

SNAPSHOT

CREATE SURFACE TEXTURE ON AFVs WITH MODELING PUTTY

SURFACE TEXTURE ON TANKS and other armored fighting vehicles (AFVs) can make a significant difference in a subject's realism and visual interest. Modern molds can create amazingly fine textures, but sometimes texture is missing or doesn't look right. Then it's putty time!

By Robert Raver



1 You'll need solvent-based putty, like Tamiya Putty: Basic Type (No. 87053), an old paintbrush, and liquid cement, like Tamiya Extra Thin Cement (No. 87038). **WARNING:** Work in a well-ventilated area because these materials both give off fumes.



2 Dab a little bit of putty onto a disposable surface, like the top of a discarded plastic (not styrene!) container or glass dish (the bottom of a baby-food jar works). Dip the paintbrush into the liquid cement and mix into the putty. This will thin the putty.



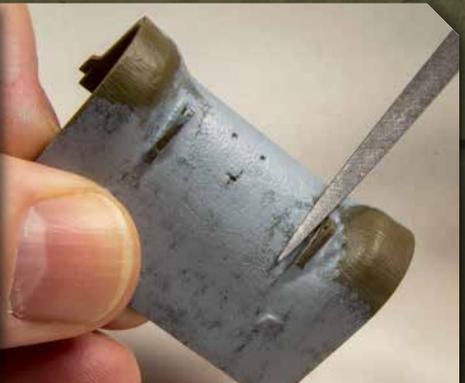
3 Once you have the desired consistency, stipple the mixture onto the part. It is best to build up the effect with thin coats allowing each coat to dry before the next. Work on small areas to reduce exposure to fumes and keep the task manageable.



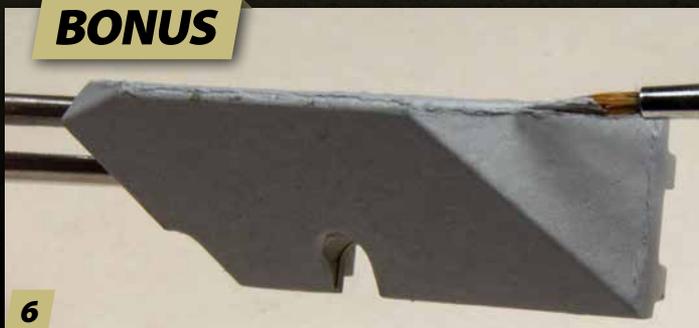
4 Here you can see the subtle difference between the part as molded and the putty texture. The molded pattern is too consistent, according to references. Putty can also create smoother transitions, like those from the cast housing to the lifting rings.



5 Once textured, the effect can be smoothed using sanding sticks for larger areas and files for tight spots. Always consult your references to determine the amount of sanding needed to get the desired appearance. Of course, you can always apply more of the putty-cement mixture, if needed.



BONUS



6 Making a slightly thicker mixture of putty and thin liquid cement and applying with a small paintbrush, you can build a thin line of putty with a texture that simulates fine weld seams that aren't typically too pronounced on the full-size vehicle. **FSM**