

#### Newsletter of the National Association of Scale Aeromodelers (NASA)

# **PRESIDENT'S NOTE**

#### MEMBERSHIP RENEWAL! ! ! !

Check out your membership card and see if it isn't time to renew. The dues haven't changed this year and are still only \$15 per year. We hope that you think that your dues have been worth the newsletter and all of the other benefits you receive from NASA. So stop and sit down, write that check out and put it in the mail! Send to: Bonnie Rediske Secretary/Treasurer, 128 Darnley Dr., Moon Township, PA 15108.

#### NEW NASA LOGO 🧫



logo similar to the one you probably have seen with the NASA Scale Road Show. The logos have the regular NASA logo in the middle with wings on both sides. Hope you enjoy the addition of this logo. It's not a replacement for the logo we've been using for the past 26 years but an additional option for NASA and the membership.

#### NASA ELECTIONS

Its that time of year again, to elect NASA officers for a 2 year term. Offices that are open for election include. President, Vice President, Secretary/Treasurer.

I've been running behind on my NASA responsibilities for the past couple of months due to a severe illness in my family. I should have gotten this out in the September-October issue of Replica. Please send all nominations to Bonnie Rediske at: 128 Darnley Dr., Moon Township, PA 15108 or to: rediskejb@aol.com. Nominations should be sent in no later than Jan. 15th 2004, so we can aet this back on track.

NAŠA has a lot of good things going at this time and we have several plans for the next 2 years at least. Some of these include the Nationals, upgrades in systems, a centralized computerized scoring system and sites. We hope you continue to enjoy the newsletter and especially the NASA website, where you will see further updates in the tech services, Nationals information as well as some new programs for encouraging scale modelers to compete.

#### THE SCALE ROAD SHOW AT TOLEDO

NASA will continue to improve this unique scale seminar series with NASA Webmaster Ed Clayman at the helm. If you are interested in attending and adding your expertise to the seminar please contact Ed Clayman at: wclayman@houston.rr.com

#### U.S.A. FAI SCALE TEAM

The team is going to Deblin, Poland next summer to represent the United States at the World Scale Championships. The dates are July 23<sup>rd</sup>-August 1<sup>st</sup>. Lloyd Roberts is serving as the Team Manager and is asking for any support possible from modelers, clubs, as well as corporate sponsors. Members who are interested in supporting the U.S.A. FAI Scale Team, please contact Llovd at this address: 140 Porter St., Rockport, ME 04856 or at: Iroberts@midcoast.com. All checks should be made out to the FAI Scale Team Managers Fund.

Also, if you and or your family are interested in traveling with the Scale Team also contact Lloyd as well as the AMA Competition Department. As soon as we have a price on the supporter package from AMA it will be published here and on the NASA website.

Deblin is about 100km north from the capitol of Poland.

FAI SCALE F4C - A MASTERS QUALIFIER This year marks the first time that any contest which holds a Scale Masters Qualifier continued on page 2...



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#### President's Notes, continued from page 2...

and the FAI F4C class within that contest, the F4C will be considered a Qualifier for the Masters in Dayton this fall. So what this does is to give those who want to participate in the Team Selection? Another chance to compete in the F4C class and qualify for the Masters at the same time. It also gives you a chance to practice for the Team Selection and hopefully the World Championships in 2004. It appears to be a win/win for everyone. If a scale contest near you doesn't offer the F4C class, ask them to hold it! If they need technical help, please contact any NASA officer or myself.

We hope to increase the number of FAI classes in many of the Masters Qualifiers next year and the time to start planning that is now!

#### FAI SPORTING CODES

FAI sporting codes are up to date are available from either the FAI Website at FAI.org or the AMA Competition Department. It will take about 70 pages of paper to print it once you download it off the net, but that is the fastest way to obtain or view it.

#### A PASSING:

Bert Baker has passed away. Bert designed the (now) Yellow Aircraft P-47 and Zero, the BT-13 fiberglass kit too. He was one of the movers and shakers in the Scale Masters movement and served as a judge in many cases. We also lost Bob McDaniel in the past month. We have lost one of Dave Platt's close partners, Joe Hancock. Some of you may remember him at scale contests with Dave many years ago. He designed the Waco now offered by Pica. Our condolences to all these families and their friends. Thanks to Frank Tiano for this update.

