



Check out our website for more information & photos: <http://www.ampscentralsouthcarolina.org/>

Hi ya, gang!

We've had a pretty busy month since our last meeting. On Saturday, 19 July, we held our first "Saturday Build Day." During the course of the day, we had as many as 11 members working on models and other projects at one time. I thought it was a great time, and I appreciate those of you who were able to attend taking the time to apply for visas, getting your passports stamped, and making the long journey up to the piney woods. I hope you all enjoyed the day as much as I did. Please check out the photos that Jeff has up-loaded to our website, and if there's enough interest, we'll do this again in a couple of months (October anyone?).

Also, over this last month, on Saturday, 9 August, our chapter put on a club display and AMPS promotion table at the 2014 Southeastern Toy Soldier Show at the SC State Museum in Columbia. This was our third year at the show, and I believe we got some excellent exposure for our chapter and the society. A special "mention in dispatches" to Tom Wingate and Kevin Cook for showing up at the crack o'dawn on a rainy Saturday to help set-up, bring models and man the tables. Thanks, guys!

This year's Toy Soldier Show was split apart into several different areas of the museum because of the on-going renovations, but we lucked out and got a prime location next to the elevators where every museum patron for the day had to stand and wait (and wait and wait...). We got a lot of interest and attention from these folks, and we were also lucky enough to be right next to SC Military Miniatures Society member Tom McCoy's annual figure painting demo. Tom always attracts a lot of folks watching him paint and viewing his figure displays, and a lot of those people also stopped by our tables.

Our only real challenge for the day was keeping the sticky little crumb-snatcher mitts off the models. Well, I s'pose that's a to-be-expected natural tendency for folks who're less than 4 feet tall, and, hey, at least they're showing some interest! Next year, we'll have to try to figure out something to protect the models a little better – maybe two-tiered display tables, or stanchions and ropes, or an electric fence and cattle prods (aww, just kidding... ugh.. sort of!). At any rate, no harm or damage was done to any of the models and very little to any of the kids in question. (Although some probably went to bed that night with "no! No! NO! Dooooonnn't touch!" still ringing in their ears. Hopefully, their nightmares won't last long...)

Thanks to the SC State Museum for hosting the show, year after year (this was the 23rd!) and for our SC Military Miniatures Society friends for inviting us, once again! We'll have a photo album up on our website for this event very soon.

Last Meeting's Minutes:

Our last meeting was held at 6:00 pm, 09 July, 2014. We had 15 members in attendance with 9 models present for Show & Tell. The club raffle prize was a Tamiya 1/35 scale *Mt I.SPW. Sd.Kfz. 251/1 Ausf. D*, won by Michael Child.

1. T-62 (Tamiya + Spade Ace tracks), 1/35 – Tom Wingate
2. Tiger I Mid-Production Model Kommandant Otto Carius (Tamiya), 1/35 – Trevor Edwards
3. Sd.Kfz.251/2 Ausf.C Riveted Version mit Grandatwerfer (DML), 1/72 - Rebecca Hettmansperger
4. Scimitar FV.107 LEP w/ PLASAN Armor + Slats (AFV Club, Resin Castoff Conv.), 1/35 – Keith Frape
5. M109 155mm Howitzer (AFV Club M109A2 + Bunch 'O Resin), 1/35 – Carl Wethington
6. M8 Greyhound (Tamiya), 1/48 – Ralph Nardone
7. Sd.Kfz.182 King Tiger, Henschel Turret (Tamiya 35160, Cavalier Zimmerit, Verlinden Interior), 1/35 – John Sherrer
8. Ti-67 TIRAN 5 (Tamiya + ESCI Reactive Armor, Verlinden Damaged Road Wheels, Bison decals), 1/35 – Tony Kelly **[Photo Feature]**
9. German Light Armored Car Sd.Kfz. 222 X2 (Airfix), 1/72 – Kevin Cook
10. M1A1 w/ Mine Plow (DML), 1/35 – Trevor Edwards (images provided after the meeting)

Photo Album on our webpage: <http://www.ampscentralsouthcarolina.org/MemberPhotos.php>

During the meeting: 1) Report on 2016 Convention Proposal planning. We discussed some of the venue pricing issues that have been encountered and the consensus is that the Sumter County Civic Center would be a totally acceptable and suitable location if the Medallion Conference Center remains priced too high. 2) The feedback from all of the members present was that the "Armor Model Geek Day" was good club event and that we should repeat it next year. No significant changes were suggested. 3) We discussed the details on the directions to Mike Roof's house for the 19 July "Build Day." There were no requests for any particular agenda items, so the day will be spent just building models. 4) New business – We discussed and agreed to participate in the SE Toy Soldier Show on Saturday, 9 August. This would be our third year exhibiting at the show.

