

# Possible treatment of opaque Lozenge decals

Very often Lozenge decals do require a lil bit more work in order to give it a more “realistic” touch. Naturally they come printed on paper, so of course they do not look like “real” fabric, i.e. clear doped linen. In the following I may share a suggestion on a possible treatment with you, adding some life to these decals as they just came off from the carrier paper.



Fig.1) Here we see the the kit decals applied on just primer. It's a Grey primer from Mr. Hobby and it is flat. Yes. You heard that right. We use decals on a flat surface. We add a few drops of Mr. Setter directly on the primer and apply the decal. We will now have a rather god grip to the surface.

The rib tapes, as provided with the kit, have been applied on top of the Lozenge. There is a light coat of clear varnish applied, right on top of the lozenge. That's a good base for the rib tapes because we again use water and you never know what going to happen if you expose a decal to water for a second time. The rip tapes are literally sandwiched in Clear. After that I used a solid coat of clear varnish in order to stabilize the entire system. That's important because the yellow strips you see is: Masking Tape.

We use strips of masking tape and apply it directly on where the rib tapes are indicated by the kit or where they're supposed to be. We now use a product which is available by Gunze and Tamiya. Its called "Smoke". That's a clear varnish tinted with black. The tinted Clear offers a great deal of control because it doesn't cover that well. Using normal paint would include a pretty high risk that we cover up the lozenge, and that's something we don't want in this case. Ok so let's see how this looks like after we have applied that....tinted Clear stuff....



Fig.2) Here's where things start to change already. That's "Clear Black" (Smoke) applied with an airbrush along the rib tape masking. The masking tape has been removed already. We now have emphasized the construction method of the wing. Also we have a remarkable change in appearance already.

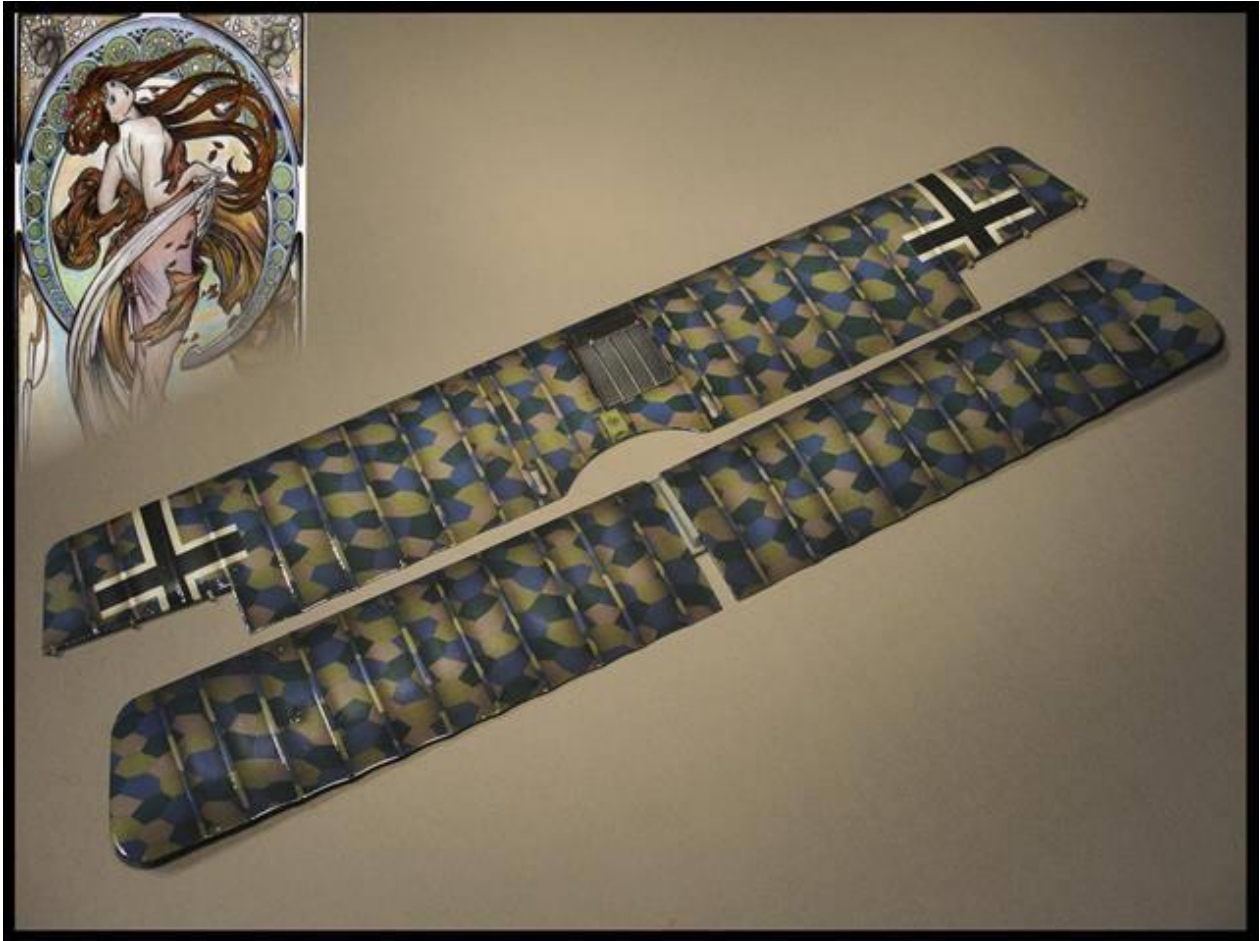


Fig.3) Optional: I tried to pronounce the profile of the wing by applying smoke on the wing edges

