

# MOSQUITOGRAM

The Official Newsletter of the New Jersey Chapter of IPMS

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February 2008 Issue

This month's contest is:

*Open*

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This month's meeting is  
on:

**Friday February 8<sup>th</sup>**



Please note:  
All submissions to the  
next newsletter **MUST**  
be received by  
2/29, or they **WILL**  
**NOT** make it into the  
03/08 newsletter.

## THE VIEW FROM PIT ROAD

**H**ello Everyone. Been kind of quiet so far, so I'll keep it brief, with a little of this and that. I think everyone's focus is on the Big One -- MosquitoCon. We are moving along here, however a couple of things. I would like to thank all of those who have stepped up and volunteered their services for the day of the show. There are still gaps remaining on the signup sheet and those **NEED** to be filled. It's your club and it's your show. I'll be sure to have the sign up sheet with me at the meeting, so kindly step up and help out here. Everyone that day needs to be helping out somewhere. I would like to bring up the subject of Trophy Sponsorship. We need help here also. Try to contact anyone you know, who might be willing to sponsor a category and remember that we can also play a part here. Let's pull together to make this the best show ever.

There is a workshop planned on the subject of spray can finishes. Yes, Virginia, a great finish can be obtained from the famous rattle can, and Mr. Stan will show us all how. Air brushes aren't the only way to paint.

If you haven't signed up on our new chat room, I would suggest you do so. It's a lot of fun and very instructive also. I like to thank Dan Spera for his efforts in this regard. If you need help with signing up, I'm sure Dan will help you out. Incredibly easy to do.

If you're planning to go to Va. Beach in August, I think you'd better start booking your reservations, so you won't get closed out. I have included my Decal Making Guide in the newsletter this month. I think it's a lot of fun, but you be the judge. If you've got questions, I'll certainly try to answer them. Just ask.

Guess that's it for now, and I'll see y'all at the meeting.

**Dave**

# JANUARY 2008 CONTEST RESULTS

By Steve Zajac

Mike Terre continued his wizardry in the Air category, this month with a 1/72<sup>nd</sup> scale Roden Curtiss H-16 with instrument panel and throttle levers added to the cockpit. (*Possible rigging seminar??*) Second went to Marc Rocca's Revellogram 48<sup>th</sup> scale Helldiver with brake lines and vac canopy added, while Bill Schwarz delivered his promised OOB kit, a nicely done Tamiya 48<sup>th</sup> scale Bf-109 E-4 with diorama base. Rounding out the air category were Mike O'Connor's Italeri 48<sup>th</sup> scale Mirage 2000 with amazing Tigermeet decals, and Bill Connolly's 72<sup>nd</sup> scale Bilek Antonov AN-2 with nicely done stainless steel rigging added.

## AIR CATEGORY

1 <sup>st</sup>	Mike Terre	1/72 Curtiss H-16	Roden
2 <sup>nd</sup>	Marc Rocca	1/48 Curtiss SB2C-4 Helldiver	Revell
3 <sup>rd</sup>	Bill Schwarz	1/48 Bf-109 E-4	Tamiya

Martin Quinn took the 1<sup>st</sup> in Land / Sea, this time with the 350<sup>th</sup> scale Trump *USS Gatling* with aftermarket gun additions, 2<sup>nd</sup> went to Tom Vandermark's 700<sup>th</sup> scale Trump *USS Baltimore* with PE added, and Jim Pentifallo's OOB 35<sup>th</sup> scale DML sFH German field howitzer took 3<sup>rd</sup>.

## LAND AND SEA CATEGORY

1 <sup>st</sup>	Martin Quinn	1/350 USS <i>Gatling</i>	Trumpeter
2 <sup>nd</sup>	Tom Vandermark	1/700 USS <i>Baltimore</i>	Trumpeter
3 <sup>rd</sup>	Jim Pentifallo	1/35 German sFH Field Howitzer	DML

In the Junior category, we had Caitlyn Singh with her Monogram Snap kit, an Apache AH-64 in 72<sup>nd</sup> scale adding a bit of surface detail with rub n buff, while Graham Gaulke brought in his big size Ford Aeromax 120 cab, a Monogram Snap kit as well, in 32<sup>nd</sup> scale. Congrats to both Caitlyn and Graham!!

