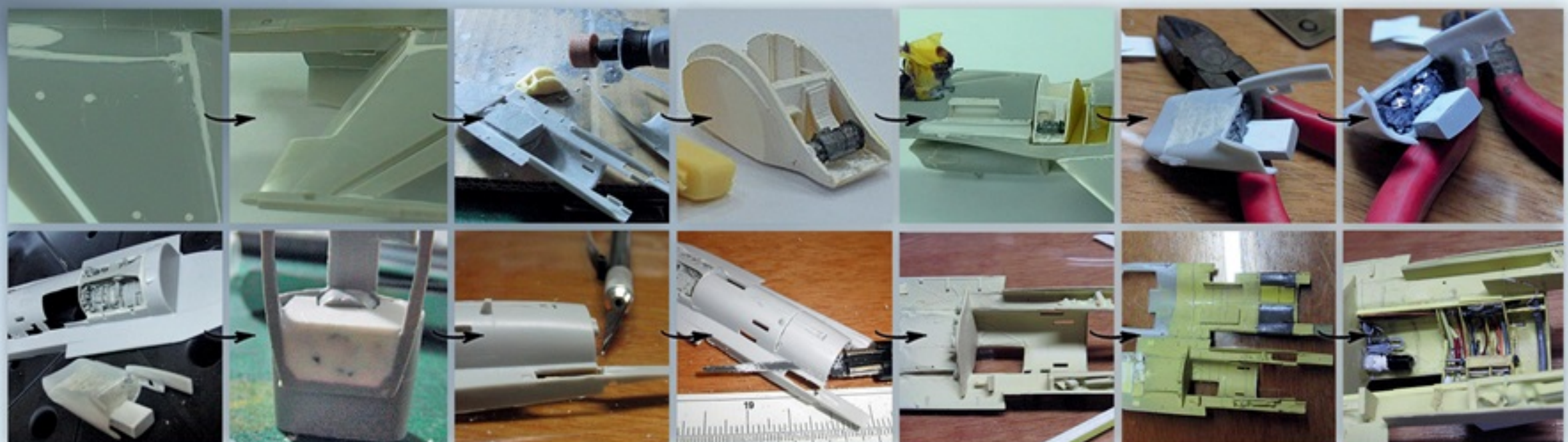
Details and Improvements made with scrap material (in Scratch)
 Rivet throughout the piece (Riveting).
 Wires on the radar in the nose.
 Avionics compartments.
 Detailed engine bay: structural, mechanical and electrical.
 Hydraulic pump system.
 All compartments open at the bottom and top.



Barrel system removal.
 Ammunition Barrel Accessories and Cables.
 Open compartment where the stabilizer control and rear connections are located. Open compartment of the parachute-airbrake section.
 Structure compartment in the tail. Aero brake control valve and flight control.
 Compartment details of the Hydrazine team.