Yeah, that's something you can do, but you don't have to. I like to emphasize the shape of objects by highlighting and darken certain areas. Some say it's too artistic, some say it's really cool..... you need to know where you'd like to be. Just one thing: It will not be noticeable that strongly at the end. It will be there though, and it will look very natural and vivid. Let's see how this goes.



Fig.4) The control surfaces have been painted a lil bit different in order to make it a bit more interesting.

That's something that I do all the time. I'm always looking for an opportunity to "troll" an appearance which might be too uniform by breaking it up where ever I can. Here I used some old Lozenge from a different project and used it, pretending this being a replacement part from another airplane. The cross is off-set purposely and I also applied some chipping by a sponge with White oil paint. I just were....you know....bullshitting around a lil bit. All right.... Let's roll this out further.



Fig.5) Same thing as on Fig.3 on the bottom side of the wing: Again I tried to pronounce the wing profile. The rib tapes have been accentuated as well, but not that strong as on the upper side. Why? Well I just...you know....tried to not getting too retarded about it. Nice and easy....decent....



Fig.6) The wings have received a solid coat of flat varnish. I sued flat because we are going to filter the decals now, in order to reduce the unwanted liveliness of the Lozenge decals. We need to “mute” them further and we also should see if we can fade one or the other section a lil bit. This technique is very common amongst armor modelers and sometimes referred as "Fading". We like "break up" the colors now, mute decals and create another layer of “visual texture” using a fast and efficient technique.



Fig.7) Here is how we could do that on the bottom side. I think this has been the first time I used the color Pink in scale modeling ever.



Fig.8) This is how it looks like after we've spread the dots of oil paint. I used a flat chisel brush, moistured with turpentine. You can remove as much of the oil paint as you want until you think it's balanced. Also, you can work in several layers, separated from each other by another coat of varnish. Be careful and try to keep everything under control. Less is more very often.

So, the dots were spread and like "blurred" using the big brush you see on that pic. I followed the direction of the airflow while doing this. As you can see all sections between the rib tapes have a lil bit of a different light. That's where I started to like it and left it as it is. It's a very dynamic process.