Next Meeting's Agenda:

Our next regular meeting will be at 6:00 pm, Wednesday, 13 August, 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. We're hoping to have some definitive news from the Sumter County Civic Center about getting on their schedule for 2016. 2) Solicit feedback from members on our "Saturday Club Build Day." What

did you like? What would you change for next time? 3) Discuss and determine consensus for repeating the Saturday club build day. If yes, what tentative date? 4) Discuss our participation in the SE Toy Soldier Show. Determine consensus on repeating the event in 2015. 5) Reminder that the AMPS All-American show is on Saturday, 30 August. The AMPS All-Americans are asking for help and participation in judging and running the show. 6) 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:

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. The AMPS All-Americans are asking for help with judging and show operations.

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.

Oct, 2014, DTG TBD: AMPS Central SC "Saturday Build Day."

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.

From Dave Varettoni

Some of you have asked Dave to scrounge up some more forceps and small-gage stainless steel tubing (i.e. syringe needles).

Dave needs those of you who want or need particular sized tubing to contact him before the next meeting with a list of your requirements. You can contact Dave by phone, his email, or by forwarding an email through the club email. If he hears from you in time, he'll try to have what you need by this coming meeting.

Artist Oil Paint Weathering Techniques

Mike Roof
AMPS #1632

This is a pretty broad topic, and you can find a lot of detailed information about various techniques on internet forums and in many of the newer weathering books. Mig, Rinaldi, and Wilder (among others) all discuss using oils in their many finishing books, and Verlinden introduced armor modelers to artist oils back in the 80's in his "Verlinden Way" books. The body of knowledge about oils as an AFV modeler's medium is very deep and quite well-established.

What I'll try to do here is provide you with a quick overview of the subject that will hopefully give you enough knowledge to ask the right questions.

There are several finishing and weathering jobs that you can do with artist oils:

1. Dry-brushing: Oils have a very long working time and excellent color saturation, so you can achieve smooth, subtle color transitions with them.

You can also mix the oils with hobby enamels, like Humbrol, Revell, or Model Master to get dry-brushing colors that complement your base coat colors. This is especially useful if you paint with the hobby enamels to start with, and the oil paint can not only be used to lighten the enamel color, but the oils extend the working time and make the color easier to "feather" with a lighter touch and less pressure on the bristles.

Artist oils are also quite easy to mix for custom dry-brushing colors. A color wheel is a very useful addition to your painting bench to help sort out color-mixing conundrums. You can find inexpensive color wheels at most large book stores (where school study aides are stocked) and in craft stores with the artist painting materials.

I know that dry-brushing has fallen out of favor over the last years and is now considered by many to be passé and "old school." However, subtle, smooth dry-brushing can be an important tool in highlighting to overcome scale lighting problems and if done well, it's not noticeable as "dry-brushing" per se. Artist oils are the perfect medium for this more subtle application.

2. General Washes: You can mix a small amount of the artist oil paint with common mineral spirits (don't use artist turpentine or "turps" as these are often too strong and will sometimes soften and lift your base colors). The small plastic cups that single-serving fruit and apple sauce come in are good to recycle to use to mix washes in. You might get better results if you pre-wet the wash area with clean thinners (mineral spirits) as this helps with flow and to lessen "tide marks."

3. Pin Washes: You can use artist oil washes that are "targeted" to small areas to either highlight them (by creating shadows) or as stains for spilt water, oil, or gas. Mix the same as with general washes, but use a small pointed brush to just apply the pin wash to the smaller area.

For example, Indigo oil paint can be mixed into a wash and applied around raised details, such as rivet or bolt heads on a dark green or OD colored vehicle. The dark blue in the Indigo will create a darker, more intense green giving the appearance of shadows making the raised detail stand out (contrast) lighter against the dark surround.

4. Oil-dot Color Modulation: You can apply small "dots" of the oil paint straight from the tube to the model (use the end of a tooth pick / cocktail stick) and then blend the color to a transparent glaze over the area with a damp / wet (again mineral spirits) round or flat brush. This can be used to subtly change the hue or tone of the base color in that area to add interest, create shading (shadows or highlights), create the illusion of faded paint, etc.

A variation on this theme is to mix and use oil washes as "filters." The effect is the nearly the same as the "oil dot" method, but usually less "intense." In this case, rather than apply the oil colors directly on the model's surface (as with the oil-dot method) and then thin and blend with a wet brush, the already thinned paint is applied and the edges feathered and blended by using the brush dried to wick away the excess.

An example of this kind of filter could be using Yellow Ochre oil paint mixed into a wash and applied to the highlight areas and planes between rows of rivets or bolts on a dark green or OD colored vehicle. The Yellow Ocher will create a brighter green tone on these areas, highlighting them in contrast to the darker areas of the rows of rivets. An extension of this technique would be to put a small drop of the yellow "filter" on the heads of the bolts or rivets causing them to be contrasted against the darker green or OD surrounds. Note that to create the contrast, we must leave the darker green or OD areas un-touched by the Yellow Ocher filters.

