

SL-and-N construction blog

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09-26-2018, 02:52 PM #270

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

I put away all the track tools, and started ripping some styrofoam to get the landforms in the blob. I have a piece of canvas that I can toss over the slabs of styrofoam to give me an idea of finished contours.

Photos in a day or so, when I have something I like :-)

dave

Modeling 1890s (because the voices in my head told me to)

09-26-2018, 03:13 PM #272

railman28 Senior Member

Join Date: Mar 2010 Posts: 6713

when I have something I like :-)

dave

Cheater!

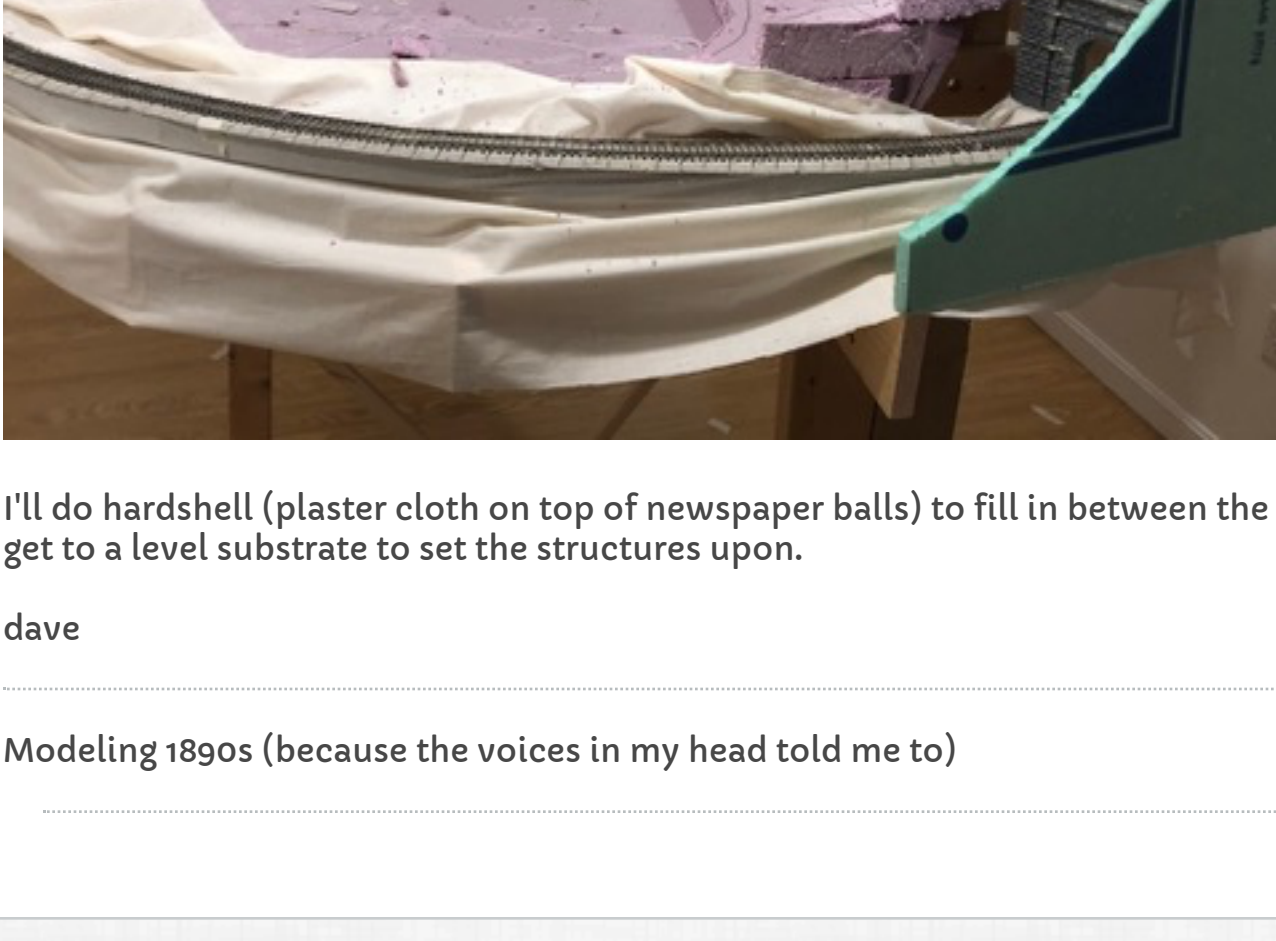
It's only make-believe

09-27-2018, 02:55 PM #271

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

A work-in-progress shot. The cloth over the styrofoam helps me visualize the final landform. The close-in styrofoam is there mostly for the landscape outside the tunnel, but I'll also recut that to set the elevation on top of the tunnel.



