MAD DOG MONTHLY

The Newsletter of IPMS Boise April 2011

Vandervoort Memorial
Winners
1st 70 Plymouth Road Runner - David Stansell
2nd 80 Pontiac Trans Am - Bill Speece
3rd Aston Martin DBS - Tom Gloeckle

MEETING MINUTES

The Vadervoort brought out 24 models, another bumper contest entry. John Cromarty suggested everybody bring in unused coupons to contribute to the “Adopt-a-Base” program. The program sends these coupons to bases to help troops and their families buy groceries and other necessities. So bring them in to this meeting if you are interested in participating. March was the last month for dues before non-payers before they were cut off. You can still pay your dues and get in good graces with Jeff. Welcome new member Andy Anderson. He is specializing in aircraft he flew during his naval aviation career as a pilot.

Next year’s themes are-
May - The Bill Bailey (Build something you bought from Bill’s collection)
August - Childhood Memeories (Build a kit from your child hood or something you remember from it.)
November - Vignettes and dioramas

Your Executive Board members are-
President - Bill Speece
Vice President - Brian Geiger
Treasurer - Jeff D’Andrea
Secretary and Editor - Tom Gloeckle
Chapter Contact - Kent Eckhart

PRESIDENT'S NOTES

Wow, what an outstanding turn out and variety of car models last month. This has to be one of the largest numbers of kits I have seen for any of the competitions. There were 24 entries. Thank you Don for having this memorial contest. Like I have mentioned before, it is great way to remember past club members. For the past two years, the trophies are fantastic. What creativity and imagination. I also want to congratulate the winners for their terrific autos: Tom, Dave and myself. Dave had a large margin of the votes for his beautiful car. It was the next 4 entries that were with in 1 to 4 votes of each other. It doesn't matter how good, or if you think how rotten the kit is, modeling is for showing. So enter regardless. Yes, everyone appreciates the congratulation that we have received. What I find especially gratifying is when people ask you "how did you do that"? Or "what is your technique to get this finish"? It's a great compliment when someone asks for your advice. When I ask someone, it may not feel like it is a big deal to you, however, I am impressed with YOU and want to learn more. It is amazing how much wealth of information and procedures are available to share with everyone. You never know when that inspires someone to build a different kit or project. We all strive to give our best. With all the accumulated and gathered knowledge, who knows; maybe the next model will be our 'Excalibur' model. A perfectly finished model.

This year, Seattle graciously changed their timing of the Spring show for us. Well, maybe not, but it allows our members to attend both weeks. If you have never gone before, you really should. Not only does the show get you out of town, the Seattle group puts on a good quality competition. The entries are first rate, fun, outstanding, and inspiring. They display some of the interesting group themes the group has done in the previous year. It's a chance to see a model built up when you are wondering what it looks like. Maybe, you will decide to buy and build one then. Maybe, the variety of decals and schemes could give you an idea of what to assemble next. The walls are overflowing with vendors offering so many goodies. It is just like being a kid in a candy store. You don't have to leave the room to visit the vendors and come back to the models, it's all their in the gym. The only time you need to leave the room is to put all the kits you bought into the car. There are so many museums to visit, that you can't take them all in one weekend. Of course you need to go again to view all the other sights. The best part of going is being with fellow club members and seeing old friends. It is great camaraderie. We have some of the members tell their experience. Hopefully, we will have some winners too.

Get building, see ya next Saturday.