A Raw Sienna oil paint could be applied in vertical streaks either using the oil-dot method or the filter-wash method on the sides of a dark green or OD vehicle creating brownish stained areas that are more subtle than dust or rust streaks but which still break up the monotone planes. These areas could have the appearance of a browner green shades than distinct streaks of dirt.

Note that these "filters" should be applied only to certain areas and not indiscriminately all over. Be aware that if you apply a "filter" evenly all over the model, usually all you accomplish is changing the base color uniformly and not achieving the variations in color and tone necessary to "break up" the monotone appearance of the base colors. If an overall change in the color is the effect you were after, the best method is usually to just modify the base color before applying it.

Color modulation, either by the use of the oil-dot method or with filter-washes is intended to create variety in the base color from one area to another. This creates a candid, more randomly natural appearance on the scale model that mimics the variations in colors and tones across the larger, full-sized planes of the prototype.

One "filter" technique exception that uses a uniform application is when the modeler desires to use the semi-transparent layer to merge or blend the underlying colors into a more harmonious whole. An example might be a wood grain effect where a filter wash is applied uniformly over acrylic painted wood grain lines in order to blend them together and reduce their hard-edged contrast with each other. This same method can be used to reduce the contrast on larger areas that have inadvertently been over-worked (for example, excessive and over-enthusiastic chipping) or on areas where the initial detail painting technique was deliberately over contrasted (because of the colors used, etc.). An example of a deliberately over contrasted finish might be a weathered temporary white wash camouflage where the contrast between the white and the underlying colors is generally too great. A uniform "filter" wash could be used to lessen this contrast and create the conditions for adding subsequent, brighter white details over the toned-down initial white camouflage.

5. Rain / Dust / Oil / Rust Streaking: Oil paints are great for these effects, since oil paints can easily be blended from a very dark to transparent streak over a very short distance. One technique to do this is to put a small, pin-head sized dot of the oil color where you want the streak to start, then use a clean dry or damp (with mineral spirits) brush to pull the oil paint downward in a streak. You can use a damp brush to further blend this to whatever color saturation level you want.

This technique is used to create more visibly distinct lines than the modulation technique discussed above. There, the change is made in the underlying tone or shade of the base color, and here we are creating the appearance of a material lying on the surface of the underlying base paint. The dirt, oil, dust or rust streak appears to run across or down the surface. Rather than streaking, this effect can also be used to replicate puddling of the material on the surface, such as oil or fuel spilt around a filler. Often these puddles are replicated as the sources of the streaking. Multiple layers and a variety of colors can be used to give the appearance of older and newer spills and runs.

The down side to using oils is that their long working time means that they can take a while to dry, but usually for washes and color modulation this is usually not longer than overnight. Sometimes dry-brushed oils can take a couple of days to dry. White oil paint is usually the slowest color to dry, and color mixes with a lot of white can take correspondingly long drying times.

Another downside that many modelers believe that oils have is their high color saturation. Some model builder feel that oils are "too rich" to be used to create realistic effects on scale models. I don't agree with this, feeling that the modeler can easily control the color intensity, but other model builders believe this, so I mention it to be complete.

Oils can also be affected by subsequent applications of finish layers that use mineral spirits as a thinner or carrier. This means that you should probably add general washes and allow them to dry before you dry-brush, since the wash can "wash" away your dry-brushing work if it's not completely dry.

One way to prevent adverse effects from subsequent finish layers is to apply clear coats over dried oil effects. I use Testors Clear Flat Lacquer (Dull Coat) between some finishing layers. However, in general, allowing enough drying time is usually all that oil paints need for durability. Once oil paints are dry, they're about as durable as most enamels or acrylics.

Oils are very versatile and offer a near infinity of colors once you learn to mix them, and their long working time allows you to achieve the effects you want. Also, they last a long time (a little artist oil paint goes a very long way) making them economical over the long run. Finally, if you use them on your armor, transitioning to using them on your figures is pretty easy and simple step.

“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!

Don't forget to make plans for the AMPS All-American show up in Fayetteville, NC on the 30th of this month. Those guys are hoping for a good turnout, and I know they would like all of the help we can muster. Keep in mind that what goes around, comes around, and we'll be hoping for them to do the same for us at our next show.

There are already several of us who are planning to go up on Friday to help set-up that evening, and we'll be staying overnight. I'm planning on staying Saturday night, too, so maybe we can plan an AMPS dinner out. Also remember that the shopping at Hayes' Hobby House and the Hobbit is always good, and there're sure to be some vendors at the show.

And last, but not least, don't forget those Theme and Best of Show awards... engraved LANDMINES! I mean, just how cool is that!?

See ya Wednesday and Happy Modeling!

Mike Roof

Chapter Contact
AMPS Central SC "Wildcats"