#### TOP GUN INVITATIONAL 2004

Top Gun will be held on April 27<sup>th</sup>-May 2<sup>nd</sup> this coming year. There is a lot going on that week in Lakeland, FL. I won't try to list it all here but if you are interested in going down for the week, I would suggest checking out the website at: www.franktiano.com For reservations contact: Cindy Burkey at 954-587-8491 or e-mail at: cnburkey@attbi.com. Look for more about Top Gun in the next issue of Replica.

#### 2004 SCALE NATIONAL CHAMPIONSHIPS

This year's Scale Nationals will be held on June  $25^{+}-27^{+}$ There will be the usual AMA Scale classes as well as a few unofficial events both in C/L scale as well as Free Flight Scale for all modelers. Also, on Friday night after static judging is over, we will hold the RC Indoor Fun Fly at the Horizon Center again! We will include scale in this also and look forward to seeing some new and different models in that venue.

Look for more information on the Scale National Championships in Replica, Model Aviation, as well as our website at: http://www.scaleaero.com/nasa.htm you can also contact the Nationals Event Directors for more information or if you are interested in volunteering for the Nationals.

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#### (ORRECTION:

On page 6 of the September-October issue of Replica we have a correction.

Dave Platt has stated that: "Taking the chord half-way out on the wing gives you average chord, but not the Mean Aerodynamic Chord, which is what is needed for C.G. calculations. Mean Aerodynamic Chord (MAC) occurs at the point along the wing where the area inside the line is equal to the area outside the line. On any tapered wing this will be closer to the root than the tip. The correct method of determining MAC and CG position is described in my Black Art videotape **Scratch This, volume 3**."



Scale Modelers Helping Scale Modelers.

## PAINT REALISM IN SCALE MODELS

The first thing you see when you look at any scale model is the **COLOR**. Color is a major identifier of "what kind of an airplane is it?" If you see the wrong color, it is almost impossible for you to ever really think of the model as "scale", no matter how good the rest of it is. Even full size aircraft look strange when they are painted in an unusual color. You may have to see a pink P-40, or a yellow Focke-Wulf to understand that. A camouflaged Pitts' Special would look strange, too. Still, the B-24 with the polka dots on it looks just fine, possibly because the B-24 is so strange looking to begin with.

Nevertheless, you have to get the color right if you want your models to look realistic. There is more to that than "yellow means Cub and blue means Navy". There are a lot of blues and yellows, and most of them are the wrong ones. Color is a combination of hue, intensity, depth and gloss. Plastic blue is not Navy blue, even if it is exactly the same hue (color value). It is too shiny and it has too much depth (transparency).

Here are the reasons that a model's color may still scream "toy" at you, instead of "small, but realistic" even though you exactly matched the original paint chip. Color characteristics must be "scaled down" just like the rest of the airplane. The intensity, or the brightness, of the color and the depth, or transparency of the color, should be diminished. The gloss, or shininess of the color, must be reduced in a similar fashion. You want your model to be perceived as a "real" airplane that happens to look small just because it is some distance away, and scaling color characteristics is necessary to achieve the illusion of distance.

You can easily test these "scaling down", or distance effects, for yourself. Get a large piece of colored cardboard, or something with a solid color on it, that you can cut a small piece from. Cut off a piece about 4" square and keep it with you. Set the large piece outside where there is good light, and where you can walk away from it and still see it well. If you have a 1/6 scale model, and you want to have it look right at 10 feet, you would have looked at the original airplane from about 60 feet away. So, the cardboard piece would have to be about 60 ft away to get the "scale" effect. Walk away about 90'. Hold the small piece up at arm's length (about 3,, so add 30, to the original 60,) and look at it alongside the large piece, which is 90' away. You will see a distinct difference between your perceptions of the color and gloss of the nearby and distant pieces. The large piece which is farther away will seem to be a duller color and have less shine. That really isn't true, of course, but you will see it that way. The color and gloss have been "scaled down" as a result of being 90 ft. away. (You won't see any rivets, either)

This effect gives us much of our faculty of "depth perception". When you start looking for it, you will see it in all kinds of photographs and paintings that give the impression of distance. "Scaled down color" is an important ingredient in our quest for scale realism, much of which is the illusion of distance. If we ignore this part of our everyday sensibilities in producing our model's color, we condemn our model to the "toy" status, even to our own eyes. We have all had this happen to us.

