

RUN

Huey D on Diorama

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Above pictures show how the model was set in place. One hole was drilled on outside of the rail. A steel pin was cut about an inch long, a hook on one end was formed to go over the rail. The pin should resemble a walking cane. It is set in place with epoxy and a drop of Loctite on the rail. After it was set the pins were painted with Model Master olive drab

The pictures below show how these pins were hidden by grass.

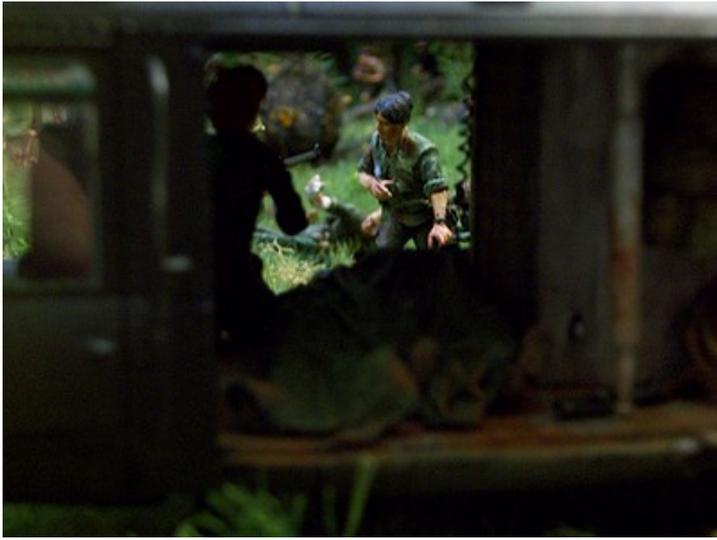


The pictures on the following pages show it in place on the diorama from various angles. Some of the groundwork has to be touched up and the extra equipment throw-downs have to be added along with discarded medical supplies.

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A Few Notes.....

Setting the figures in the groundwork has to be done in a certain way. The figures must look like they are standing / running ***IN*** the grass, not on top of it. One leg of each figure is pegged with a one inch rod of brass or paperclip. The figures are fixed with Elmers Pro Bond. A drop or two is placed on the end of a round pointed toothpick which is pushed against the hole. The peg is then coated with the Pro Bond. Do not coat the bottom of the boot with Pro Bond. As the peg is pushed into the hole the figure is turned back and forth. The grass will come up from under the boot. At the same time use a clean toothpick to gently pick at the grass fibers lifting them. The boot will now look like it is in the grass, not on it.

A similar technique was used on the rails of the heli. Gently pick the grass fiber out from under the rail. Plant extra grass to make it look like it has been settled into the grass. The same method is also used for rifles, packs, helmets, etc that are discarded in the grass. Make them look like they are in the grass, not resting on top of this. This can be seen throughout the diorama.

Also look at the coloring of the uniforms. The same basic pallet is used, but all are slightly different. The ones in the shady areas will have a darker tone, while the ones in the bright sun light will have a lighter tone. Look at the top photo on page 3. The figure on the lower left is much lighter. Go to page 4 and look at the bottom photo. The forefront figure is lighter then the one running in the background. Be careful not to overdue the extra effects on the figures such as highlighting, blood, mud and general tone. Olive drab does not have exceedingly high highlights or shadows. Painting the figures will be covered in another article.

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