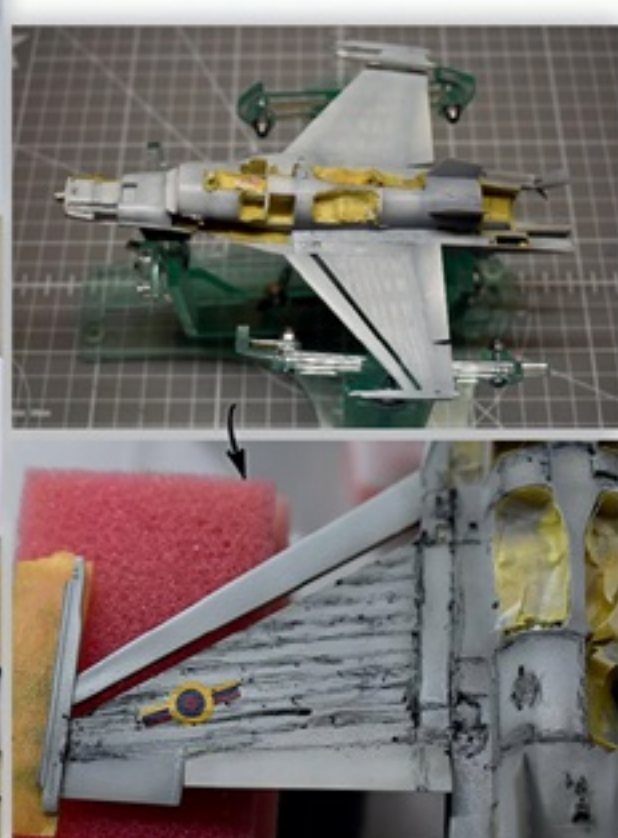
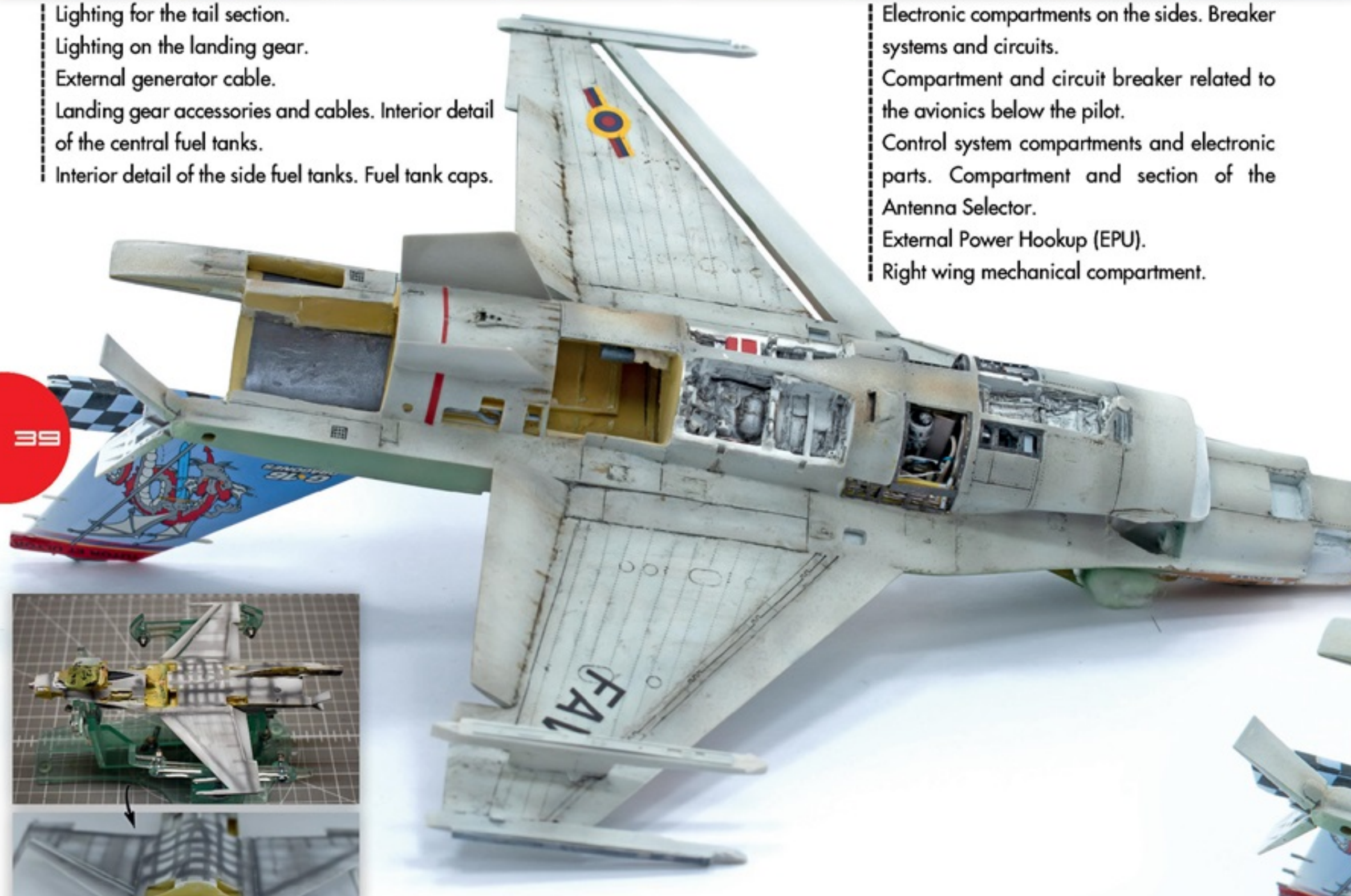
Electronics compartments in the bottom of the subwings.
 Compartment and details of the ECS system.
 Cabin accessories such as oxygen tube, cables, forums and connections.
 Instrument panel adapted to the real Venezuelan F16.
 Cabin with chair removed in maintenance.
 Saddle ejector cartridge and rail.
 Cockpit assembly hook detail.
 Landing gear lighting.