The "scale rule book" rule that requires that you match your model to a color sample is not a help in this regard, as it tells you to match the color exactly. If you don't plan to enter any

scale contests, you can forget the color chip and use this effect to make your models look more realistic. If you do enter contests, have the judge look at the color chip 90 ft. away. The rules don't specify the viewing distance for the color chip. This doesn't have to be a joke. You can paint a large "chip" to demonstrate this effect to the judges.

Here is the way to achieve "authentic looking scale color" on your models. This need not apply only to scale models. Even sport models look much more realistic and much less like toys if you do these things to them. You might even want to test them on a "Sportster". I'll bet you that if you do, you can convince at least half your friends that your "Super Sportster", or any normal looking everyday sport airplane, is a scale model of some sort. That may not be fair to them, but it is fun.

Tone down paints. The general rule is to use a very light gray-brown color to tone down all paints, even black and white. The smaller the scale, the duller and more toned-down the color should be. Even 1/5 is a small scale, compared to the real one.

Dull the shine. Nothing looks shiny at a distance. If you want your airplane to look like a real one at a distance, use "satin" or "flat" clear Varathane for a top coat. Just apply a light coat right out of their spray can. Use the "flat" on the small airplanes and the "satin" on the larger ones. Varathane is also fuel proof, which allows you to use different paints.

Lighten dark colors and darken light colors. Don't use real black. Don't use real white. This bears repeating. If you mix or spray from a gun, tone the colors down. I recommend that you keep a standard formula of "gray-brown" that is about 20 white mixed with 1 tan and 1 black. Use it by mixing a little of it in every color you spray. Just mix in more of it to paint small models.

Tone down garish decals. Never leave decals shiny, either. Dull the colors with a coat of your gray-brown or dirty thinner from cleaning paint brushes. Make sure the thinner doesn't eat decals, first. Rubbing alcohol is usually safe and works well. Be sure to "satin" coat the decals along with the airplane afterwards so that the gloss is the same on both. You want decals to "blend in" completely so that they look painted on and naturally weathered. White insignias were always dirty.

Weathering is also a component of color and the perception of realism. All materials weather, especially paints. This is not a slam-bang process. Weather with subtlety. This cannot be overemphasized! Real weathering is not done with black paint; it is done with sunshine, wear and tear, dirt and smog, and maybe a few birds. You cannot weather your model with black paint, either. Most weathering is a lightening and dulling of color, from the effects of paint fading in the sunshine. The rest of weathering is an accumulation of dirt or a shift in the color of the paint as the more vulnerable pigments are destroyed by sunshine. Dirt is not black. It is usually a gray-brown (surprise!). Oil stains aren't black either; they are whatever color the dirt is that sticks to them. Exhaust stains aren't black. They are light gray (lead oxide is white) with a little yellow or brown finge. The only place where there is black weathering is where an aluminum panel is rubbing on something. Aluminum oxide is black. Airplane mechanics fix things like that as soon as possible.

The easiest way to weather stain (as opposed to the signs of hard use) any model is to mix about a quart of drugstore alcohol with about a half-cup of your gray-brown paint and continued on page 3...

#### Paint Realism in Scale Models, continued from page 3...

then to put your airplane out in the neighbor's driveway (with the canopy masked) and brush or spray the whole quart wetly over your airplane (after you satin coat it). Make sure it gets wet enough to run off and to collect in puddles in the seams. Hold it up by the nose and splash the bottom first. Then set it on the wheels and start at the top and work downward. Re-do the really dirty places, like the oil filler hatch, with a slightly thicker mixture. Mix a little red (or green or purple, depending on the octane rating) in it and let a streak of this run down from the gas caps. Let it all dry and then scuff the wing-walk area and a few edges and corners gently so the primer shows through. Don't overdo it. You'll end up with an airplane that looks as if it has been sitting out in the rain for a year or so. In California, of course, it will look as if it has been sitting out in the smog for a week. It will look more realistic anywhere.

Vance Mosher



Happy Holidays from all of the staff at NASA.