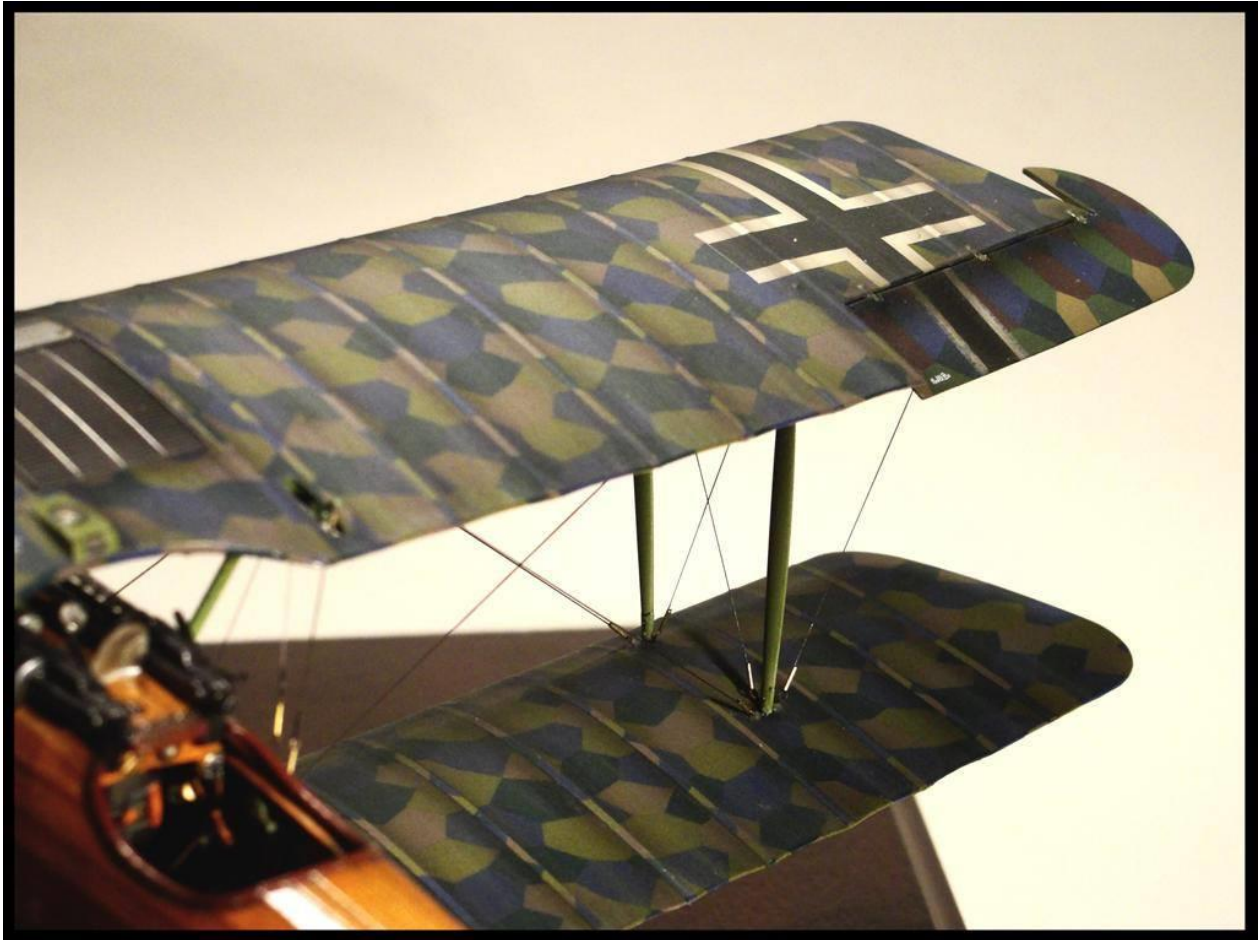
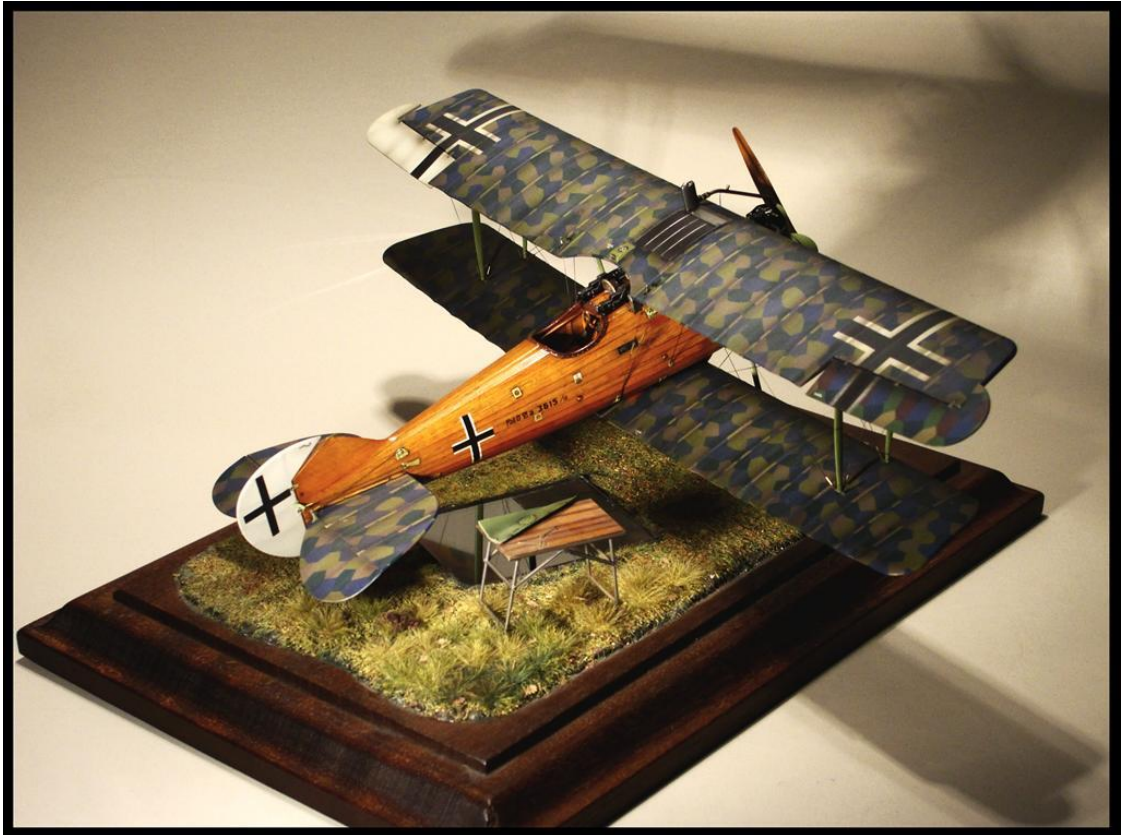


Fig.9) That's where we are with our "filtered wings". It's matt, it has lights and shadows and our "discoloration job" delivers a quite natural and plausible appearance. Note the subtle accentuation of the wing profile, as mentioned in Fig.3.

It's quite a fast affair and you can accomplish that in 2 bench sessions. One is for the decals and the next day, when everything is dry and cured, we mess around with them oil paints.





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