



Oh... the Dog Days of summer...

Well, actually, the weather's not so bad yet, and my time at the workbench has been pretty productive (as I measure such things).

We'll be having our summer get-together in a couple of weeks, and this promises to be a nice day for us. Hopefully we'll all get a chance to hang out and spend the day talking about and looking at models – Kind of like a model contest without the competition part - A genuine model “show” between friends. We should have all of that time that we never seem to get to discuss and share info about our builds and learn about what our fellow club members are up to.

Yes, we will conduct the judging for our quarterly intra-club contest (theme “The T-44 to T-62 Family”), but that should only take a little while, and we'll have plenty of space and time for other models and projects. Throw in some burgers and dogs, and what could be better?!

This should also be a good opportunity to unload some stuff from your stash and maybe pick up some treasures to add to the same!

I've also sent out an invitation to the other AMPS chapters in our immediate region to let them know they're all invited to come join us and hang out for the day. Hopefully we'll see some old friends and get a chance to catch up on some model-building news.

Last Meeting's Minutes:

Our last meeting was held at 6:00 pm, 14 May, 2014. We had 13 members in attendance with 10 models present for Show & Tell. The club raffle prize was DML's Pz IV G won by Michael Child.

During the meeting: 1) Convention planning committee members discussed the 2016 Convention Proposal planning. 2) We discussed our planned “Armor Model Geek Day” at the rec center: food, intra-club contest, display tables, swap-meet tables. Members present voted and approved a \$100 budget for club provided food and drink (burgers, hot dogs, buns for both and soft drinks). 3) Discussed the next Intra-club contest – “T-44 through T-62 Family of Vehicles”. Judging will be at the “Model Geek Day” event. 4) Discussed and decided our first Saturday meeting date will be Saturday, 19 July at Mike Roof's house. 5) New Business: Keith gave us an update on the sale of the HobbyTown USA store.

Next Meeting's Agenda:

Our next regular meeting will be at 6:00 pm, Wednesday, 11 June, 2014 at the HobbyTown USA store on Two Notch Road, Columbia.

6:00 pm (1800): Meeting starts / Admin Business – 1) Report on 2016 Convention Proposal planning. 2) Final coordination for “Armor Model Geek Day” at the rec center: food, intra-club contest, display tables, swap-meet tables. 3) Reminder about the Intra-club contest – “T-44 through T-62 Family of Vehicles” to be judged at the “Model Geek Day.” 4) Discuss any desired agenda for our first Saturday “build day” meeting on Saturday, 19 July. 5) Discuss and vote to sponsor a category or award at the AMPS All-American show in August. 6) Keith will update us on the policies and procedures from the new HobbyTown USA store owners and manager. 7) Floor will be open for new business.

REMINDER: The HobbyTown USA store will close at 8:00 pm (2000). This means that all purchases at the store must be made before then so that the cash registers can be closed.

6:15 pm (1810): Admin business and Show & Tell.

6:50 pm (1850): Break: Shopping & Social Mixer. Cash registers close at 8:00 pm.

7:10 pm (1910): Reconvene: Continue Show & Tell: Builds and WIPs

8:00 pm (2000): Meeting ends (officially)

Regular meetings are held on 2nd Wednesdays of each month at 6:00 pm (1800) at the HobbyTown USA store, 10120 Two Notch Road, Suite 5, Columbia, SC 29223, (803) 736-0959.

Up-coming Events:

Jun 11, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road.

Jun 21, 2014, 10 am-4 pm: “Armor Model Geek Day” at the North Springs Recreation Center, 1320 Clemson Road, Columbia, SC 29229. Food, intra-club contest, display tables and swap-meet. **Intra-club contest / group build.** Theme – Any T-44 to T-62 Family AFV (T-44, 54, 55, and 62 and vehicles built on that chassis).

Jul 09, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road.

Jul 19, 2014, Mike Roof’s house: AMPS Central SC Saturday build day and informal meeting.

Aug 13, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road.

Aug 30, 2014: AMPS All-American contest and show, Fayetteville, NC. This show will be a unilateral AMPS effort.

