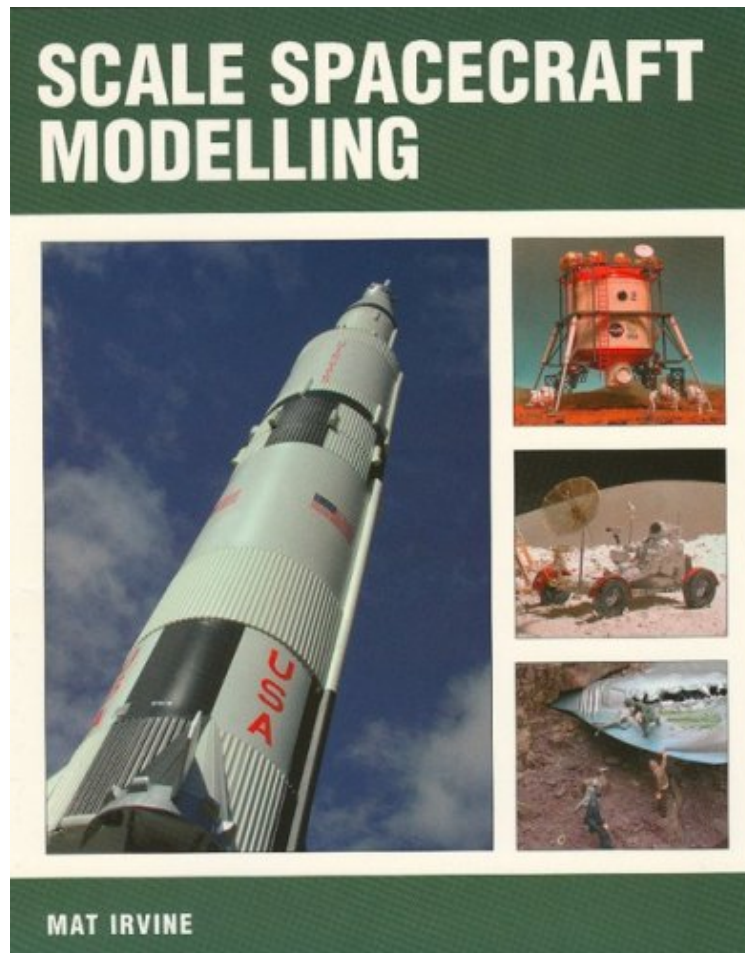


Scale Spacecraft Modelling

Mat Irvine

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Mat Irvine : Scale Spacecraft Modelling before purchasing it in order to gage whether or not it would be worth my time, and all praised Scale Spacecraft Modelling:

4 of 4 people found the following review helpful. Probably the best space - scifi model book out thereBy B. KimballFor one thing, this book is fairly modern. Mentioning everything from eBay, resin kits, to Google. So you know it's not something printed 15-20 years ago or out of date. It's packed full of clear well done COLOR photos. Matt covers model ships and vehicle subjects from Real Space to Sci-Fi. Including many kits long out of production.The book has plenty of text to detail every build. Full of techniques and tips, things he's aquired working on real TV Series from Dr. Who to Blake's 7. His enthusiasm for building models is in every paragraph.He covers all the topics, from printing decals, to vacuum-forming. The builds range from Scifi imaginary ships, to real craft, such as Gemini, Apollo, Spaceship One, and the Lunar Rover.If you are going to get just one book on building Scifi or Real Space kits, that will take your modeling to the next level, this is the one to get. Highly recommended.5 of 5 people found the following

review helpful. Building Spacecraft - Do it! By Kevin Kilkenny Scale Spacecraft Modelling is a must have for anyone interested in modelling. It has something for everyone; whether its paper (or card) modeling all the way to the specialty kits made from resin. This is neither a beginner not advanced book, but written so every modeler no matter what their expertise will get something from it. Besides chapters dealing with tools needed, plastic, card and resin models; chapters also include weathering your kit, building dioramas, and scratchbuilding a futuristic Mars habitat ship. It is a natural segue from his Creating Space: The Story of the Space Age Through Models (Apogee Books Space Series) book. Highly recommended. 7 of 7 people found the following review helpful. A Great Resource and How-To Guide By John A Lee III Modeling spacecraft, both historical and fictional, is a niche within the modeling world. This book speaks to those interested in that niche. It covers such diverse topics various modeling materials, scrounging to make what is desired from what is available, painting, decaling and, especially, sources for obscure materials and kits. This is dedicated primarily to static models and not the flying ones but can be useful for the latter crowd as well. It is a British publication but is applicable for all.

Rockets and spacecraft were among the very first models made as commercial kits, and although never as numerous as aircraft, ships or road vehicles, the many kits produced over the years provide a fascinating niche in the world of model-making. The build-ups in this book reflect the current situation with spacecraft modelling; although there are still a number of conventional all-plastic kits available, there is also a growing range that uses more specialist materials, especially resins. The book explains the various techniques required when dealing with these non-traditional materials. Scale Spacecraft Modelling also covers scratch building and adaptation, the techniques needed to make those pristine models really dirty to match the ones you see in the movies, and the design and construction of realist dioramas and settings.

Cybermodeler Online, May 2007 This title has a wealth of information gathered from the experiences of a veteran space modeler. Many of the tips and techniques are valuable to other types of modeling as well. This is not a rehash of other modeling titles 'out there', this is great stuff and the subjects used in this title are contemporary, including the Atomic Models Mercury Capsule and Burt Rutan's SpaceShipOne. Definitely recommended!