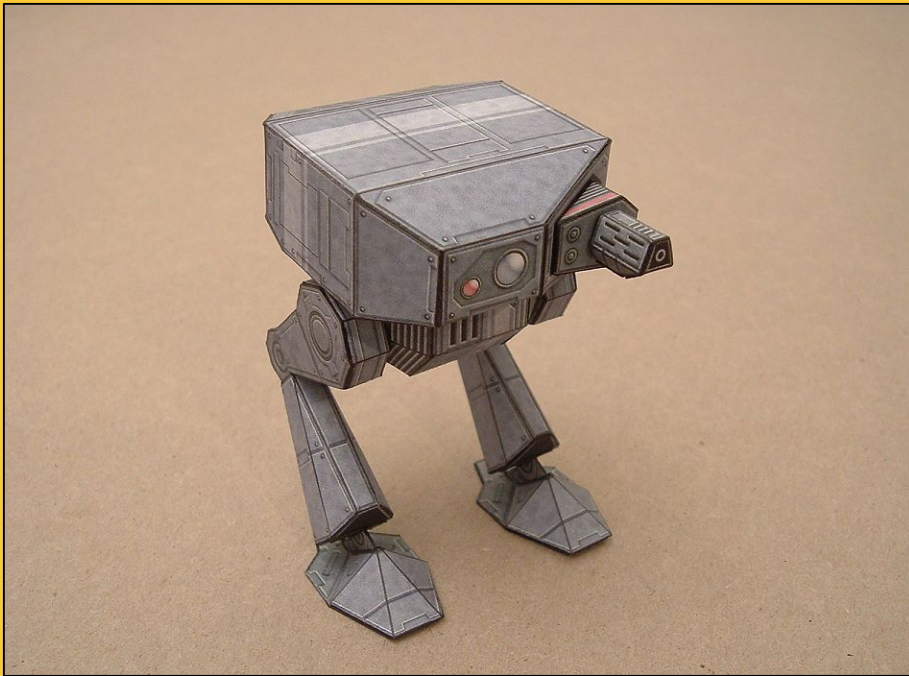


CONSTELLATION GROUND SYSTEMS

C6 CASSOWARY LIGHT UNMANNED GROUND VEHICLE

KIT ASSEMBLY INSTRUCTIONS



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THE BASICS OF PAPER MODELING: TOOLS AND EQUIPMENT

GLUE



There are a variety of glues and adhesives on the market, some of which are nicely suited to building paper models. White glue (also known as PVA glue), glue sticks, Uhu office pens, tacky craft glue, and sometimes even superglue (cyanoacrylate adhesives) all have their own uses. For the great majority of the time, however, you can get by just fine with white glue alone.

SCORING AND CUTTING TOOLS



You'll want to have, at the very least, a sharp hobby knife for cutting parts out of the printed sheet. Scissors are not recommended. For scoring, you can either gently drag the hobby knife across the fold (not recommended), or use specialty tools for scoring without cutting into the paper. Embossing tools such as the ball stylus, an empty ballpoint pen, a scrapbooking bone folder, or even secondhand sculpting tools with smooth and dull blades are great tools for scoring without breaking the paper.

STEEL RULERS



To precisely guide your cuts or scoring, steel rulers come in very handy. Unlike plastic or wood rulers, steel rulers are resistant to sharp hobby knives. You can get by with just a normal 12-inch steel ruler, but you may find that a smaller 6-inch steel ruler is a lot handier and easier to deal with when making small cuts. Along larger parts, steel rulers can also be used as a bending brake.

HOBBY TWEEZERS



Sometimes you'll encounter folds that seem too small to do with your fingers alone. In this situation, a pair of hobby tweezers like the one shown to the left is very handy. In effect, they act as a set of tiny fingers and a miniature bending brake, allowing you to crisply fold very small parts.

BLACK, GRAY, OR DARK GRAY MARKERS



When you cut parts out of the sheet, the edges are naked white. This generally results in a less than pleasing visual effect when the model is fully built, and this is dealt with by a technique called "edging". When edging parts, you will be doing two things: coloring the actual edge itself, and coloring in a portion of the glue tabs. The best marker to use for edging is one that has a soft chisel tip, and which doesn't bleed through thin cardstock. The markers pictured to the left are calligraphy markers with 2mm and 3.5mm chisel tips.

CUTTING PAD/MAT



A good self-healing cutting mat will help your hobby knife blades stay sharp longer, and protect your work surface from damage.

