

Smaug vs. Bard

By Kent Waterson

I want to thank all of you who selected my diorama for Best in Show. It's an honor I don't take lightly. When I see the outstanding work of others, such as the rigging on the Wright Flyer, or the weathering and damage on Declan's Tiger, or the finishes on the cars, I hardly feel like I'm in the same class.



Inspiration for the diorama came from the poster for the movie "The Hobbit: Desolation of Smaug." I saw that poster and thought it would be a great project. The problem was finding a model of Smaug. In years past, Games Workshop had done a model but was long out of production. I did find one on eBay, but the price was outrageous. Not only that, but the pose wasn't exactly what I needed. Thus, the idea sat for quite a while. Occasionally, I would do another search and see if anything changed, and it was on one of those searches I came across someone selling a 3D printable STL (the source file for 3D printing). The model had three different poses, one of which was perfect ... for \$20. Sold.



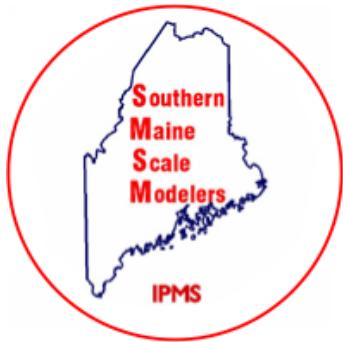
The second part of the equation was a figure of Bard. That search landed me on the Hero Forge website. On this site you can customize a figure with a variety of options, primarily from a wargaming perspective (it would be great if they expanded this to military figures). After starting to configure the figure, I found that there already was a figure of Bard previously created. Another \$7, problem solved.

Now to work out the buildings. Some more online searching yielded a video from WETA, the creators of the CGI effects in the movie. The video showed numerous scenes that were created and a series of twenty or more specific buildings. I frame-grabbed each building and those became my starting point for each building.



Dimensions for the buildings were estimated based on an 8-foot wall height. Using the dimension of the wall height, the rest of the building was worked out using a dimension to the nearest foot. Some of the challenge was the images only showed one or two sides of the building and left the remaining sides to guesswork.

(Continued on page 3)



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Madame Prez Says

By Grace Leavitt

Hello everyone!

April's meeting was all about getting ready for DowneastCon which is just a few days away. Things are all set with only the actual contest weekend now.



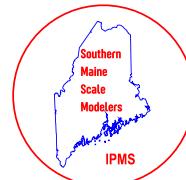
Flash forward a few days and DowneastCon is in the books!!

Aside from the rainy weekend, things went very well. Tables were delivered, and we had a group from the Lions Club help with table set up (and take down). Addie's food truck was there and the food was amazing!

The show itself went smoothly. As always, plenty of vendors, plenty of raffles, and plenty of models for judging. We even had more kids than the past few years combined at the Make-and-Take.

The committee and I want to thank EVERYONE who helped out; either with donations, sponsoring a trophy pack (or two), helping at the show, entering the contest...it all contributed to a wonderful contest!!

See you all at the May meeting!!



Hear Ye! Here Ye!

By Norm Jordan

SMSSM Meeting Minutes

Sorry everyone, but the Minutes seemed to get lost in space this month.

My condensed summary:

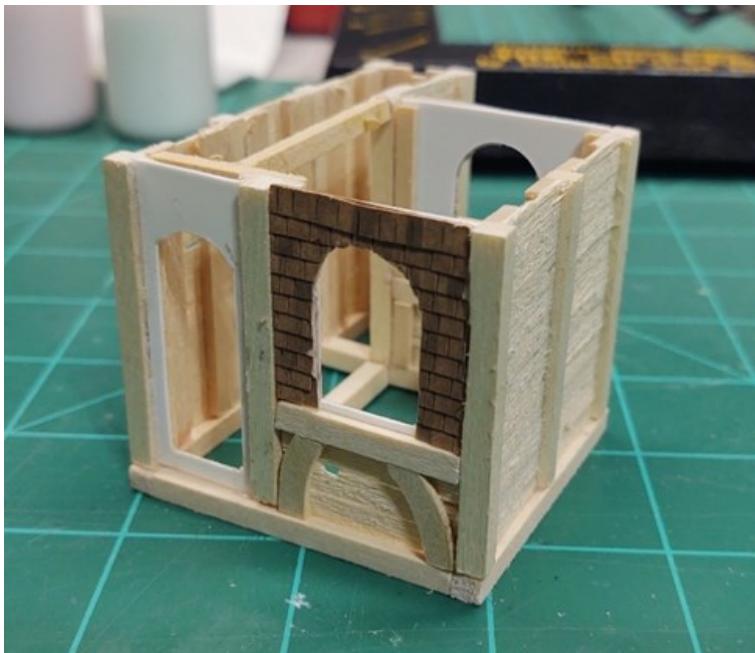
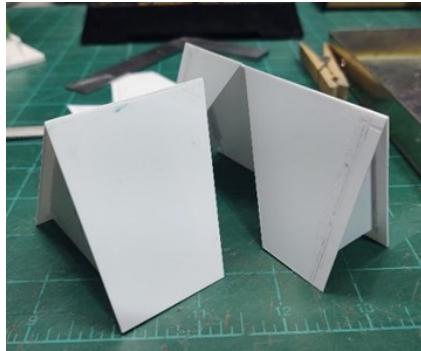
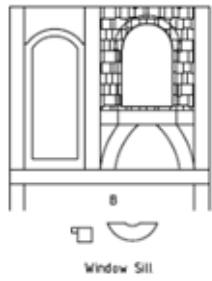
- A group of us met
- We talked about stuff ... mostly DowneastCon
- We did Show-n-Tell
- Rich won Modeler of the Month
- We left.