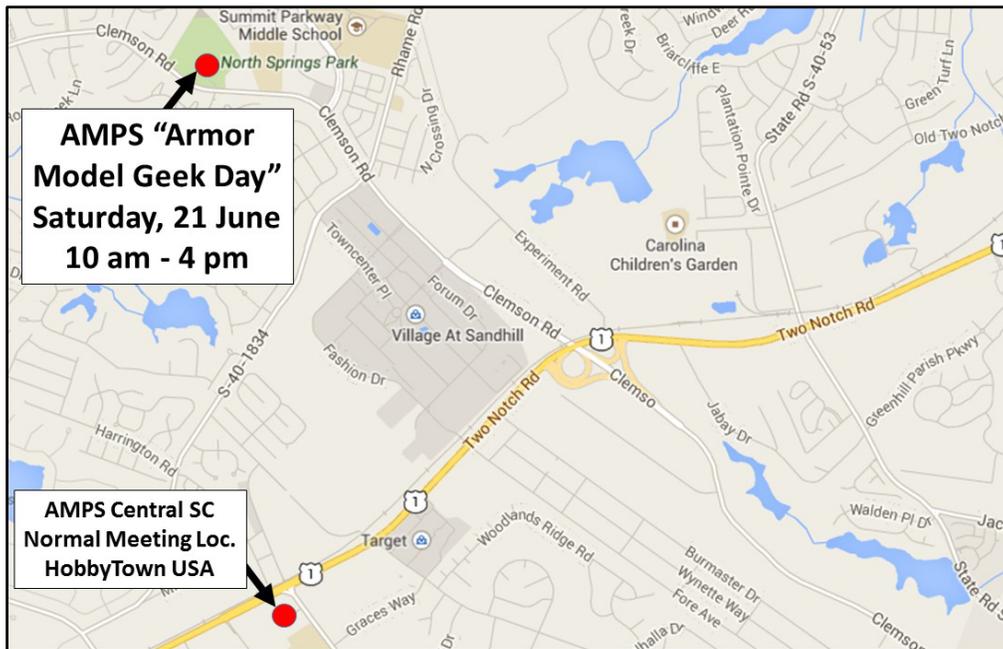
Sep 10, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road.

Oct 08, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road.

Nov 12, 2014, 6:00 pm (1800): AMPS meeting at HobbyTown USA store on Two Notch Road. **Intra-club contest / group-build.** Theme – Any Light Tank 20 tons and under (any era, nationality, or scale).

Dec 10, 2014, 6:00 pm (1800): AMPS Christmas Party at HobbyTown USA store on Two Notch Road.

AMPS Central SC Wildcats: "Armor Model Geek Day" Saturday, 21 July 2014



Here's a map to the location for our little summer get together: North Springs Recreation Center, 1320 Clemson Road, Columbia, SC 29229.

We will have a buffet-style lunch meal at about 12-noon. We'll also have tables available for members to exhibit and discuss their work in a non-competitive environment (think meeting Show & Tell with a more expansive format). Bring

whatever models, finished or works-in-progress, that you'd like to share with other members.

Also, we'll have tables available for you to bring anything from your stash that you'd like to sell or swap with other members. Whatever deals you make will be between parties, no table rental fees or "baksheesh" to the club required.

Finally, we'll set up a standard type AMPS judging area for the next intra-club contest, so bring your entries for that (and be willing to help out with the judging). Remember, this contest is only open to chapter members in good standing (dues paid, etc.). (Guests are welcome to join in the judging, but if you want to enter, you must see Scott Amey first and become a chapter member.) Judging will start at about 1:00 pm (1300) (or as soon thereafter as I can round up judges) and all entries should be there by then.

Club members may bring guests, and potential AMPS members who would like to "crash the party" are welcome. I've sent out an invitation to the other AMPS chapters in our neighborhood to come and join us. If you know you'll be attending and bringing guests, please RSVP so that we can get a headcount to be sure we have enough food and drinks (no alcohol – rec center rules!).

There is a very nice regular playground at the rec center and for your guests who get their fill of "model geekiness," the Village at Sand Hill shopping center is just a 2-3 minute drive from the rec center. They can join us for lunch and then take off shopping.

Please make plans to attend and hang out with us. It promises to be a fun and relaxing day.