## JUNIOR CATEGORY

1 <sup>st</sup> (tie)	Caitlyn Sara Singh	1/72 AH-64 Apache	Monogram
1 <sup>st</sup> (tie)	Graham Gaulke	1/32 Ford Aeromax 120 cab	Monogram

Upcoming theme nite: March is Empire Night, sponsored by Martin Quinn. Let me know if you wish to sponsor a theme nite. Email: [stevezaj@msn.com](mailto:stevezaj@msn.com)





# Show Quality Basecoat/Clearcoat Paint Finish

By Stan Stankewicz

Getting that deep high gloss show finish really is not that difficult. My last automotive project (2008 Concept Camaro) demonstrates that a high gloss finish is not beyond anyone who wants to take a little extra time and patience and learn a few new techniques. The amazing aspect of this technique is it's all out of a rattle can, airbrush not required.

The paint used for this technique comes from an on-line supply company called Automotive Touch Up (<http://www.automotivetouchup.com>). Your color choices are endless from Henry Ford Classic Black to Mopar Plum Crazy to some of the new exotic pearl colors, all are available in 12 oz spray cans.

Some of the various paint materials used may seem a bit pricy compared to model paint but when considering quantity, the prices are reasonable. The most expensive will be a can of your color coat while a can of primer and clear coat can be used for several projects. 3M 600 thru 1200 wet /dry sand paper can be found at your local automotive store as well as the 3M spot putty which by volume is cheaper than any model filler and works just as good or better.

For the final polishing a product called Micro-mesh will do the trick. Micro-mesh is a cushioned polishing system consisting of progressively finer grits that will finish your paint to a clear deep high gloss. If you do a search on the internet you will find numerous suppliers, I got my set off E-bay.

In order to get that high gloss the MOST important step is the body prep. When you first take your body, fuselage, hull etc. out of the box take a long good look at the surface under strong light. You will notice many small imperfections which will need to be corrected, first knock down the high spots with an aggressive sanding stick or 400 wet / dry sand papers. We'll address the sink marks and low spots after priming.

Now that you think you have the body perfect its time for primer. The body gets a thorough cleaning in the sink using dish detergent and an old toothbrush, rinse with ample amounts of water and dry with a lint free rag. The first coat of primer is a very light coat basically just dusting the primer on, your not trying to cover all the plastic. After approx 10 minutes its time for the second coat, this coat is a moderate coat slightly wet with minimal plastic showing.

Look at the body under strong light again and what you thought was perfect is probability worse than before. The primer really shows all the imperfections. Take some

time with fine (600grit wet/dry sandpaper) and knock down all high spots. Fill all low spots with spot putty and let dry overnight. Go over body again knocking down all the high spots of spot putty, then wet sand entire body with 1000 grit, wash and give a good rinse.

When dry its time for 2 more coats of primer, again moderate coats with a 10 minute dry time between coats. Wet sand again with 1000 grit and wash body and dry. At this point you should have 90% of the imperfections corrected. You can proceed to color coats or for a contest winning finish another round of sand, fill and prime.

The color coats are basically sprayed the same as the primer. The first coat is very light just enough to mist the color on. Next spray 2 moderately wet coats waiting 10 minutes between. Don't rush and try not to put a heavy wet coat the paint will run. Take a good look at the paint coverage if uniform your ready for clear, if not add another coat of color.

If you're doing a 2 tone spray one moderate coat of clear over the first color and wait 24 hours then mask the second color. Using the same technique, add your second color. When satisfied you have proper color coverage add 2 moderately wet coats of clear. Let dry for 24 hours.

At this point the finish should look slightly dull almost flat with very minimal orange peel. If you have excessive orange peel you can wet sand the body with 1000 grit just enough to take the high spots down. Then add 2 more coats of clear.

Now for the real magic. After letting the paint cure for at least 24 hours its time to uncover that show winning paint job hiding just under that dull surface. Again take your time and working slowly starting with 3600 Micro-Mesh, wet sand the entire body looking for a uniform surface finish. Pay attention to any sharp corner or raised detail, carefully sand in these areas as its very easy to sand thru the clear in which case you'll need to go thru the clear process again. Proceed with each Micro-Mesh grit (4000, 6000, 8000) carefully sanding the entire body thoroughly and as you progress the finish will start to get progressively glossy.

With the last polishing cloth (12000) all the scratches should have disappeared and the only thing visible in that deep mirror finish will be the huge smile on your face and the thought, I did it! I hope this will inspire some of you to give a gloss finish project a try, again with basic modeling skills and patience a quality gloss finish is not beyond your ability.

At the Feb meeting I will be giving a demo on these techniques and I hope this will encourage a few of you to give it a try, you won't be disappointed.

