

# Product guide

## Step by Step

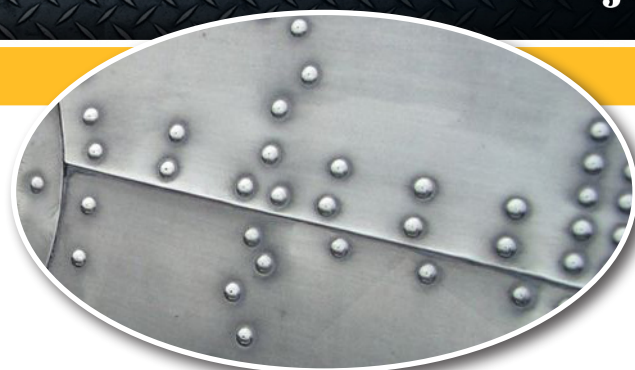


### Tutorial

## Rivets

On most occasions, rivets on the external surface of an aircraft are represented mistakenly as deep incisions in the plastic of the model. The real aspect is quite different, more like the relief of a prominent circle with volume. Following is a brief guide for representing this feature.

By Pieza a Pieza Modelling Workshop



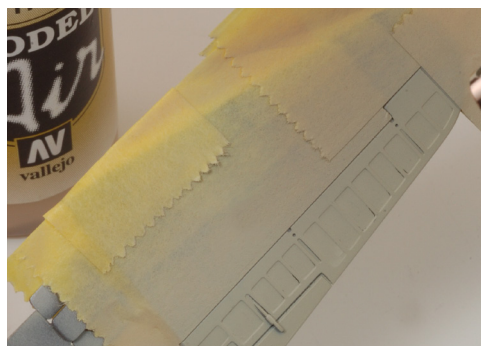
- 1 For a start, working with the base, which here is of a natural metal finish, the color Metal Color Aluminium 77.701 is used for the first layer.



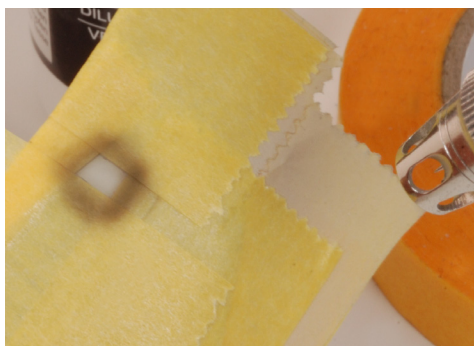
- 2 Another shade, applied on some of the panels in a selective manner, is Chrome, 77.707 of the Metal Color range.



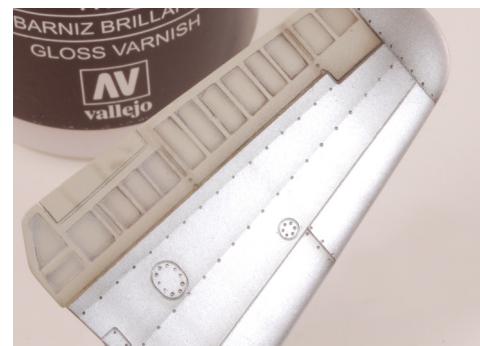
- 3 Shadow is applied to create volume and simulate the internal structure. Working with different metallic shades would be ideal, in this case Steel, Metal Color 77.712, was used.



- 4 Usually, the controls of the moving surfaces are covered with cloth. In this case these are painted with Model Air 71.326 IJA Grey Green.



- 5 To provide dimension and depth is a slow process but very effective, here masking tape and Game Color Umber Wash, 73.203 was used. The tutorial "Aircraft Structures WWI" is recommended for this technique.



- 6 The work done so far is completed with Metal Varnish, 77.657. The following process is recommended for aging the model.



- 7 The panel-lines and studs are profiled with Model Wash Black, 76.518.



- 8 Any excess or rings of color left by the Model Wash can be cleaned or eliminated with a brush, moistened with Airbrush Thinner, 71.261.



- 9 Following the lines of the internal structure, small touches of color, lighter than the base, are applied with ref. 77.706 of Metal Color.