Bill

MEETING MODELS

The Vandervoort-

Revell 70 Ford Mustang Boss 429
1/24th Scale
by David Stansell

Testors 49 Mercury
1/24th Scale
by John Wilch

Revell 32 Ford Hot Rods
1/25th Scale
by Sam Heesch

Fujimi Ferrari F355 Spyder
1/24th Scale
by Paul Erlendson

Revell Mack CF600 Pumper
1/32nd Scale
by Larry Van Bussum

Monogram Texaco Ford Taurus
1/24th Scale
by Jeff D'Andrea

AMT 34 Ford Panel Van
1/25th Scale
by Srlen Marshall

Testors 32 Ford High Boy
1/24th Scale
by John Wilch

AMT 78 Ford Mustang II
1/25th Scale
by Jeff D'Andrea

Revell Chevy 150 Utility Sedan
1/25th Scale
by John Wilch

Revell Audi R10
1/24th Scale
byTom Gloeckle

Tamiya Schwimmwagen
1/35th Scale
by John Cromarty

MEETING MODELS

The Vandervoort-

Revell 32 Ford Sedan
1/25th Scale
by Randy Hall

Italeri Horsch 15
1/35th Scale
by George Bacon

Dragon M2 Bradley and Hummers
1/72nd Scale
by Wayne Keith

1895 Coupe De Ville
1/32nd Scale
by Jim Burton

ESCI Paratrooper Land Rover Mk II
1/24th Scale
by Jim Burton

Monogram 55 Chevy Bel Air
1/25th Scale
by Jim Burton

Model of the Month-

AMT 66 Chevy Nova Pro Street
1/25th Scale
by Bob Olsen

Revell Ferrari 360 Modena Spyder
1/24th Scale
by Jim Burton

Octopus Fairey Firefly MkI & MkV
1/72nd Scale
by Herb Arnold

Tamiya Meteor F.III
1/48th Scale
byTom Gloeckle

Model of the Month
Classic Plane Fokker D II
1/72nd Scale
by Herb Arnold

Solarwind
Talyn Figure
1/12th Scale
by Randy Hall

MEETING MODELS

Model of the Month-

357 Magnum
1/1 Scale
by Don Vandervoort

Emhar British "Male" Tank
1/35th Scale
by Jim Burton

Emhar British "Female" Tank
1/35th Scale
by Jim Burton

Display Models-

Monogram P-40B & P-51B
1/48th Scale
by John Wilch

Dragon Sturminfanteriegeschutz
1/35th Scale
by Brian Geiger

Zvezda Suvrov &
Kombrig Sissoi Veliky
1/350th Scale
by John Thirion

Tamiya Target Lola
1/20th Scale
by Paul Erlendson

Revell of Germany T-2 Buckeye
1/72nd Scale
by Andy Anderson

Fujimi A-6
1/72nd Scale
by Andy Anderson

New ship model

Kombrig Soviet Destroyer project 7 in 1/350.
This new resin kit from Combrig was made in cooperation with BOX261 who did the PE. The kit will be available as full hull or the cheaper water line version. The specific ship represented by the kit is the Gremyashchiy (thunder) which was launched in 1938. Project 7 were handsome ships build to the Italian models. Their main flaws were severe structural weakness and poor sea keeping capabilities. The power plants were also suspicious and they were incapable to achieve their designed speed of 40 knots. The armament consisted of 5x5.1 in, guns. After the war, several were send to China.
It is a nice addition to the increasingly large range of WWII destroyers and it come right after the release of 2 WWII German destroyers. Impatiently waiting for the French and Italian versions.

Ship colors in WWI

If you attend a model show you will not be surprised to see all the modern navy model painted with the same monotone gray. Therefore modeling any WWI or before ship models can be a nice variation. Here is a compendium of the paint schemes used but the main navies involved in the conflict.

British

Everyone has seen the black, white and buff color scheme of the Victorian navy but very soon the British adopted the famous "battleship grey" which was a very dark grey. Torpedo boats and destroyers were painted black. As the war progressed the dark grey was replaced with a lighter shade because of the shortage of dark pigment. Most of the smaller vessels were also repainted in the light grey. On large ships the water line was black or omitted. Wood dick were a very light color being continuously maintained, when corticene was used it was a reddish brown. The area around the funnels of coal fired ships was painted black. When submarine became a menace many ships were painted with the dazzled camouflage which was not intended to hide the ship but to confuse the enemy as the ship's speed, direction, etc..

Germany

The hulls were painted a mid grey while the superstructures were of a lighter grey. The water line was dark green and not black. Torpedo boats and destroyers were first painted black then various shades of grey, occasionally camouflaged. The areas around the funnels were also painted black. Submarines were painted various shades of grey.