I hope this summary verifies that I should never be secretary!

- Editor



Plans for each building were then drawn up in a CAD program. The frame of the structures was constructed from 8" O-Scale (1/48) lumber and the plans drawn up accordingly. When it came to working out the roof angles, the CAD software provided a high degree of accuracy. The various windows and doors



were also drawn up in CAD and the 2D drawing transferred to Fusion360 for creating the 3D models.

Most of the siding is scale 1x8 boards that were distressed using a wire brush in a rotary tool. Each piece was then cut to fit and assembled a wall at a time (there's a reason the project took two years!). Roofing was singles from Rail Scale models, each row of shingles is an individual strip set 1/8" apart. Another time-consuming task.

The majority of the detail parts were 3D source model files found online. Most of them for free, a few groups costing less than \$10. One weekend I spent printing over 200 different items (many of which are left over).



Many of the details were painted in a number of steps. The barrels were primed, then painted a base wood tone color (Vallejo Iraqi Sand). Tamiya Dark Brown panel wash was then flowed into the recesses. Three different oil paints were then added (similar to a dot-filter fashion) and blended together. After a coat of Dullcoat, the bands on the barrels were painted and then a final blending of everything with a Neutral Grey PanPastel (a similar material to weathering powders). The overall look made for a convincing wooden barrel.



To print Smaug, I scaled the wingspan to 23" and then sectioned the model into eight different sections, added locator pins and sockets, then print them and reassemble. Painting was a black primer base with various reds & oranges (Army Painter paints). I found a YouTube video that gave a great reference for how to paint the model ... assuming anyone knows exactly what Smaug looked like! The movie really wasn't much



help, all the scenes too dark or simply didn't show an overall look. I consulted our local "dragon expert" who gave me a "thumbs up" on the look (thanks Tony!).

The water base was done the same way as previous projects, a layer of Celluclay (a pre-mixed paper mâché product), then painted (I selected a interior house color paint from Home De-



pot, then purchased a "sample" size), then a final layer of LiquiTex Gloss Gel. The trickiest part was adding the layers a section at a time such that I could reach all the areas as well as not "paint myself into a corner."



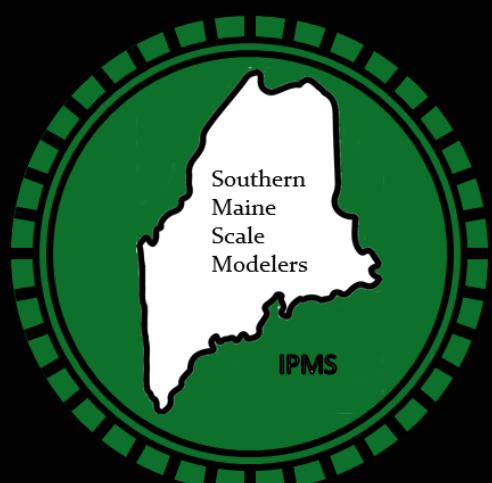
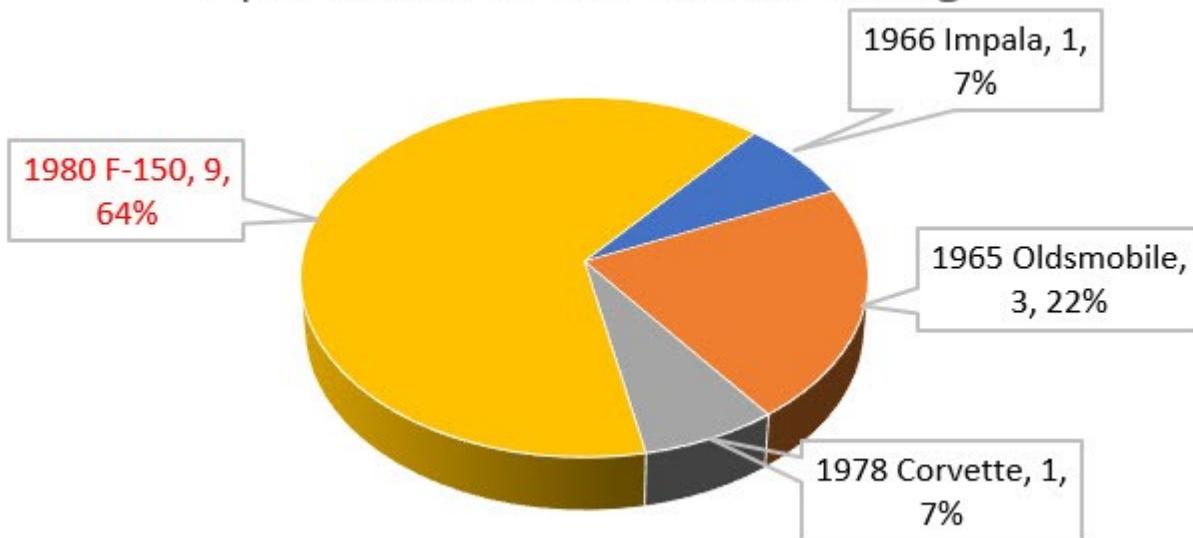
The lights & sound were controlled via an Arduino Pro Mini. The audio was a mix of two tracks I found online, a burning building and a dragon screech. The lights were 12v LED lights switched by the Arduino. The smoke/fire was replicated by a frame of chicken wire with strips of yellow, orange and red cellophane woven in the wire. This was then covered with cotton batting and airbrushed black to create the smoke effect (not perfect, but it was usable).