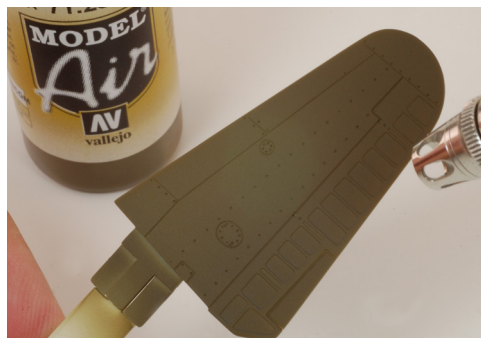
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### Tutorial

### Rivets



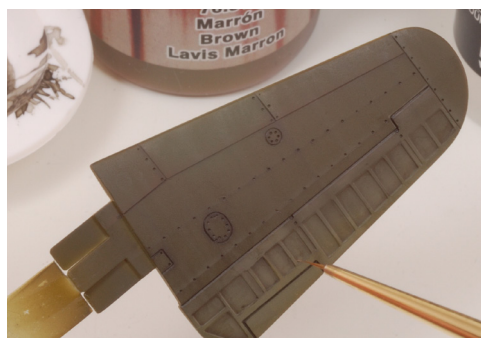
- 10 The process is repeated, this time with a camouflage finish. Here Model Air ref. 71.296 is used.



- 11 Since this is a greenish color, volume is given to the structure which will be used as a guide when adding Model Air color ref. 71.076 Skin Tone.



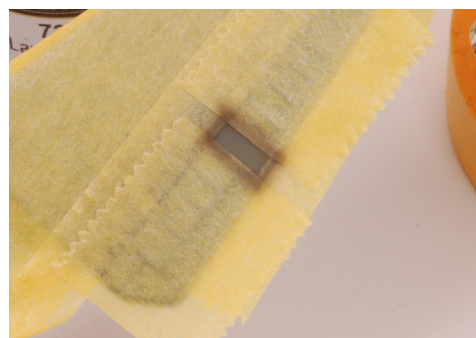
- 12 The panel lines are profiled with Umber Wash, Game Color 73.203. It is important when marking the rivets to create a fully defined base, rich with different shades of color.



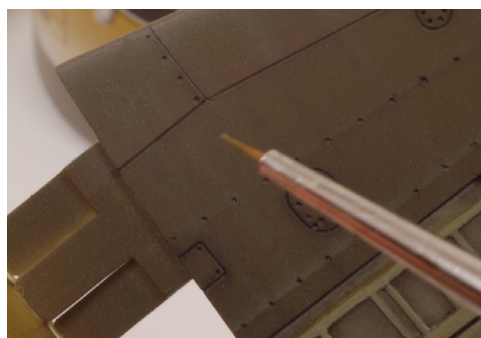
- 13 A combination of Model Wash references 76.513 y 76.518 is used to profile the lines and outlines. Airbrush Thinner can correct rings or errors.



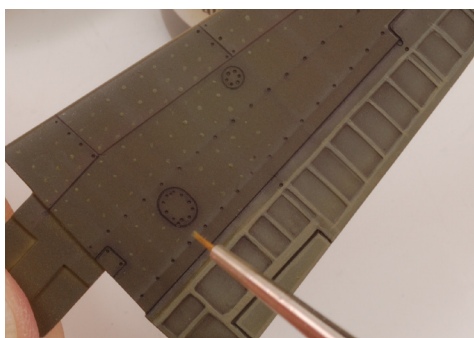
- 14 Again a combination of the base color plus Skin Tone (71.286 + 71.076) is used to emphasize the structure of the aileron.



- 15 Volume is now given to the rudder in the same manner as previously applied to the metallic piece.



- 16 A mixture of the base color and yellow is used, applied with a not too fine brush (nº2/0 o 0) and with the actual density, not diluted nor dipping the brush in water.



- 17 Small parallel touches are applied to the lines created so far by airbrush. After every three or four touches, the brush is cleaned and the process is repeated.

- 18 The result is very subtle and provides an incredibly rich chromatic surface.