# MAKING YOUR OWN DECALS

By Dave Schwartz

I guess the most logical question, you may have, is why bother to do this in the first place? For me, it was a matter of being able to continue building what I want to build, when I want to. Car modeling, unfortunately, is an ever shrinking, segment of our hobby with a lack of new subjects, and a shrinking aftermarket. Decal makers, such as Fred Caddy and Chimneyville have packed it in. A decal maker such as Slixx, is simply are not producing the high quality decals that they once produced, and even though they cheerfully replace their defects, it usually with more of the same. UGH!! As Mother Gump was known to say, "Decals are like a box of chocolates, you never know what you're going to get". Regardless of how good they may look on the sheet, sadly they may look a lot worse, when they have split into many unuseable pieces, in your dish. I'm tired of stuff like this happening, so that's how I got involved. Now you know the why, it's on to the HOW:

## What You're Going To Need:

- 1) Computer
- 2) Scanner- The higher the resolution, the scanner is capable of, the sharper your images will be.
- 3) Printer- The decals I make, are produced on an everyday combo, printer-scanner-copier-fax, that I picked up at Staples for \$99.00 You don't need some ultra expensive piece of equipment.
- 4) Clear and White Decal Paper - I'm using paper from Bare Metal Foil and its great. Takes the ink very well and produces decals that are thin, flexible, and have great adhesion. It doesn't even seem to need any setting solutions or anything. I tried the papers from Testors, and they were useless. Ink puddled up, no matter what I did. I would avoid them. Remember Mother Gump!!! There are ton of bulk deals available ON-Line. You'll have to try them out, for compatibility with your printer.
- 5) Decal Coat - Krylon "Crystal Clear" Gloss Acrylic Spray. The above will enable you to reproduce what you see. However, if you want to change the colors of the image, or the background colors, or the images, themselves, programs such as Photoshop, Corel Draw, or Paint Shop Pro are a must have. All of these will do the job, with Photoshop, being the best you can get. It's also very expensive and more program than you will need. Check out the other two on E-bay and you'll probably get a deal. I use a version of Photoshop 6.0 which is at least 6 years old. You might luck into one of them too.

Can You Do It? Instead of spending your money on decal paper at this point, use Glossy Photo paper for now. Scan your image at the highest DPI your scanner is capable of. I scan at 1200DPI. Save the scan.

Open the scanned file up and select PRINT. You will need to change your printing settings:

(Paper="Glossy")

(Print Quality="Fine").

You may have to play with these to get the ink coverage you want, but these are the settings I use.

PRINT: using the Glossy Photo Paper.

If you like what you see and it compares favorably with the original, you're all set. If it doesn't, and you've tried all the possible printer settings, then this will not work for you. Highly unlikely, but it could happen.

Let's get some Decal Paper and get printing. It's no harder than the test we just ran. In fact, if your goals lean toward military markings, numbers, or basic shapes, you're ready to go. Just follow the above procedure. You'll be using the white decal paper. Print, seal, and trim carefully. What about more complicated graphics? That becomes a more complex problem, but I can assure you, that with a little forethought and planning, you can do some beautiful decals.

An explanation of how Decals are commercially made would be helpful and help you understand, what is going to happen in this process. We will have to do, what they do, but without the advantage of some very expensive printing equipment. The advantage that they have is their ability to print WHITE. What that gives them is the ability to produce decals that are opaque. We will have to use the white decal paper to achieve this opaque state. What they do, is lay a white ink base layer first then add the color layer. Of course they have a computer printing program to keep everything lined up throughout the process. Can we compete with this? Yes, I believe we certainly can, and here's how.

**Method 1**-- Print on the white decal paper. Seal it with the Krylon spray. Then trim right to the color edge. Piece of cake!

If your image is very dark, ex. Black, then you may get a fine white line around your image. If this happens, you might need to use Method 2, however with medium to light images, you won't see this line once the decal has dried and the edges are sealed to the surface. Remember these decals are VERY thin and that is why this line will disappear.

**Method 2**-- This is a multi-stage process requiring both the white and clear decal papers and some glossy photo paper.

**Step 1**– Print your image on the Glossy Photo Paper. CAREFULLY and ACCURATELY cut out the image. This will become a template.

Why the Photo paper? It's thicker and stiffer.

**Step 2**– Take your template and place it on the white decal paper. Trace the image out and then VERY, VERY carefully cut around your tracing. You want your white decal paper to be ever so slightly smaller than your template, so there will be no white peeking out. Compare the white decal cutout to your template for size and shape. If satisfied, spray the white decal cutout with the Krylon to turn it into a decal. This is going to go on your model first. I spray at this point, because the white decal paper is too flimsy to be handled unless I do. DO NOT OVERSPRAY!!! You need just enough to give the cutout some stiffness. One light coat should do it. Apply the decal to the EXACT location that you've chosen for the image. Your color image is going right on top of this!!!! Handle with care.

