

## TAMIYA 1/35 M-51 ISHERMAN

AMPS Atlanta 2014 Club Project



# IDF M-51 SHERMAN





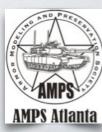




## M-51 COMBAT HISTORY

THE SIX DAY WAR



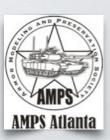




I used AK Interactive Dust Effects and Africa Dust Effects heavily diluted with white spirits for an initial dusty wash.

MIG Productions dry pigments were used to create heavier accumulated dirt, etc on the lower hull. This was fixed with MIG Pigment Fixer.







See how the AK Interactive effects, when used as a diluted wash, give a nice, overall dusty finish to the model.

The AK Interactive effects, when the wash is repeated in recessed areas, replicates heavier dust build up.





MIG Pigments are applied to the running gear over the areas already textured with the Vallejo Sandy Paste. This adds depth and additional texture.

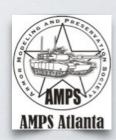
In this instance, the MIG Pigment Fixer is applied to the model first, and the pigment itself is then applied onto the wet surface by tapping a loaded brush over the wet area.





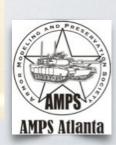
Note the pigment texture added to the lower hull all around. Lighter tones were used higher up and deeper shades lower down.

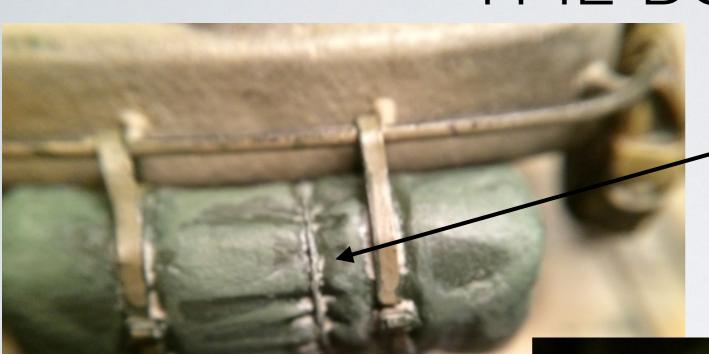




Stowage was added and detail painted. References are used to get a general idea of where crews stored the various items they carried. It is important to show the stowage secured to the vehicle and not just floating free.

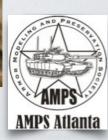
Two rolls were made using epoxy putty to allow for them to be formed around the model and to have other stowage "sink" down into it.

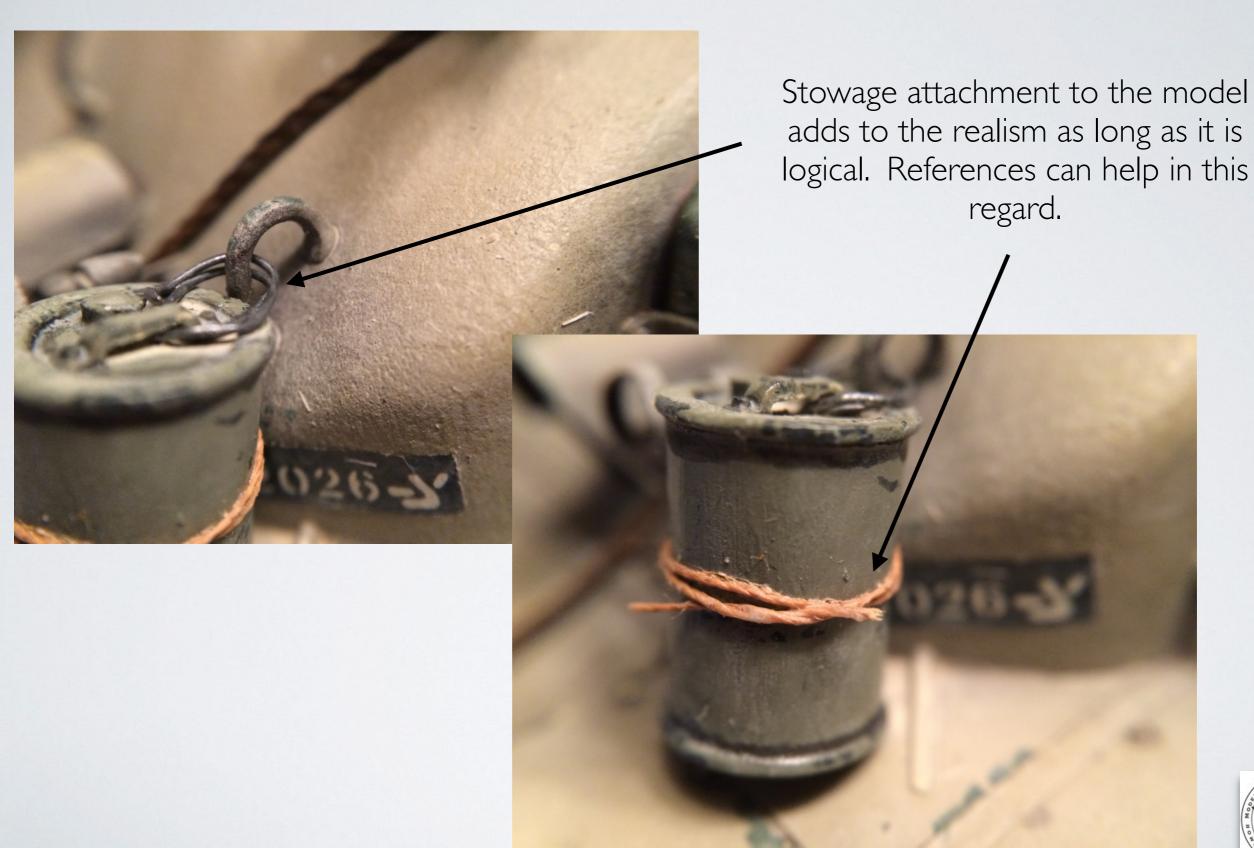


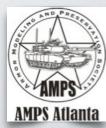


All stowage needs to be weathered consistent with the rest of the model to insure continuity with the overall finish.









Vision blocks and periscopes are painted starting with Vallejo "Black Gray". Then use a few very thinned coats of Tamiya "Clear Green". Once all of the rest of the weathering is completed, a of Vallejo "Satin Varnish" to give the glass a subtle sheen.

