

The Basics Of Paper Modeling, Page 1 of 2

Tools Needed

1. Knife
2. Steel ruler
3. Scissors
4. Tweezers
5. White glue
6. Empty ballpoint pen
7. Markers or paint
8. Cutting mat
9. Inkjet or laser printer
10. Cardstock or heavy photo paper
11. Patience



Techniques

1. Scoring

Scoring is a technique used to make folding easier by pre-creasing the paper along a fold line. The most common method of scoring is to lightly drag a knife blade across the fold line, slicing through the upper layers of the paper. The recommended method is to instead use an empty ballpoint pen or a ball stylus tool to gently compress the paper along the fold lines. This prevents the appearance of unsightly naked edges and makes for a much stronger model.

2. Cutting

Cutting may seem to be a glaringly obvious technique, but a few pointers are essential. For the majority of cutting where paper models are concerned, a sharp knife and a steel ruler are far more precise and efficient than a pair of scissors. Save the scissors for separating individual parts or groups of parts from the rest of the sheet.

3. Edging

Edging improves the appearance of paper models considerably by hiding the naked edges of cut parts. Anything from color markers to soft pencils and various types of paints may be used to edge parts. However, in most cases, matching the color exactly is less of a concern than simply matching the contrast. For most purposes, three or four shades of gray from lightest to darkest will more than suffice.

4. Folding and Gluing

Depending on the thickness of the paper or cardstock used, some parts may be difficult to assemble with fingers alone. In this situation, a pair of tweezers is worth more than its weight in gold. Tweezers come in a wide variety of sizes and jaw shapes, and some of the more exotic shapes are fantastically useful for assembling tiny parts. Tweezers can be used to fold tiny flaps and clamp them in place while the glue sets, as well as making it much easier to attach small parts to other parts.

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Special Notes

1. Gluing Tabs

This model includes integral gluing tabs for joining certain parts together. However, the utility of gluing tabs decreases proportionally as the thickness of the paper or cardstock increases. Thick cardstock or paper can be used for printing this model, but it is recommended that you try a test assembly before committing wholly to assembling a model. If the gluing tabs won't fit or otherwise throw off the tolerances of the finished test assembly, leave them off the parts entirely and cut your own gluing tabs out of scrap cardstock.

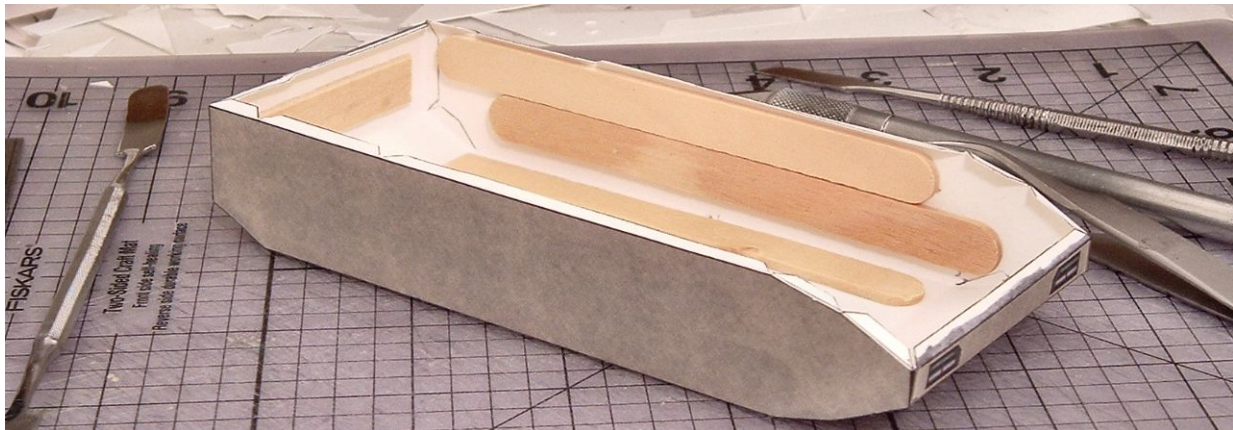
These separate gluing tabs should overlap both of the parts to be joined, and glued to the unprinted surface along the joining edges of both parts. This is called "backing", and a side effect of this is that parts will fit more or less flush. Backing parts with separate gluing tabs also generally yields better modeling results, but the integral gluing tabs are retained for the convenience of beginners and those who prefer to use thinner media for their paper models.

2. Sealing

In most cases, sealing the model with varnish or other form of spray sealant isn't necessary. However, if you want to add further detail to the model with decals or paint, you may want to seal the model with several light coats of a waterproof glossy clear sealant first. This will protect the model from a moderate level of moisture, and the smooth surface will facilitate the application of decals. You can also apply a final coat of a matte clear sealant to kill the gloss afterwards. Keep in mind that the simple act of sealing a model does not necessarily render it waterproof, and that any application of waterslide decals needs to be done with great care.