Italy

At the start of the war a blue grey color was used, later pale grey was used on all ships. The top of the gun turrets was dark grey. Torpedo boats and destroyers were a first black then went to light grey.
Austro-Hungarian The KuK ships were first painted dark green, wood decks were a very light wood color being well maintained. Corticene or any types of linoleum were not used. The water lines were red. Later grey was used on some ships and the water line became dark green like the German.

Turkey

They ships were painted kaky and not well maintained therefore the wood decks were of a much darker color. Ships received from the Germans retained their grey scheme.

France

Before the war the ships were painted in the blue and white scheme, later they were repainted bluish grey. Some of the gun turrets had a bronze sheen. One of the punishment was to scrub the turrets with left over cooking oil from the galley. Destroyers and torpedo boats were originally black then dark grey.
Some ships had a false bow wave. Water lines were black or red. The area around the funnels were painted black.

Japan

Mid blue grey with black water lines.

United States

Followed the practice of the Royal Navy.

John Thirion

SCALE SCIENCE

In the world of modeling, especially for competitions, accuracy to the real life subject is a major factor. Modelers spend hours researching their subjects and trying to recreate the finest nuances on their masterpiece. In the end, a model is produced that is a wonder to behold; near perfect eye-candy. However, there may be something about the model that is off from the real thing, and that is the weight, or more precisely, the scale weight of that subject.

So how much should a model weigh if it was an accurate representation of the real thing? One might think that it would be as simple as dividing the weight by the scale, same as we do for the dimensions. However, the truth is a bit more complicated. In order to solve this conundrum, we need to go back to our high school physics class. First, we need to know how weight, or more scientifically correct, *mass* is related to dimensions, or in the case of scale 3-D models, *volume*. Mass and volume are both a factor in determining the density of an object. The formula is:

$$P=m \div V$$

Where P (Greek letter "rho") is density, m is mass and V is volume.

In scale models, if we used the very same materials that are used in the real thing, then the density of those materials stay the same, or *constant*. Also, keep in mind that volume is determined by taking the product of height x width x depth. For a simple cube (where all dimensions are equal) with a side measuring "d", the volume is simply "d" cubed, or d^3. That allows us to figure out the relationship between mass and volume:

$$P = m \div d^3$$

so

$$(P \div m) = d^3$$

therefore

$$d = \sqrt[3]{(P \div m)}$$

In English, we see that the dimension is related to the cubed root of the mass. It doesn't matter whether the object is an actual cube or oblong or, in the case of a model, the shape of a plane, car or ship. Dimension always relates to the cubed root of the mass if the density is held constant. This makes sense because in a scale model, not only would the length, depth and height of the overall model be to scale, but in a true scale model, every piece would also be that scales' thickness.

So, back to the world of scale models, let's take a 1/24 scale '57 Chevy.