I'll do hardshell (plaster cloth on top of newspaper balls) to fill in between the layers of styrofoam. But I want to preserve those layers, so I can dig down and get to a level substrate to set the structures upon.

dave

Modeling 1890s (because the voices in my head told me to)

09-27-2018, 05:06 PM #274

railman28 Senior Member

Join Date: Mar 2010 Posts: 6713

I'm so envious of that 2" foam. be careful not to be too uniform in your layers.

It's only make-believe

09-28-2018, 04:03 AM #275

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

The pink foam came from Lowes. (I had a \$10 off \$50 coupon :-))

All that pink area will be covered by structures, it's the city location.

Mark Dalrymple, if you're reading this: Any thoughts on how to plan to fill it? James Van Bokkelen suggested figuring out the roads first, and that makes sense to me. I'm thinking the road will come from the middle flats towards the bottom of the street and climb uphill along the tracks. There'll be some side streets branching off back away from the viewer.

dave

Modeling 1890s (because the voices in my head told me to)

09-28-2018, 11:39 AM #276

ocalicreek Senior Member

Join Date: Nov 2007 Posts: 686

I'm not Mark, but I'll chime in. For an urban scene, I'd suggest structures.

But seriously, I agree that starting with the streets is a good approach. Two questions to help the thought process - is there a defining landscape feature that would shape the scene such as a bluff or creek, etc that city planners may have worked around? And are there any key structures that must be included in order for it to feel right? And a third - what is the overall size of the average structure going to be? That is, are they all relatively small buildings clustered together, or a mix of large & small, or massive structures like I.M. Boren?

Galen

My Train Blog: <http://ocalicreek.blogspot.com/>

09-28-2018, 12:22 PM #277

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

Galen, good questions. The idea here is 'city rising up a hill', something I'm familiar with growing up in Pittsburgh :-). The intent is for commercial structures, e.g. 'block buildings', banks, etc towards the left, and then houses going up the hill to the right. Those will still be city-oriented, i.e. 3 story townhouses. Most everything will be scratchbuilt (structure building is my favorite part of the hobby), but I do have some kits that I'd like to fit in (Such as "Dorothy's House" from SS Ltd - that might go on the hill over the tunnel portal in front, as "prime real estate")

Further back, towards the back wall and the white post, there'll be more bluffs/cliffs and forest.

dave

Modeling 1890s (because the voices in my head told me to)

09-28-2018, 01:50 PM #278

ocalicreek Senior Member

Join Date: Nov 2007 Posts: 686

SS Ltd makes some beautiful urban structures. I've always had my eye on the Drug Store with its corner turret, but my current city-scape will be two-story structures, mostly kitbashed from inexpensive kits.

Are you familiar with John Ott's Miskatonic RR? His urban scenes in the mythical city of Arkham are simply stunning.

Galen

My Train Blog: <http://ocalicreek.blogspot.com/>

09-28-2018, 02:23 PM #279

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

Yeah, John does great work. It's such a shame the Salem MA station was torn down. John also produces outstanding prints of mid 19th century locomotives in period-correct paint scheme.

dave

Modeling 1890s (because the voices in my head told me to)