Washes and “Tide Marks”

Mike Roof, AMPS #1632

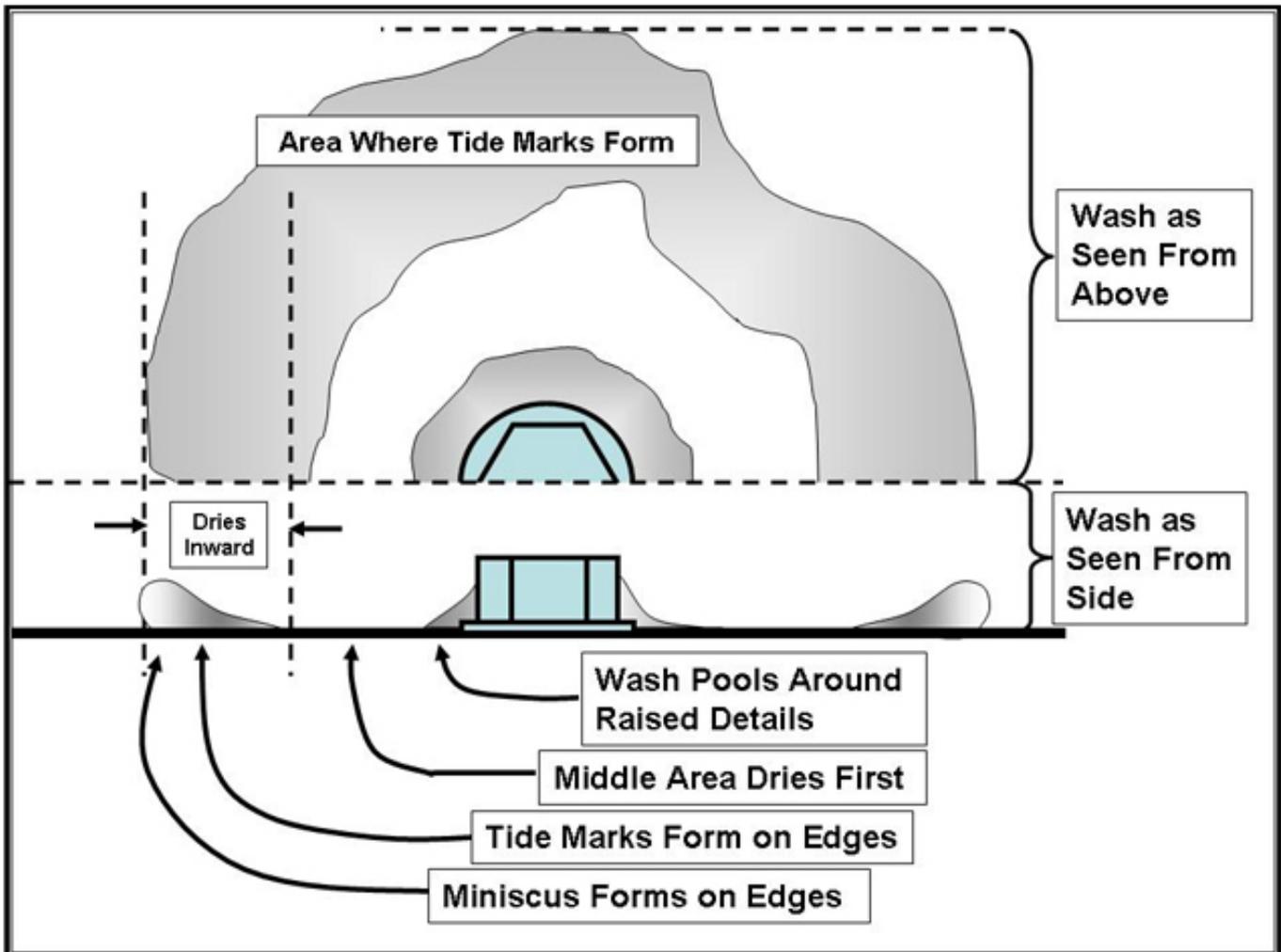
One of the problems that can arise when we use washes (either general washes, pin washes, or color modulation or filter washes) is the formation of “tide marks” across the surface of the model. These marks manifest themselves as shiny rings or wavy lines, sometimes clear and glossy and sometimes as pigmented discoloration and usually as some combination of the two.

So, how do we avoid these marks and what can we do to eliminate them?

Unfortunately, there’s no easy way to do either. Controlling tide marks requires patience and an attention to detail. Rushing the job and trying to do too large an area at once will almost certainly result in some tide marks.

First we need to know what’s in the wash. Washes are a solution made of pigment, binders, and thinners or carriers. We get the pigment and binders (and some of the carrier) from the paint we use, and the majority of the carrier / thinners are added to this paint to make the thin, semi-transparent solution we call a “wash.” All three of these components come into play to create tide marks.

