



Most of what you need to begin modeling will fit nicely on a TV tray or a small desktop — and you may have some of it in your household already, like the coat hanger that serves as a paint stand for this 1/25 scale AMT/Ertl 1949 Mercury. Clockwise from the car: white glue (for clear parts); super glue accelerator, super glue, and (don't forget!) super glue debonder; sprue clippers; sanding sticks; small and large paintbrushes; hobby knife; assorted sandpaper in various grades; tweezers for tiny parts; a tube of styrene cement; and putty to fill seams.

Build GREAT SCALE MODELS!

Gather your tools: It doesn't take much to get started

Welcome to the world of scale modeling: This is the second of four articles introducing you to a great hobby.

In Part 1, we explained a little of the hobby's history and the evolution of constant scale. In this installment, we'll show you basic tools that will get you started on your first model.

Choose your model, and take it easy
By now you probably have a good idea of what you would like to build. Of course,

that's up to you. But here's some advice: Keep the first one easy. Many kits are labeled with "skill level" or degree of difficulty indicated on the box. Or, you can read *FineScale Modeler* magazine Workbench Reviews, which almost always conclude with a recommendation of the appropriate expertise required to build that model.

In other words, take a few practice cuts before swinging away. There is absolutely nothing wrong with a simple model well built.

Basic tools and supplies

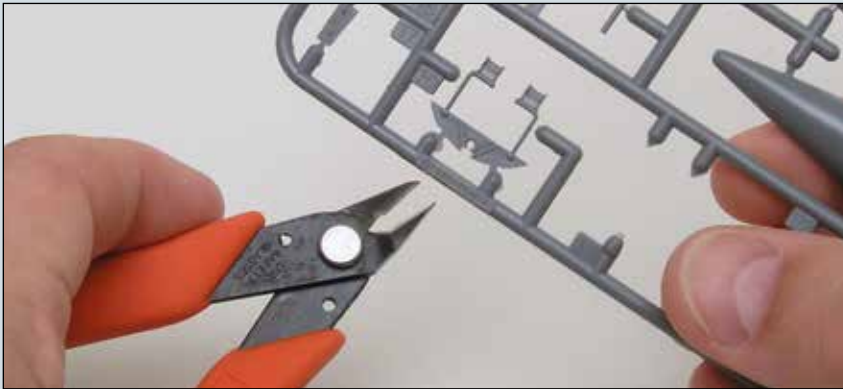
Other than a well-ventilated room with a stationary flat surface, you don't need much to build a basic model kit; you can see the essentials in the picture above.

Speaking of ventilation, whether you are sanding plastic or spraying paint, an OSHA-approved respirator mask is recommended. Remember this rule: If you can smell it, you're breathing it.

Next time: Fundamental techniques for building better models.

3 tips for immediate improvement

Properly used tools and techniques can improve your modeling right away. These three tips go a long way toward cleaner construction:



1. Use clippers to cut (not twist) parts from the sprue (parts tree). Using the side clippers, cut as close as you can to the part. Be careful: Only cut excess plastic, not molded detail or locating pins.



2. Sand away mold lines (left over from the injection-molding process) and any other irregularities on the part before gluing it.



3. Tube glue has its uses, but liquid styrene cement is much neater and more efficient. Apply it sparingly with a fine brush: Join two pieces, load the brush with a minimal amount of cement, and merely touch the joint. Capillary action will pull the cement out of the brush and into the joint, where it will melt and fuse the plastic mating surfaces. Unlike the old-fashioned tube glue, no blobs, no strings — and it makes a strong bond between plastic pieces. Better yet, if you realize you have glued the wrong two things together, often you can apply a little more liquid cement and part the pieces.



Most expert modelers prefer an airbrush, but you can get good paint finishes with spray-can paint. No matter how you paint, wear a respirator mask to protect against irritating and/or toxic fumes.

Supplies checklist

White glue	Filler putty
Super glue	Paint set
Super glue accelerator	Masking tape
Super glue debonder	Thinner
Sanding sticks	Scissors
Sprue cutter	Decal tweezers
Budget brushes	Toothpicks
Hobby knife	Clothespins
Tweezers	Rubber bands
Assorted sandpaper	Spray paint
Model cement	Respirator mask

Sprue? Mold lines? Capillary action?

Don't let the lingo get you down; you can always look it up in our modeling glossary at www.FineScale.com/HowTo/Glossary.

We'll talk a lot more about basic techniques in Part 3.