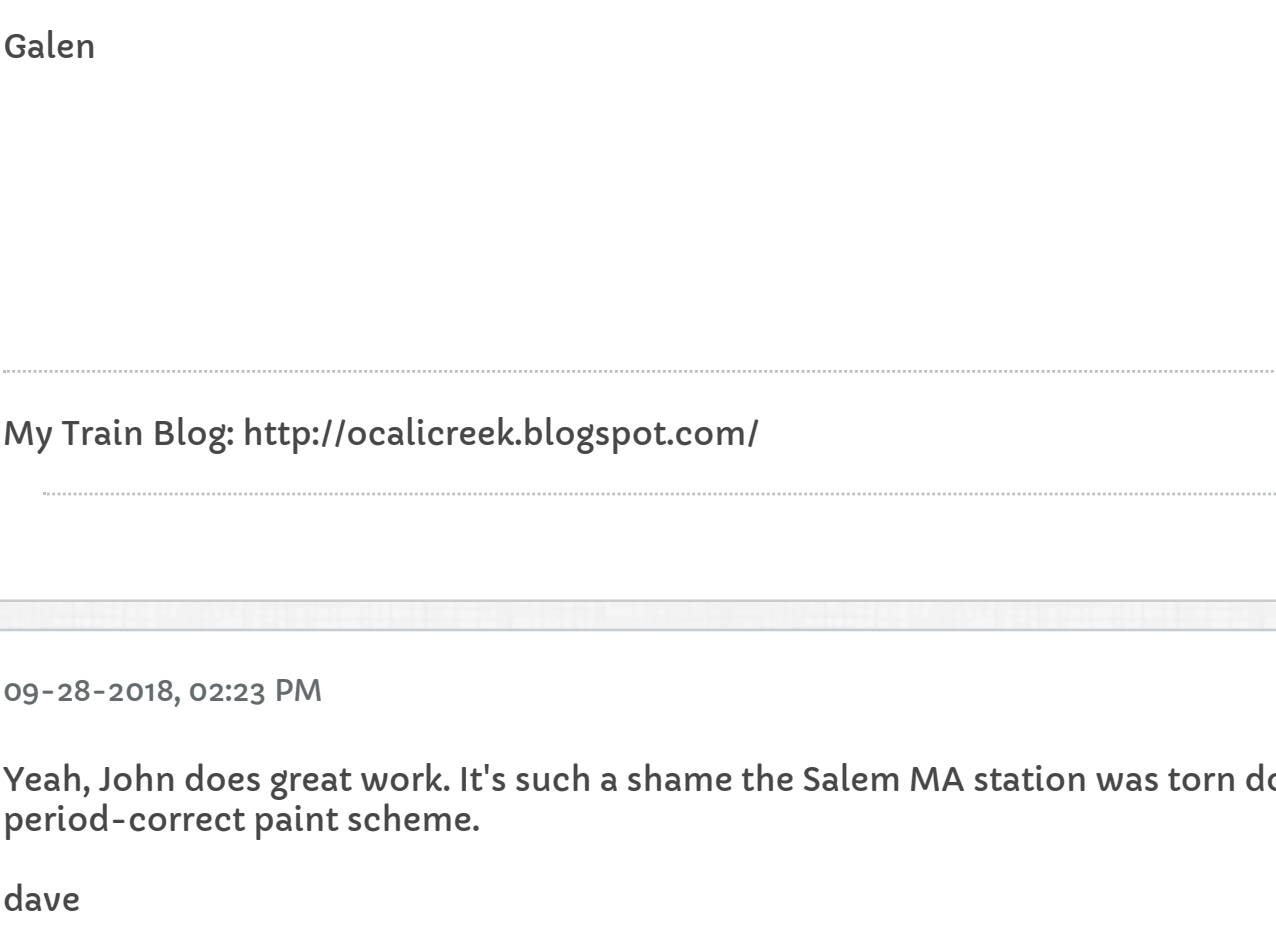
09-28-2018, 03:01 PM #280

ocalicreek Senior Member

Join Date: Nov 2007 Posts: 686

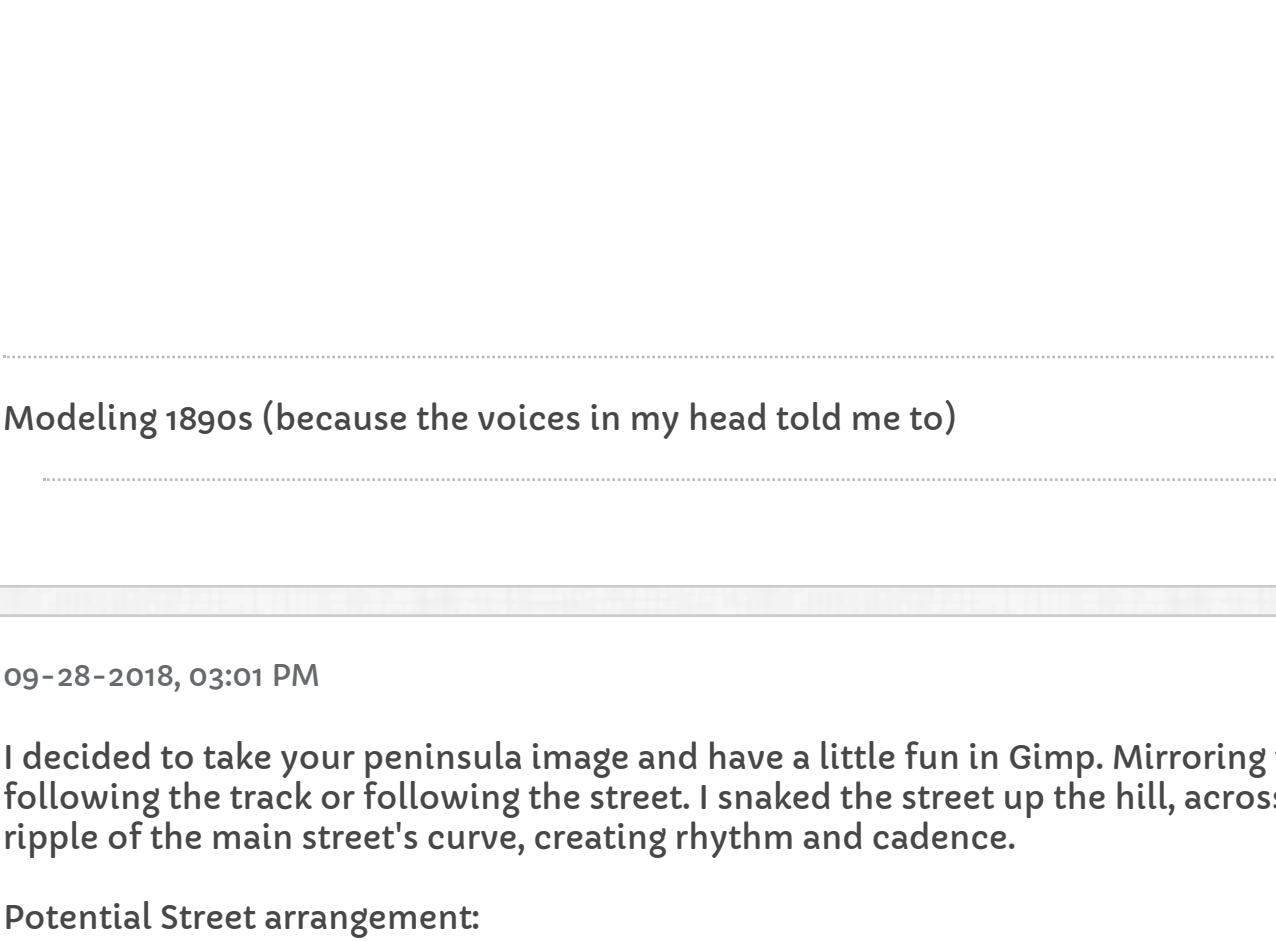
I decided to take your peninsula image and have a little fun in Gimp. Mirroring the curve of the track with a curved street leads the eye across the scene, either following the track or following the street. I skated the street up the hill, across the first bluff, then up again and back. Each successive level is a parallel or ripple of the main street's curve, creating rhythm and cadence.

Potential Street arrangement:



Download Attachment: [deemery_streets.jpg](#) 37.54 KB

A few structures roughed in:



Download Attachment: [deemery_structures.jpg](#) 37.9 KB

The structures I put in are only a handful. The entire area along each street could be filled with rows of buildings facing each street. I'd suggest on the far left, larger complexes, or groups of buildings like a lumber yard or any FSM-type group of low buildings. The buildings along the street that I've roughed in might be flat topped 3 story brick structures and likewise along the first tier. The higher level may be larger homes as you've mentioned, perhaps victorian mansions. The idea would be to create a clear difference in roof lines, with peaks or assorted roof types down along the tracks, flat or mansard/flat roofs in the business blocks facing the streets, and peak/turrets/hip roofs higher up.

Just a few thoughts. No offense taken if you hate it or go an entirely different direction.

Galen

My Train Blog: <http://ocalicreek.blogspot.com/>

09-28-2018, 03:14 PM #281

railman28 Senior Member

Join Date: Mar 2010 Posts: 6713

I won't have any suggestions here (except Email Mark) because urban modeling is not my cup of tea. but I am very interested in what you end up doing here. Are you going to force perspective here? Exaggerate the vertical?