**Step 3**– Print your image on the clear decal paper. I wait 24 hours, before I apply the Krylon Spray. The ink should be thoroughly dry before spraying. I would give the spray at least overnite to make sure it is dry and has sealed the ink.

One coat of overlapping strokes of the spray is enough. Too much will make the decal very stiff and difficult to work with.

One all is dry, trim closely, but leave some clear around the edge. You don't ever want to cut into the ink if you can avoid it, as you might unseal the ink and cause the image to bleed when you put it in the water. Apply the decal right on top of the white. Presto-- you've got a beautiful, opaque, decal of YOUR CHOICE. AH, blessed freedom.

The above methods will help you reproduce just about any Decal image you need. The only way to find out what works for you is to experiment and practise. There is a certain amount of skill required here and you really need to work with it.

Here are a few general tips and suggestions that may help you.

1) When applying the decals, never rub across their surface if you can avoid it. Blot them gently "downward". This will avoid damaging the sealer. Never push the Decals around by their edges. That's the most fragile part. Manuver them by their middle and use lots of water. When in place, leave them ALONE and let them set up by themselves. They are thin and will pretty much lay down on their own.

2) The more complicated the image, the more difficult it is to cut them out. A thicker coating of the Krylon spray will help protect the ink as you cut. Work slowly around the image and gradually cut through the paper. If you find the sealing coat makes them a

little stiff, don't worry. They react real well to Micro Set. I wouldn't use Micro-Sol as it's a little too rough.

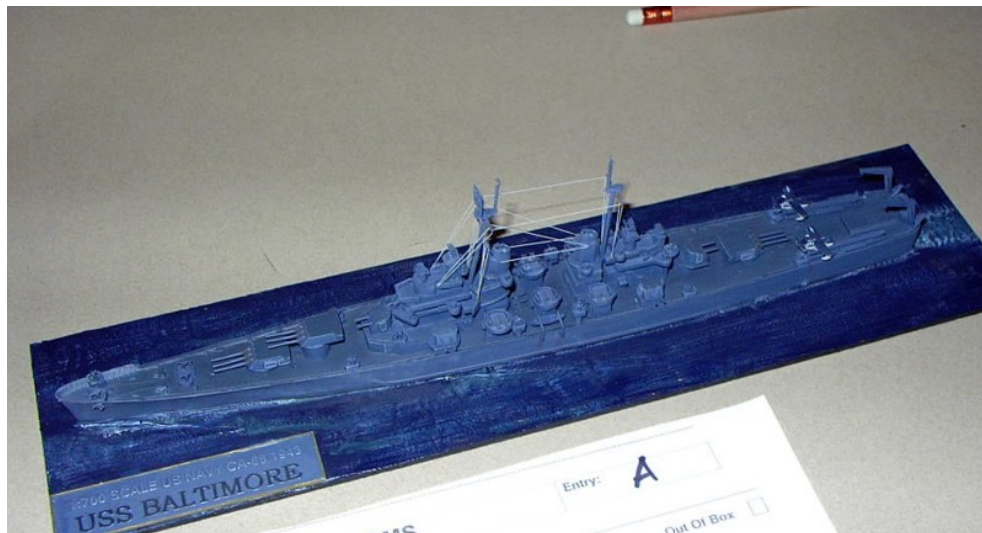
3) Learn how to refill your own ink cartridges. All you have to do is figure out how they got the ink in there in the first place. The access hole is there, you just have to find it. You can save a ton of money here, if you can figure it out. Experiment with an old one until you do.

4) Don't get discouraged. You'll get it, honest. Stay with it and you'll eventually get it down pat. Personally, I really like doing it. It's a great way to occupy your time, while you're waiting for your paint to dry. Programs such as PhotoShop, etc., can expand your horizons and are fascinating to work with. You can make your very own decal sheets from what you can find to download. Great stuff.

5) There are many websites offering Logo's for download. One I've been using is: <http://brandsoftheworld.com/> It's a Russian website. Go figure. Most of them are. They offer logos from automotive, military insignia, foods, tools, etc. You name it. Just Google, for more sites.

I guess that's about it. If your interested, give this small part of hour hobby a try. You just might like it.

Dave



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Friday February 8<sup>th</sup>



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Open