THE BASICS OF PAPER MODELING: TIPS AND TECHNIQUES

Basic 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. Burnishing: Often, you will be building parts that are composed of flat fold-overs. In order to ensure that they stay straight and do not delaminate after building, you will want to burnish the two halves together. You can use your finger, a smooth and flat tool, or even a little rolling pin. Burnishing forces the two layers in a flat fold-over together, spreading out the glue even further and squeezing it into the paper fibers for additional bite.

4. 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.

5. 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.

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 waterside 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.

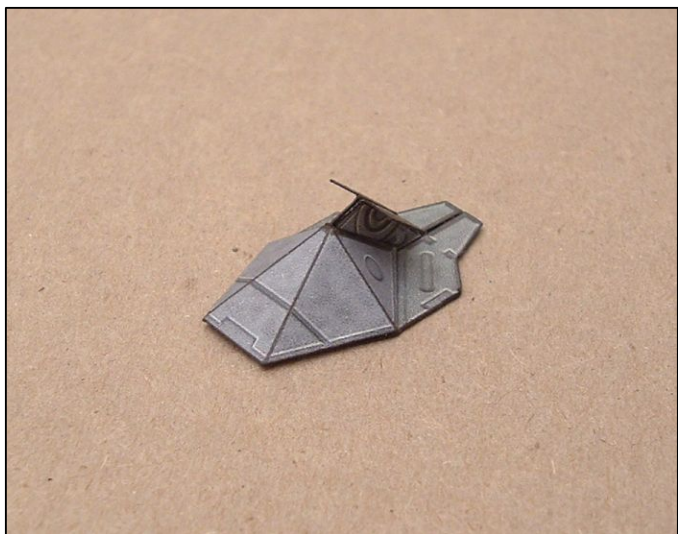
4. Weighting: If you find that your models are too light, you can weigh them down by gluing various ballast items to the inside of the model. Some items that come to mind include pennies, ball bearings, and washers. Affixing these items to the unprinted side of a model before folding and gluing it into shape will give the model a significant amount of heft and weight.

ASSEMBLY INSTRUCTIONS



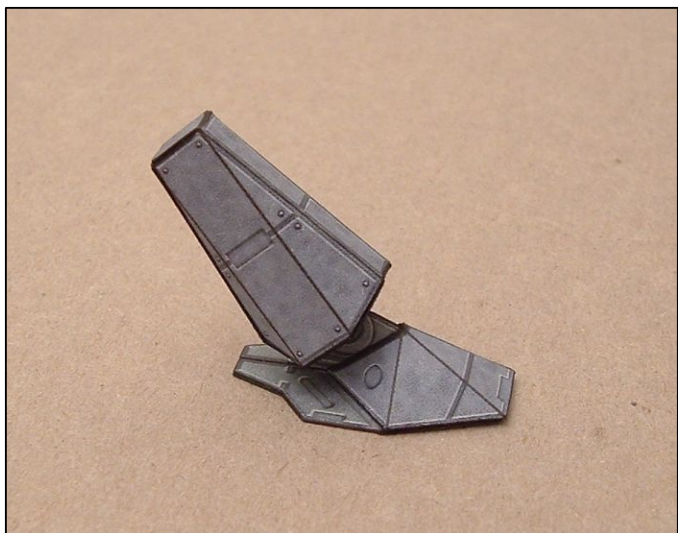
BUILDING THE SUSPENSION, STEP 1

Fold and glue the left foot unit (Part 11) and the right foot unit (Part 10) as shown to the left. Next, prefold the left foot cover (Part 13) and the right foot cover (Part 12) as shown to the left.



BUILDING THE SUSPENSION, STEP 2

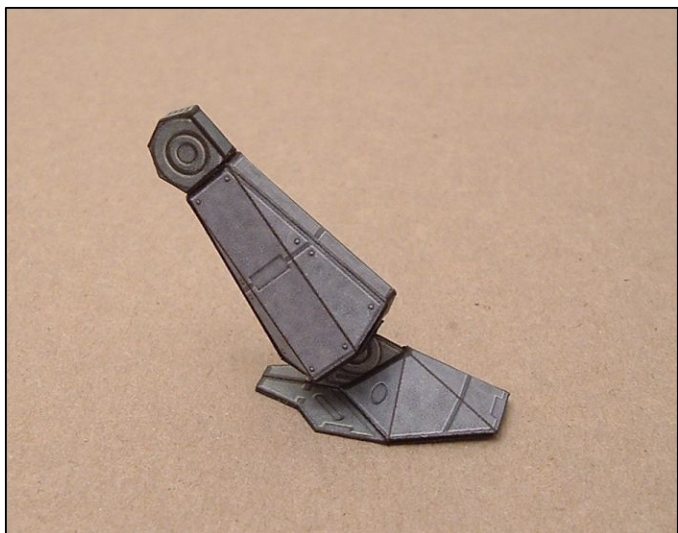
Glue the left and right foot covers to the left and right foot units as shown to the left.



