

SNAPSHOT

HOW TO MODEL YOUR OWN FUEL DRUMS

FUEL DRUMS ARE A STAPLE DIORAMA ACCESSORY. Yes, you can buy plastic or resin drums, but sometimes making them yourself works best. You can more easily model a damaged or crushed fuel drum, or convert it to other purposes, like a makeshift stove.

By Robert Raver



1 Start with a fuel drum to use as a pattern like this one from Tamiya. For the metal sides, tin/pewter metal foil works well. Cut a strip of the metal foil to the height of the drum.



2 Wrap the foil strip around the drum and, with both hands, press the foil firmly onto the drum's sides to imprint the ridge pattern into the foil.



3 To make the drum's top and bottom, use discs cut or punched from styrene sheet that you can detail yourself or parts you may have in your spares box, as seen here.



4 Wrap the foil around one of the drum ends and mark the overlap with a hobby knife. Then cut the foil to length using a metal ruler. If the details have gone a little soft, wrap the foil around your original pattern to sharpen them.



5 Wrap the foil around the barrel ends and superglue them in place. A Glue Looper helps flow superglue cleanly into the seam.



6 Flow superglue along the wall seam and carefully press it together. The foil bends easily, so light pressure will close the gap.



7 Trim any excess metal around the top and bottom with a hobby knife and sand smooth with a fine-grit sanding stick. Voila! You have a barrel. But why all this work?



8 The barrel made from metal foil allows you to create realistic damage. The foil walls are thinner than the walls of a plastic or resin barrel, which might even be solid all the way through.



9 You can improve details with a bit more modeling and metal foil. Adding thin foil bands creates a World War II German fuel drum. Attache the strips with thick superglue to fill the seams along the raised edges.



10 Using a fine sanding stick, sand the seams where the bands meet and smooth out the raised areas from cutting the foil. Any scratches caused by sanding just add to the beat-up effect. Prime and paint! **FSM**