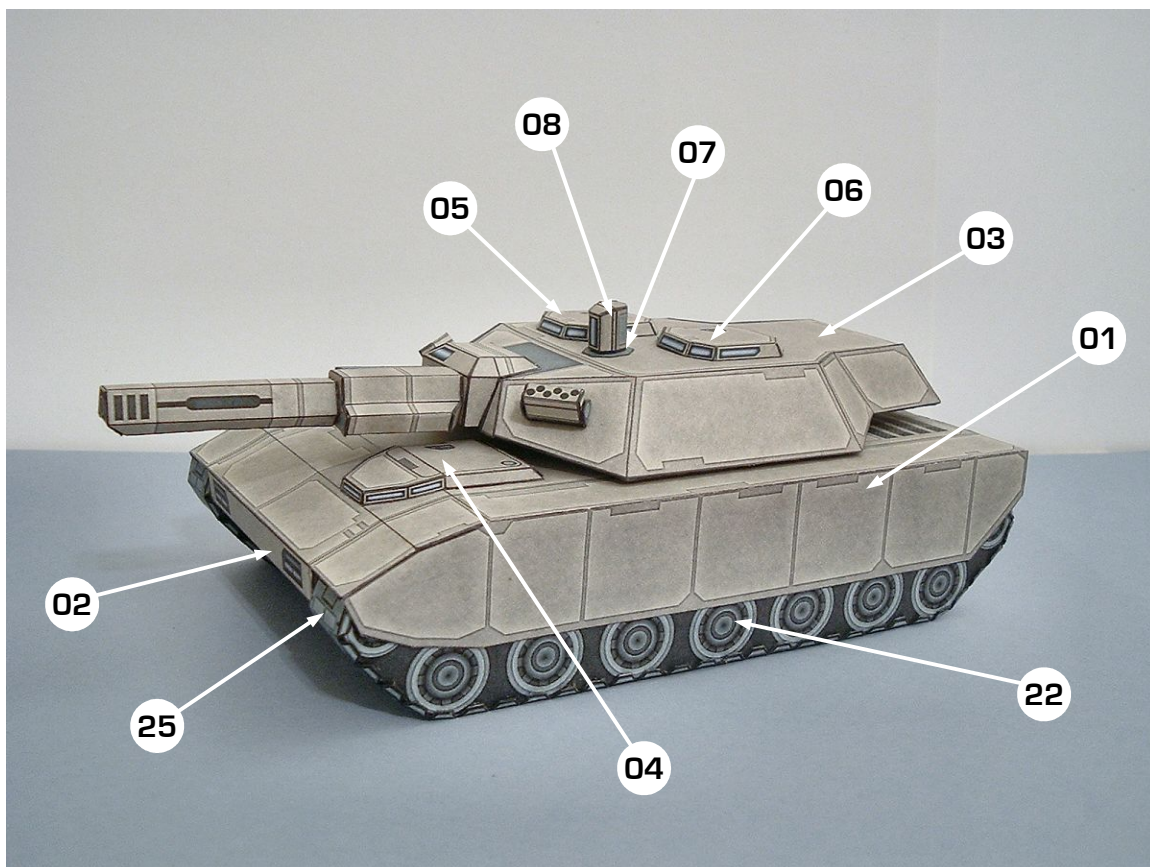
3. Reinforcing

At times you may need to reinforce large pieces, either to make them heavier or to increase their strength. To do this, you may wish to glue toothpicks, craft sticks, or other suitable items to the interior of a model as shown in the picture below.