Lighting for the tail section.
 Lighting on the landing gear.
 External generator cable.
 Landing gear accessories and cables. Interior detail of the central fuel tanks.
 Interior detail of the side fuel tanks. Fuel tank caps.

Electronic compartments on the sides. Breaker systems and circuits.
 Compartment and circuit breaker related to the avionics below the pilot.
 Control system compartments and electronic parts. Compartment and section of the Antenna Selector.
 External Power Hookup (EPU).
 Right wing mechanical compartment.



Emergency hitch hook.
 IFF magazine. Open compartment and hydraulic and temperature check systems.

For the construction of these parts and compartments of the scale model, a set of materials have been used, such as: PVC sheets, copper tubes, Evergreen plastic sheets, Bacci paper, aluminum foil, Bare Metal, copper filaments, aluminum filaments, among others, the latter being specially adapted for this purpose.



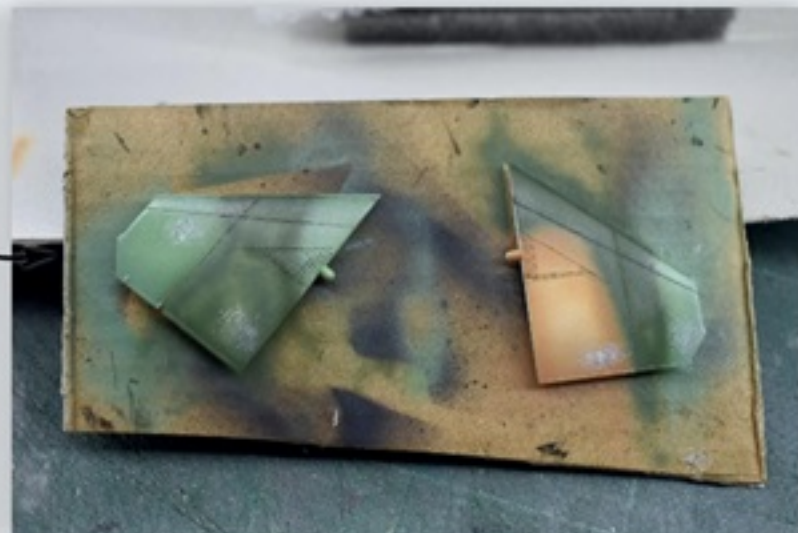
There are no construction plans of the internal compartments and their details, as is common to find them in a commercial model on the surface, it is a modified commercial model to show the internal compartments with all their elements that make it all referenced by means of photographic supports taken by the same modeller and technical books.



The F-16 has been sold to 26 countries, including the United States, with more than 4,400 units manufactured. The success of the F-16 program could be compared to a certain extent to that of the Northrop F-5E/F Tiger II in all its versions since it is an aircraft that is easy to acquire and over the years has proven to be an adaptable and low-cost fighter maintenance.



At the moment the F-16 remains in service with most of its operators, although some air forces such as those of the United States, Belgium and the Netherlands have significantly reduced their initial fleet of aircraft. While some countries -Chile, Italy and Jordan- have incorporated surplus specimens from these countries.

