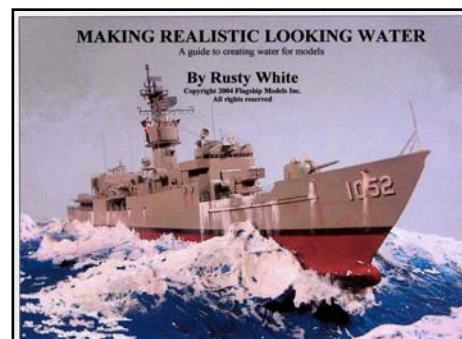
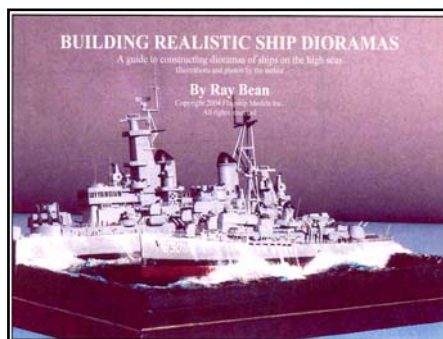
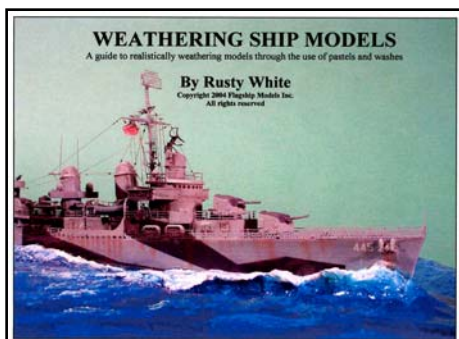
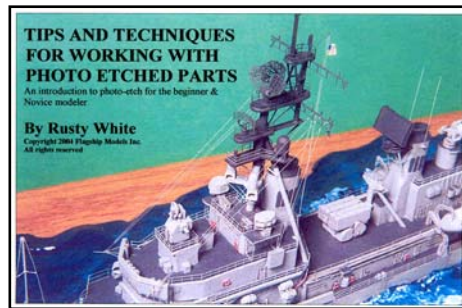
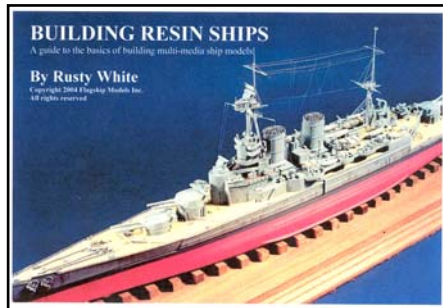
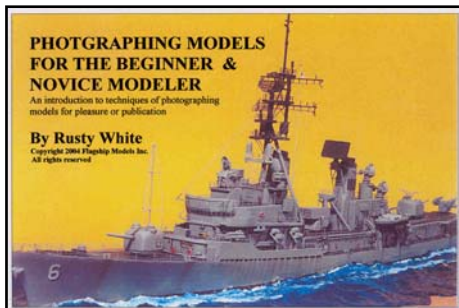


Flagship Models "How to" CDs



Flagship Models now produces 8 terrific modeling CDs to aid the modeler with some of the most misunderstood techniques our hobby offers. They are written and produced on the same level and quality as any model magazine in publication today, except the subjects are covered much more in depth and include MANY more full color photos and illustrations. While the subject matter of these CDs is ship related, the techniques described can be applied to any type of model.

NEW!

The first is "Working With photo-Etched Parts" and it covers in great detail virtually every aspect of working with photo-etched parts.

The second is "Photographing Models". If you have an interest in someday "getting published" in a modeling magazine, club newsletter, or web site, this CD covers the hints and tips published author Rusty White uses to take photos for publication or pleasure.

The third is called "Making Realistic Water" and it covers how create the most realistic water you will ever see.

The fourth is called "Weathering Ship Models". If weathering has ever been a mystery to you, this CD is what you've been looking for.

Number five is called "Building Resin Ships". It covers in great detail many techniques I have used over the years.

Number six is entitled "Building Realistic Ship Dioramas". We take the reader step by step with extensive illustrations and color photos through the complete process of creating the most realistic "at sea" ship dioramas you will ever see.

Number seven is the first non-ship related modeling CD from Flagship Models. It's called "Basic Aircraft Modeling" and is perfect for the beginner or novice aircraft builder. If you are or know someone just beginning to build aircraft models, this CD is for you!

Number eight is entitled Building Model Submarines and is authored by professional modeler and published author Ken Goldman. Ken walks you through many techniques that he uses to turn bland looking subs into professional works of art.

Each CD sells for \$9.95.