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http://www.scaleaero.com/amascale.htm

## I/8TH AIR FORCE FLY-IN

For many years now I have been traveling the IMAA, and Fun Scale circuit from Texas to California, and that includes the states of Colorado, New Mexico, Arizona, and Nevada. But as it turns out, one of my favorite events is held right up the road from us in Phoenix. A group of people called the 1/8th Air Force hosts a fun scale event twice every year. Usually in March, and then again in October. The 1/8th Air Force organization has been in existence for 27 years, and has hosted 54 such events. They consist of about 50 local people, and about an equal number of out-of-towner's for support. These guys are not afraid of hard work. They have no home field, and their meeting place is usually someone's garage.

What they do is approach other clubs, and coordinate, and/or contract them, to use their field to hold their 1/8th Air Force Scale event. And what a great event it turns out to be. They will rotate the event using three different high quality flying fields in the Phoenix area. The event this Fall was held at Superstition Air Park, which is located on the East side of Phoenix. It is the home field for the Arizona Model Aviators (AMA). The other two locations are at the Arizona Model Pilots Society (AMPS) field, which is West of the I-17 interstate, and the Sun Valley Fliers (SVF) field, over by Cave Creek. All three of these sites have long paved runways, and ample shade produced by big Ramadas. You really need to experience these facilities to appreciate them.

And so, it was time to gather up Chuck and Jerri Brooks, along with my wife Rose, and make our Fall journey up to Apache Junction where Superstition Air Park is located. A very scenic location at the base of the Superstition Mountains, where to my understanding, the Lost Dutchman's Mine, still remains lost. Chuck carried his Stinson L-5, and Gee Bee Y ARF, and I carried my newly finished 30% scale Gee Bee model Z. We drove up Friday, and took a motel for two nights.

Saturday morning started out a little blustery, but it laid down by midmorning, and we both got in some serious flying for the next two days. Chuck did his usual masterful job of flying both of his planes, and I did the best that I could with my Gee Bee. Our planes were

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My Gee Bee Z fully fueled, and waiting for the frequency to clear. It placed 2nd in Civilian. It was built from a Jack Devine Models kit, is 30% scale, spans 85", is powered by a Brison 3.2, and weighs 24 pounds.



This Ziroli B-25 is powered by two YS-91's, and was piloted by our good friend Curtis Kitteringham from California. Curtis was again the recipient of the prestigious Smack-Ass award.



Just a sample of the marvelous aircraft seen at the 1/8th Air Force. This Jenny spans 12.5 feet, and is powered by a G-62.



This highly detailed Beech Bonanza won first place in the Civilian class, and was flown by the very capable Ray Hoffman of Phoenix



Ron Marshall's award winning Alexander Bullet from the Golden Age

### PHOENIX, AZ. OCTOBER 18 & 19, 2003

tweaked, and we experienced no problems in flying just as often as we wanted to. As you can expect at a 1/8th Air Force Scale gathering, the numbers and types of model aircraft were very impressive. There were 88 registered pilots by Sunday, and a mind boggling 125 aircraft to gawk at. It's always a big pleasure for me to chat with the other pilots at these things, it's a real learning experience. Chuck and I just flew, socialized, took pictures, and relaxed in the shade of their big airy ramadas.

Come Sunday afternoon, it was raffle time and pilot awards time.

Lucky Chucky won a beautiful Balsa USA Taube, and I won zippo. Naww, these guys are generous, everyone wins something. Some glue, some hardware, some paint. Pilots never go home empty handed.

Awards: To my understanding, awards are made on flight performance, or how scale like the models are flown, and appear in the air.

#### Civilian Class

**1st place** Ray Hoffman flying a Beech Bonanza.

**2nd place** Jim Lynch flying his Gee Bee model Z.

> **3rd place** Chuck Brooks flying his L-5.

#### **Military class**

**1st place** Bob Geiser flying a Fokker Triplane.

**2nd place** Gary Hunter flying a SE5A.

**3rd place** Nick Rivaldo flying his B-24.

Awards were also made for Pilot's Choice, People's Choice, Commander's Choice, Smack-Ass, etc. These guys give away a lot of hardware, and in addition, you won't find more gracious host's anywhere. Think about taking a ride up to Phoenix next spring, you won't be disappointed.

Jim Lynch





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