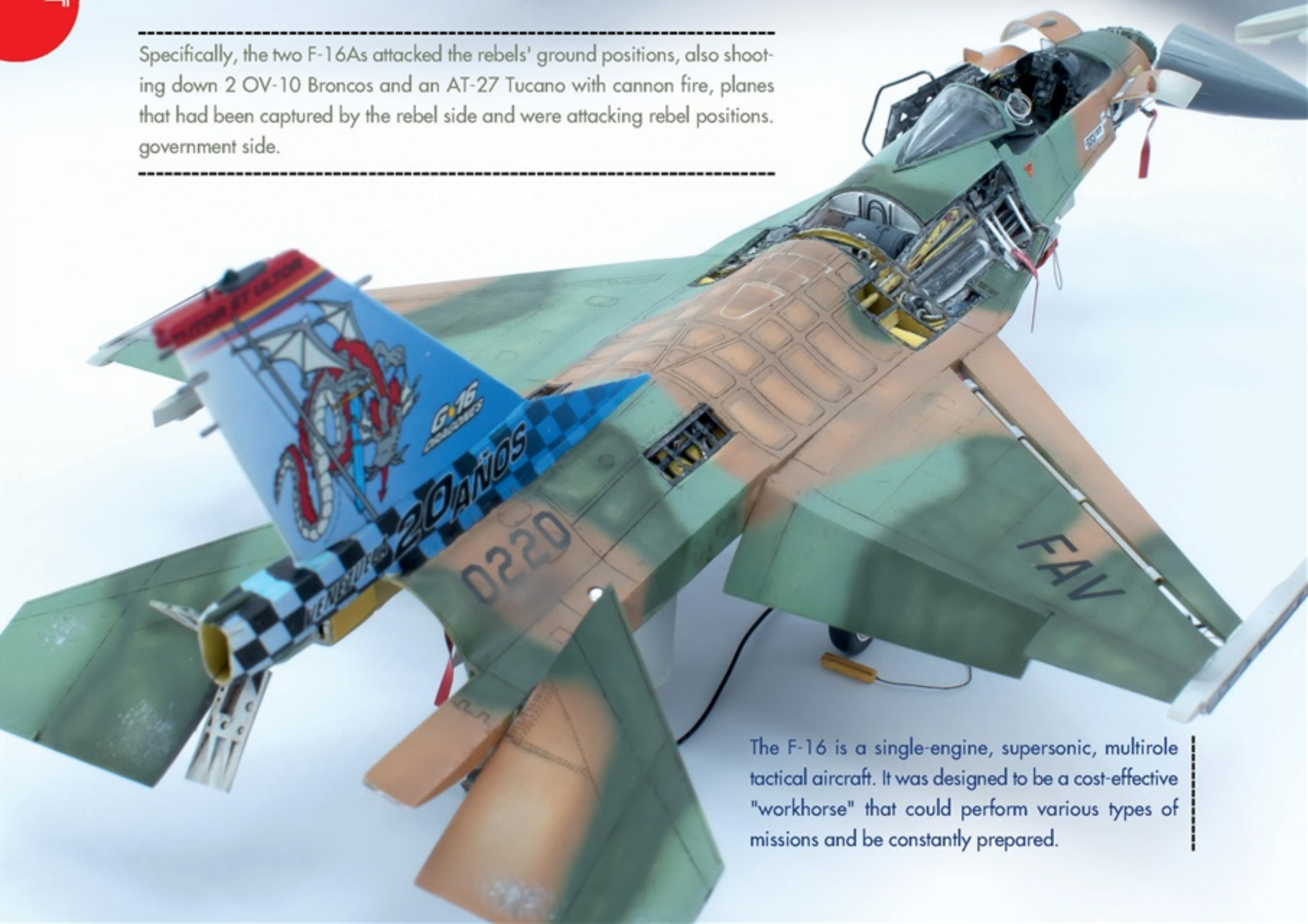


At the end of 2009, there were 1,156 F-16 aircraft in service with the US Air Force. F16 in the Coup d'etat in Venezuela (1992).

On November 27, 1992, two Venezuelan Air Force F-16s took part in the second coup in Venezuela in 1992, defending the government of Carlos Andrés Pérez.