BUILDING THE SUSPENSION, STEP 3

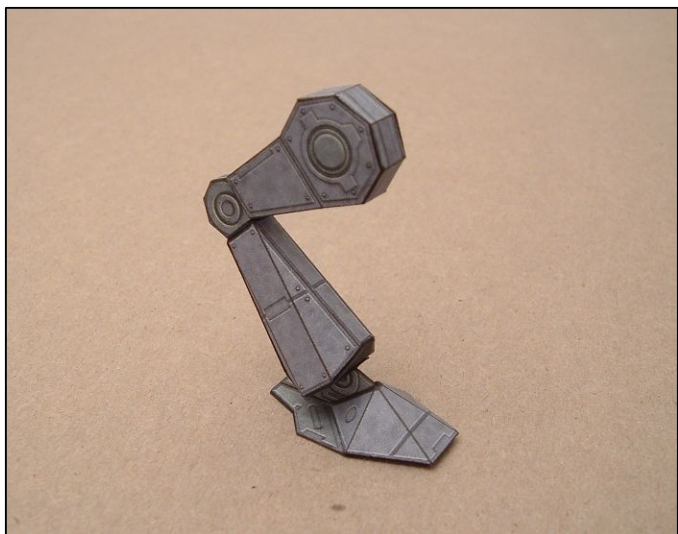
Build the left lower leg (Part 09) and the right lower leg (Part 08). Glue the completed left and right foot units to the left and right lower legs as pictured to the left.

ASSEMBLY INSTRUCTIONS



BUILDING THE SUSPENSION, STEP 4

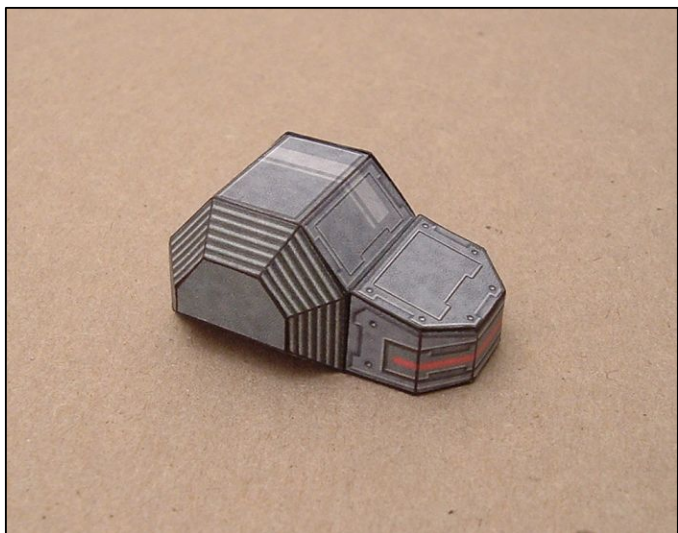
Build the left knee actuator (Part 07) and the right knee actuator (Part 06). Glue each knee actuator to the corresponding lower leg and foot assembly as shown to the left.



BUILDING THE SUSPENSION, STEP 5

Build the left upper leg (Part 05) and the right upper leg (Part 04). Glue each upper leg to the corresponding lower leg, knee, and foot assemblies as shown to the left.

Set both completed leg assemblies aside for now.



BUILDING THE SUSPENSION, STEP 6

Build the front hip block (Part 02a). Cap off the open ends on the left and right sides with Parts 02b and 02c as shown to the left.

Build the rear hip block (Part 03) and glue it to the back of the front hip block as shown to the left.

[The completed unit is pictured upside down for clarity.]

ASSEMBLY INSTRUCTIONS



BUILDING THE SUSPENSION, STEP 7

Glue the left and right legs to the completed hip block as pictured to the left.

The suspension is now complete. Set it aside for now.



BUILDING THE BODY, STEP 1

Build the turret (Part 01), and glue it to the suspension as shown to the left.



BUILDING THE BODY, STEP 2

Glue the gun mount (Part 14) to the left side of the turret unit as shown to the left.

ASSEMBLY INSTRUCTIONS



BUILDING THE BODY, STEP 3

Glue the autocannon barrel (Part 15) to the front of the gun mount as pictured to the left.

At this point, the basic model is complete.

REFERENCE IMAGES



In the photo to the left, a metal 28mm figure from Copplestone Castings's "Future Wars" science fiction range, mounted on a 25mm plastic slotted base, is included to give a sense of scale.

We're not affiliated with them, but we love their figures! Copplestone Castings's web site can be visited here:

<http://www.copplestonecastings.co.uk>