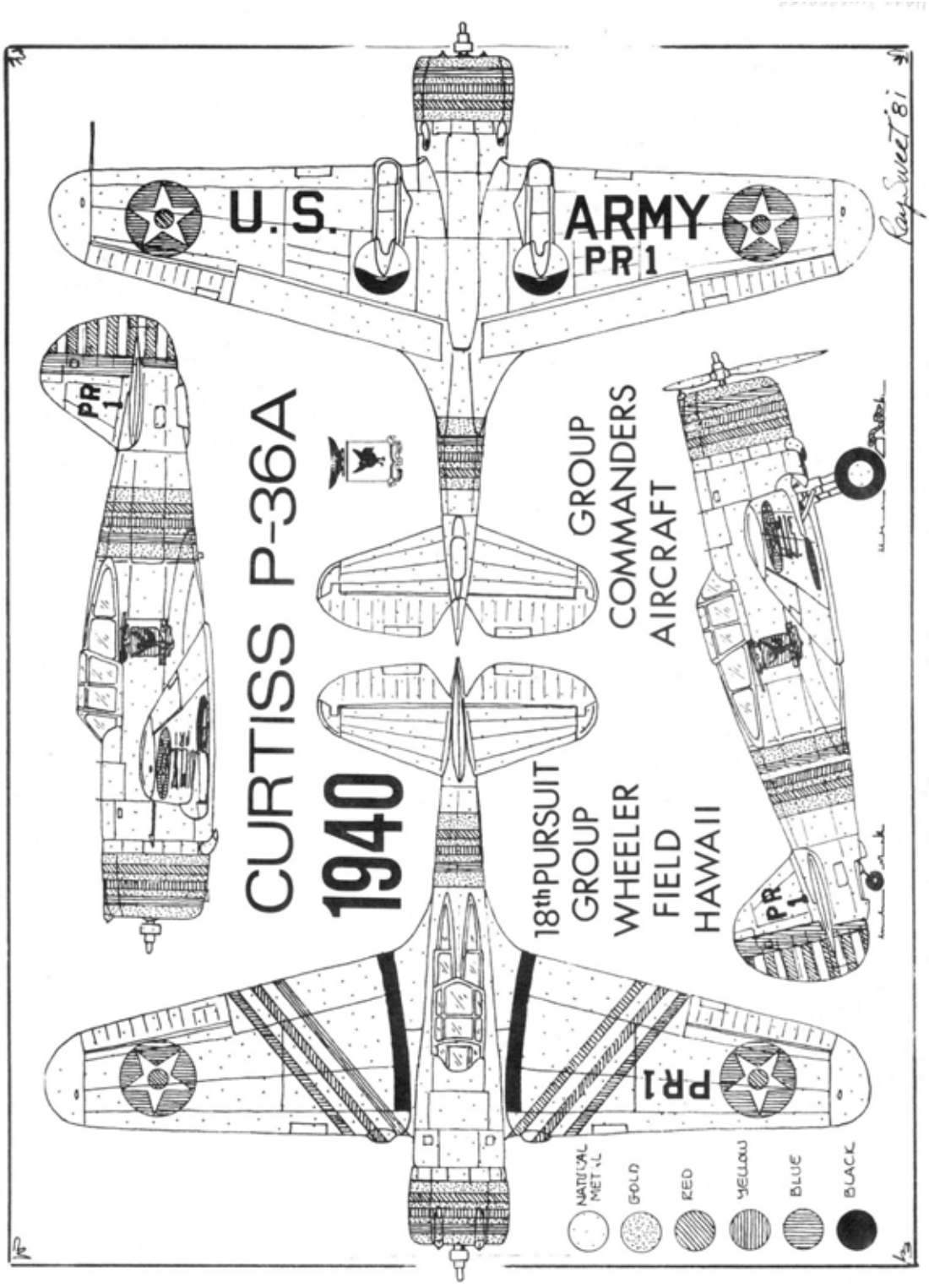
According to http://www.57classicchevy.com/body-styles.html the average weight of the 57 Chevy line (except the station wagons) was about 3300 pounds. At 1/24 scale, the scale weight (or mass) of the model would not be $1/24^{th}$ of the actual weight but $1/13{,}824^{th}$ of the actual weight (24 x 24 x 24). The correct weight of the model would be 3.8 oz. A typical 1/24 scale '57 Chevy model comes in under that which makes sense since it is made of plastic, not metal and other materials that are used in a real car.

Below is a chart of some typical modeling subjects, their actual weight, and the weight they would have to be at various scales to be truly "accurate":

Subject & Scale	Actual Weight of real subject	Correct Scale Weight
'57 Chevy (1/24 scale)	3300 lbs	3.8 oz.
Panzer IV Tank (1/35 scale)	55,200 lbs	1.3 lbs
F-15C (1/72 scale)	44,500 lbs (fully loaded)	1.9 oz.
F-15C (1/144 scale)	44,500 lbs (fully loaded)	0.2 oz.
RMS Titanic (1/350 scale)	104,620,000 lbs (displacement)	2.2 lbs

Larry Van Bussum

RAY SWEET TRIBUTE



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