Specifically, the two F-16As attacked the rebels' ground positions, also shooting down 2 OV-10 Broncos and an AT-27 Tucano with cannon fire, planes that had been captured by the rebel side and were attacking rebel positions. government side.



The F-16 is a single-engine, supersonic, multirole tactical aircraft. It was designed to be a cost-effective "workhorse" that could perform various types of missions and be constantly prepared.

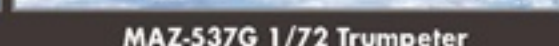
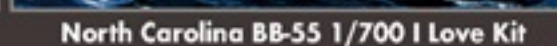
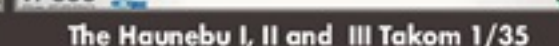
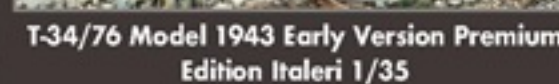
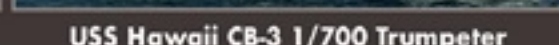
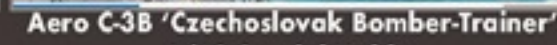
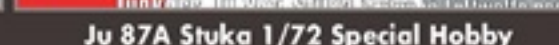
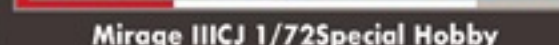
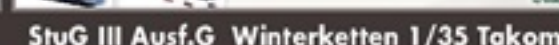
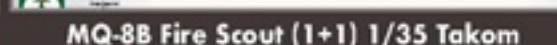
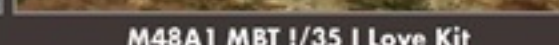
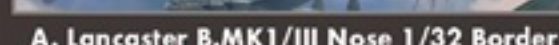
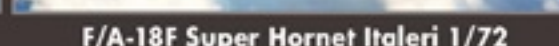
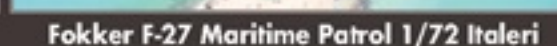
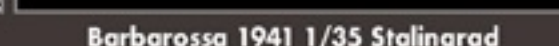
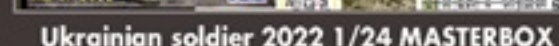
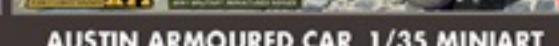
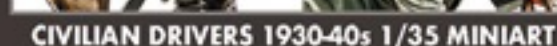
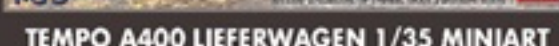
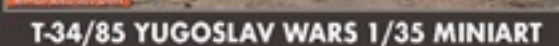
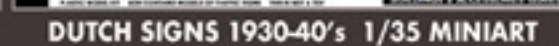
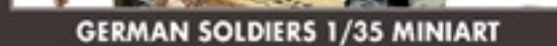
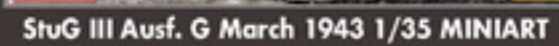
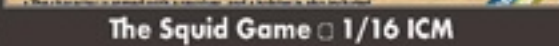
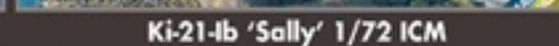
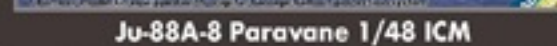
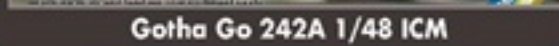
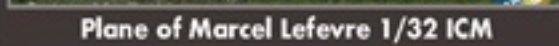


It is much smaller and lighter than its predecessors, but employs advanced avionics and aerodynamics, as well as being the first to employ a relaxed static stability/fly-by-wire (RSS/FBW) flight control system, for better flight performance maneuvers.

Highly agile, the Fighting Falcon can pull maneuvers at 9 G's and can reach a top speed of over Mach 2.

The F-16 is equipped with a 20mm M61 Vulcan autocannon in the left wing mount: the F-16A is distinguished by having four vents behind the hole for the M61 cannon, while the subsequent F-16C only has two. vents.

Early models could be armed with up to six AIM-9 Sidewinder short-range infrared-guided air-to-air missiles (AAMs), including one missile mounted on a dedicated launcher rail on each wingtip.



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