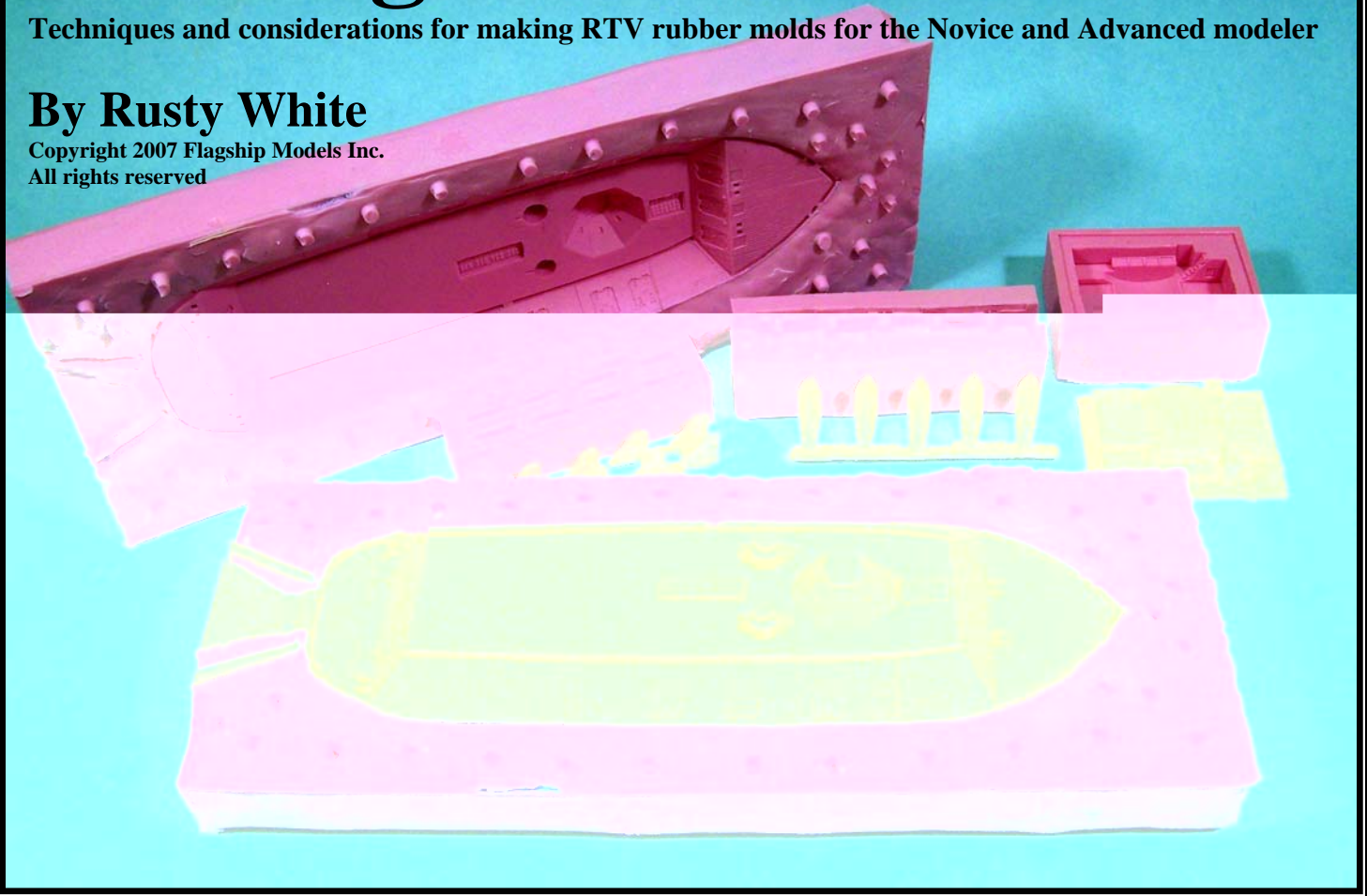
THE FLOATING DRYDOCK P.O. Box 9587, Treasure Island, FL 33740

Making RTV Molds

Techniques and considerations for making RTV rubber molds for the Novice and Advanced modeler

By Rusty White

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Expanding your horizons:

Sooner or later we as modelers must improve our abilities and skills. It's just human nature to strive for excellence. I started modeling pretty much like everyone else; building kits out of the box and painting them to the best of my ability. As my abilities and skills improved, I naturally wanted to try new techniques to make my models look even more realistic and detailed. Anyone who has attended an IPMS event has been humbled by what can only be classified as works of art on display. My first trip to the IPMS/USA Nationals was a wake up call I will never forget. After seeing the incredible models on display built by the finest modelers in the world I had to try and emulate the techniques I saw on those wonderful models. Once I felt I had out of the box plastic models conquered, I moved up to multi-media kits which provided better detail, accuracy and photo-etched parts to even further detail the models.

Once again when I felt I more or less conquered multi media models I wanted to convert some models to allow me a one of a kind model. Converting models requires scratch building parts; many of which I needed multiple copies. The only way to make a duplicate is to create a mold, then cast as many copies as needed from resin. There are several reasons to create a mold from a "master pattern". One is so that you will always have the ability to create a duplicate whenever it is needed. This is particularly useful for parts that are used often such as automotive and aircraft wheels and tires, ejection seats, naval guns and turrets, figures, bases (cobble stone, tarmac, streets, etc. There are literally endless uses for parts made from RTV molds. All you need is a master to make the mold from.

Copyright infringement:

Copyright infringement is a real problem for those of us in the cottage industries. When someone, makes a copy of one our parts (without our permission) that we have created with our ingenuity, skill, and hard work, this is an infringement on our intellectual copyright to our parts. While copying *any* part made by anyone other than you, technically it is still copyright infringement and theft. So do the right thing and do ***NOT***