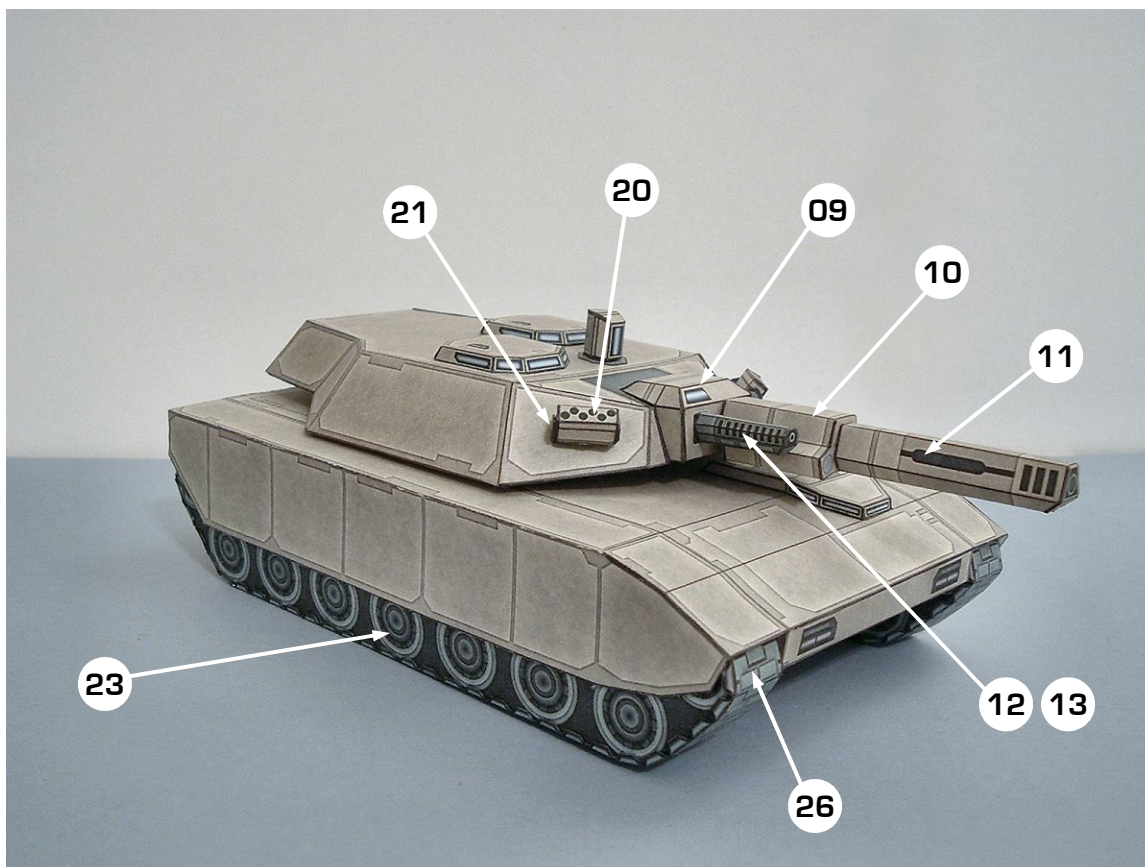
The craft sticks used in the photo above serve the important purpose of strengthening the long sections along the sides and bottom of the model. Reinforcing models goes a long way towards improving their durability and heft as gaming props.

Assembly Instructions



1. Glue the lower hull (Part 02) to the upper hull (Part 01), taking care to ensure that both are squared true along the center.
2. Glue the driver's sensor cluster/hatch unit (Part 04) to the hull as shown above.
3. Glue the turret ring (Part 24 on the tracks page) to the bottom of the turret (Part 03), and glue the commander's and gunner's hatches (Parts 05 and 06 respectively) to the top of the turret as shown above.
4. Glue the commander's remote viewer (Part 08) to the remote viewer base (Part 07), and then glue the finished remote viewer assembly to the top of the turret as shown above.
5. Optionally, assemble the smoke discharger pods (Parts 20 and 21) as shown on the next page and glue them to the turret.
6. Glue the turret mantlet (Part 09) to the front of the turret, making sure to center it. Assemble the 155mm cannon by gluing the barrel base (Part 10) to the mantlet and then gluing the main gun barrel (Part 11) to the barrel base as shown on the next page.
7. Choose one of the following coaxial weapons and glue it to the port next to the main gun: 30mm Autocannon (Part 12) or Heavy Machine Gun (Part 13).

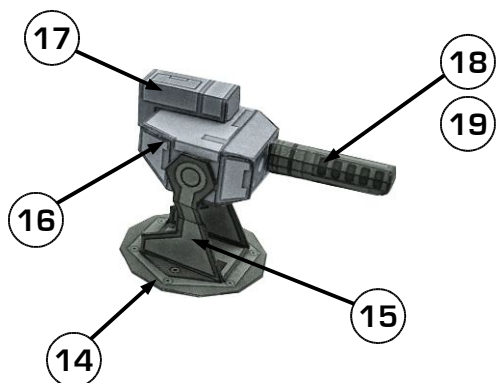
Assembly Instructions



8. Build the left and right track blocks (Parts 22 and 23) and wrap the track link strips (Parts 25 and 26) around their length, starting at the top front and wrapping around to the top rear. Glue one spacer block to the white area on top of each track block. Note that the track parts are oriented on the page so that the front is facing the top of the page.

9. Glue the completed track assemblies to the hull, using the upper surface of the spacer block as the gluing area.

10. The model is now complete.



Optionally, you may add an antipersonnel remote weapon station to your model.

1. Glue the remote station cradle (Part 15) to the remote station base (Part 14).

2. Glue the ammunition box (Part 17) to the remote station (Part 16), and mount the assembly in the cradle as shown to the left.

3. Select one of the following weapons and glue to the front of the remote station as shown to the left: Heavy Machine Gun (Part 18) or 40mm Automatic Grenade Launcher (Part 19).

4. Mount the completed assembly to the turret bustle.