To understand how to avoid and eliminate them, we need to understand how they’re formed. Here’s an illustration of a typical kit detail, a hex nut, with a wash applied to it.



As the drop of wash is applied to the detail, some of it will pool around the raised detail. However, if there is too much liquid, the wash will also flow away from the detail. This is the reason why “pin” washes are an effective technique. Only the smallest amount of wash liquid is applied in the first place to avoid the excess that can flow away to the sides.

However, even with pin washes, as the pigments settle around the detail in the main pool, some of the thinners will flow outward or the binders held in solution will dry in a shiny ring around the detail.

What happens next is that the outside edges of the wash pool will reach a limit where surface tension on the liquid will hold it in place and stop it from spreading further. This outer edge will form a microscopic liquid wall called a “meniscus.” When viewed from the side, this meniscus “humps” upward from the surface and holds nearly as much wash liquid as the pool around the detail (both being caused by the same combination of capillary action and surface tension). The area between the center pool and the meniscus becomes very thin as the liquid runs towards either the center pool or the meniscus.

Naturally, because the meniscus has more wash liquid in it than the area between it and the center, it will also contain more of the pigments AND the binders in the paint that the wash was made from.

This “in between” area will dry faster than either the center pool or the meniscus and as it dries, capillary action will tend to draw even more of the wash liquid to the edges or center. Eventually, as the wash dries, the pigments and binders will concentrate along the meniscus edge and the center pool around the raised detail. While we want this concentration around the detail (to cause the color contrast), the concentrated pigments and binders along the meniscus edge will cause an unsightly tide mark, the ring of dried pigments and binders. The pigment causes the discoloration and the binders cause the shine. Sometimes with very dilute washes, there is not enough pigment to cause the discoloration, but the binders will still cause a clear, shiny ring or line.

The keys to avoiding tide marks are:

- 1) Apply as little wash as is required to do the job. General washes, applied over a large area tend to cause large tide marks whereas pin washes cause smaller tide marks. Smaller is generally better in this case.
- 2) Work in smaller areas. Even with general washes, work on a single panel or hull plane at one time. Pin washes are the ultimate example of working in the smallest area possible – a single detail.
- 3) As the wash dries, use a clean brush moistened with thinners to clean around the wash to remove the excess in the “in between” and meniscus areas. This is why working in smaller areas is so important. It’s much easier and faster to clean up the edges of the washes before they dry than after. Working in a smaller area gives you the time needed to clean up the washes before they dry. Once the wash has dried, it can be very difficult, and sometimes impossible, to lift all of the excess pigments from the tide mark area.
- 4) Finally, if a tide mark manifested only as a clear, shiny ring or line from the dried paint binders, often times a clear flat over coat will make it blend into the overall finish. However, don’t count on this always working as often times the shine will hide underlying pigments that will still leave a line of discoloration at the tide mark location once the shine has been eliminated.

Even when we attempt color modulation across larger areas (either using oil-dot or filters) we run the risk of creating tide marks, so these techniques are also best done in a controlled manner over areas

that are not too large. As long as the area is small enough that we can clean up any excess wash before it dries we're good.

Note that if you're trying to use a water-based acrylic paint to make washes then you MUST eliminate the excess wash as soon as you have applied it. Once the acrylic binders have set, no amount of water will lift or clean the excess and the tide marks are there for good. For this reason, I never use acrylic paints for washes or color modulation effects. Artist oil paints reduced with ordinary mineral spirits are all that I ever use for either purpose. (The exception to this rule for me are some of the Mig Products "streaking effects" solutions which are also mineral spirits based.)

Patience and taking your time, coupled with an understanding of what is happening, are the keys to avoiding tide marks. Go slow, work in a small area, and clean up the edges of the washes before they dry and your next finish will be tide mark free.

"The Day Room"

In the US military, most company-level units have a "day room" in the barracks where the troops hang-out, relax, and BS. When you want to learn the latest in "rumor control," you swing by the day room and chat-up the Joes and Janes hanging out there. They might not always get it right, but they're always willing to tell ya just what they think! So, welcome to "the Day Room..."

All-righty-right...

I'm really looking forward to our "Armor Model Geek Day" this month. I know that we've had a great run with our model contests and shows over the last few years, but taking a break and decompressing while just hanging out with each other and doing "model building stuff" sounds like a great day to me, too!

See ya Wednesday and Happy Modeling!

Mike Roof

Chapter Contact
AMPS Central SC "Wildcats"