A long project, much of it due to the slow building construction. Lots of new techniques were tried, some more successful than others, but you don't get better unless you try. My next project? Not sure, but will absolutely be something smaller!

Modeler of the Month

April Model-of-the-Month Voting



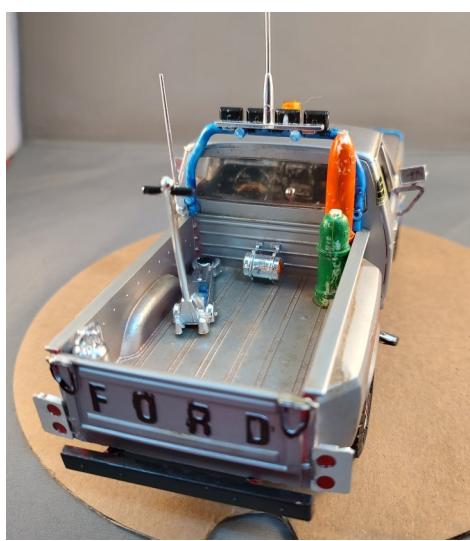
Modeler of the
Month

April 2025

Ford F-150 Pickup

By Rich Allen

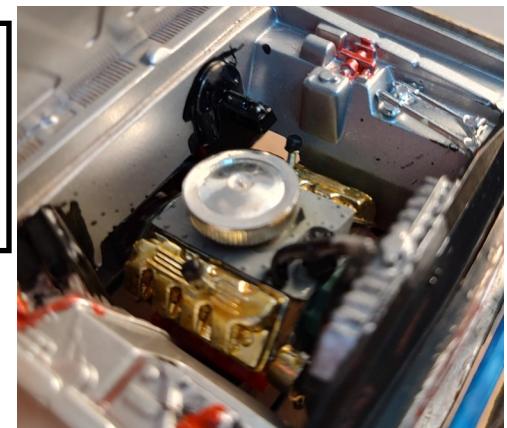




1/24 Ford F-150 Ranger (Monogram)

By Rich Allen

Finished with Acrylic Paints

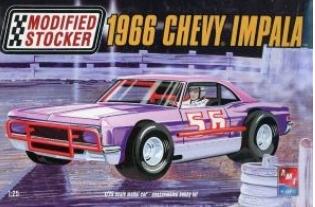




1/25 1966 Chevy Impala Modified Stocker (AMT/Ertl)

By Ron Garland

Finished with Rust-Oleum Advanced Formula Dark Steel & Gun Metal, Rust-Oleum 2X Key Lime, DupliColor Chevy Engine Red





1/25 1965 Oldsmobile 88 Modified Stocker (AMT/Ertl)

By Ron Garland

Finished with Project Source Gloss Orange, Rust-Oleum Advanced Formula Gun Metal & Dark Steel, Rust-Oleum Deep Blue Gloss





**1/72 GMC DUKW 353
(Airfix)**

By Ed Bittner Jr.

Finished with Tamiya XF-62 Olive Drab & DupliColor Hot Rod Black primer

Pros: Simple kit, nice subject

Cons: Old mold, dated

Comments: Not finished, work in progress



1/25 25th Anniversary Corvette (MPC)

By Bob Pierce

Finished with DupliColor primer, Red Maroon, Red.

Pros: Good looking kit

Cons: Ride height not correct, lots of flashing.



TUNDRA By Chad Carpenter



**OUR NEXT MEETING
WILL BE ON TUES-
DAY, MAY 6, 2025
AT THE MAINE MILI-
TARY MUSEUM,
SOUTH PORTLAND,
ME AND WILL START
AT 7:00 PM**

Calendar

May 6—SMSM Meeting (Theme: Civilian First Responders)

June 3—SMSM Meeting

July 1—SMSM Meeting

August 2, 3 — Owl's Head Wings & Wheels

August 5—SMSM Meeting