Bob

It's only make-believe

09-29-2018, 03:10 AM #282

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

Galen, that's kinda what I had in mind, but continuing the road in front running uphill to the next terrace, too. Structures at the top of the hill help serve as a view block between the aisle on the right and the rest of the layout. There's a spur coming out of the track in the far distance roughly where your road crosses the track. That will run top-to-bottom, with a passenger tation between it and the main line, and probably a freight station closer to the bottom of the photo.

Bob, things are too close together to do any forced perspective. But I might try that in the far right corner. I have some Downtown Deco N Scale 'boneyard' castings put away.

dave

Modeling 1890s (because the voices in my head told me to)

09-29-2018, 04:55 AM #283

Michael_Hohn Senior Member

Join Date: Sep 2012 Posts: 12238

Dave,

Some interesting urban ideas here. Looks like an opportunity to get those kits off the shelves and completed structures out of storage.

Mike

I was so much older then, I'm younger than that now *Bob Dylan*

09-29-2018, 04:58 AM #284

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

A view of the (near) side slope:



The grade (for a road up the hill) doesn't look so bad here.

dave

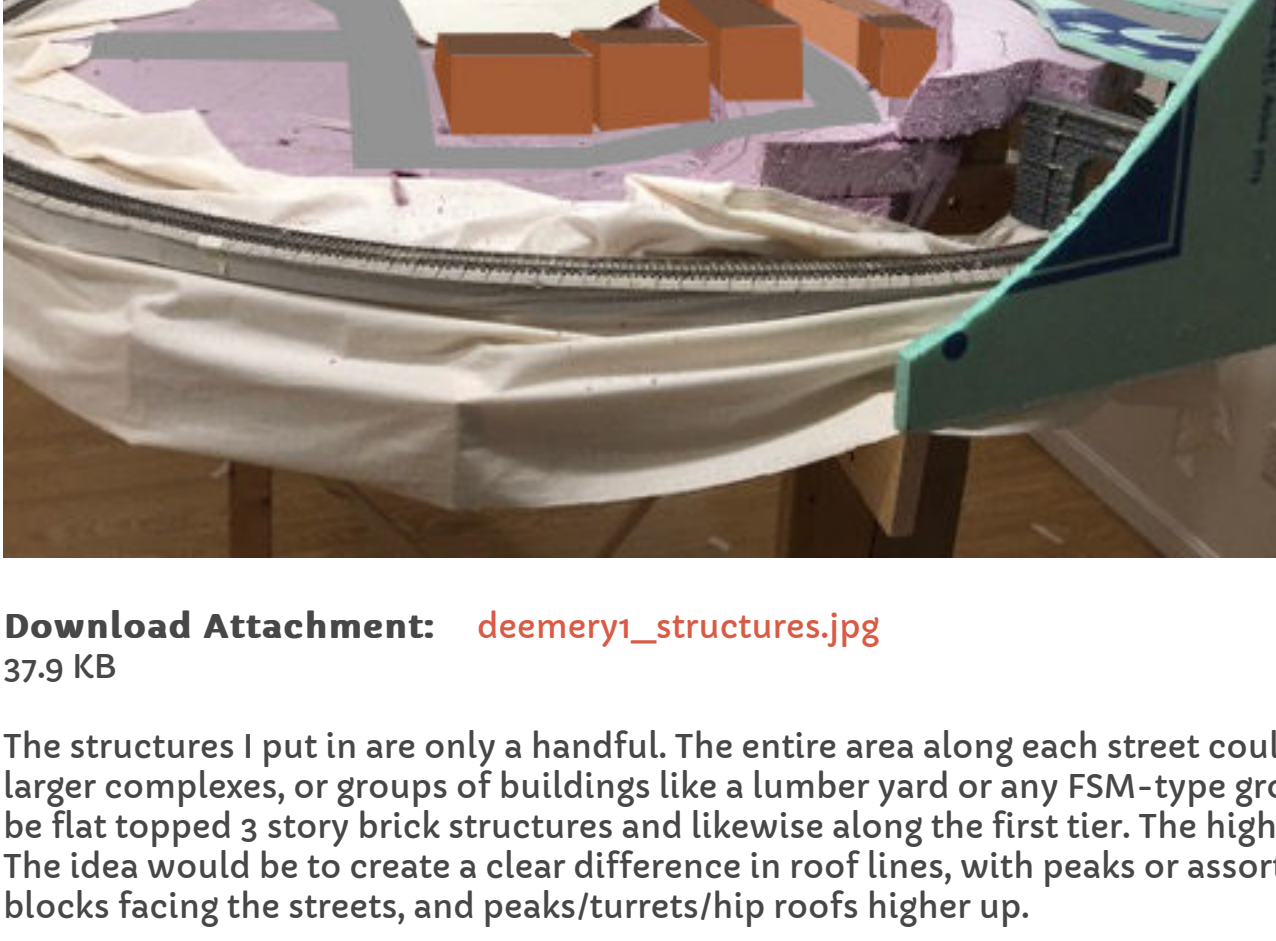
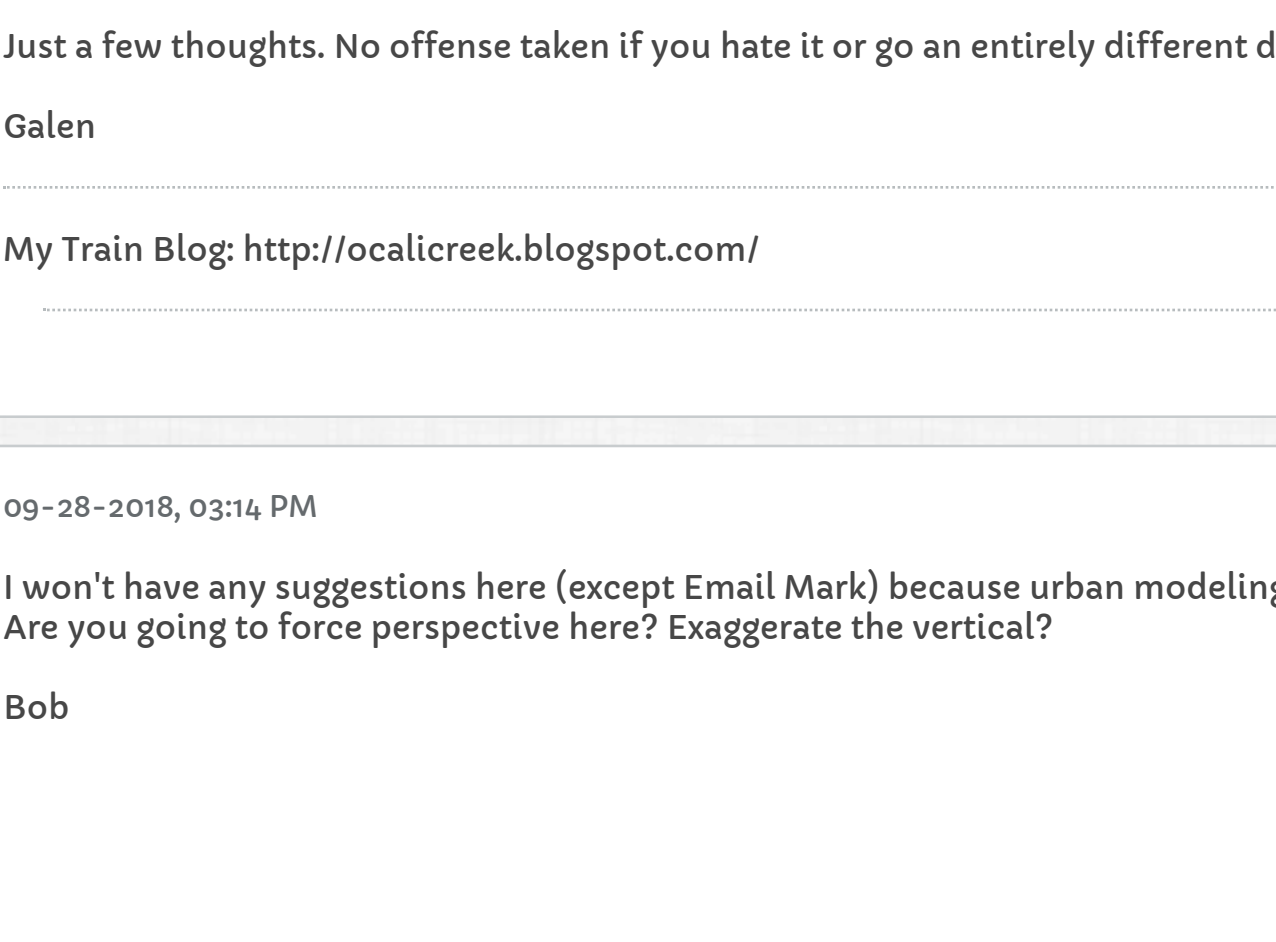
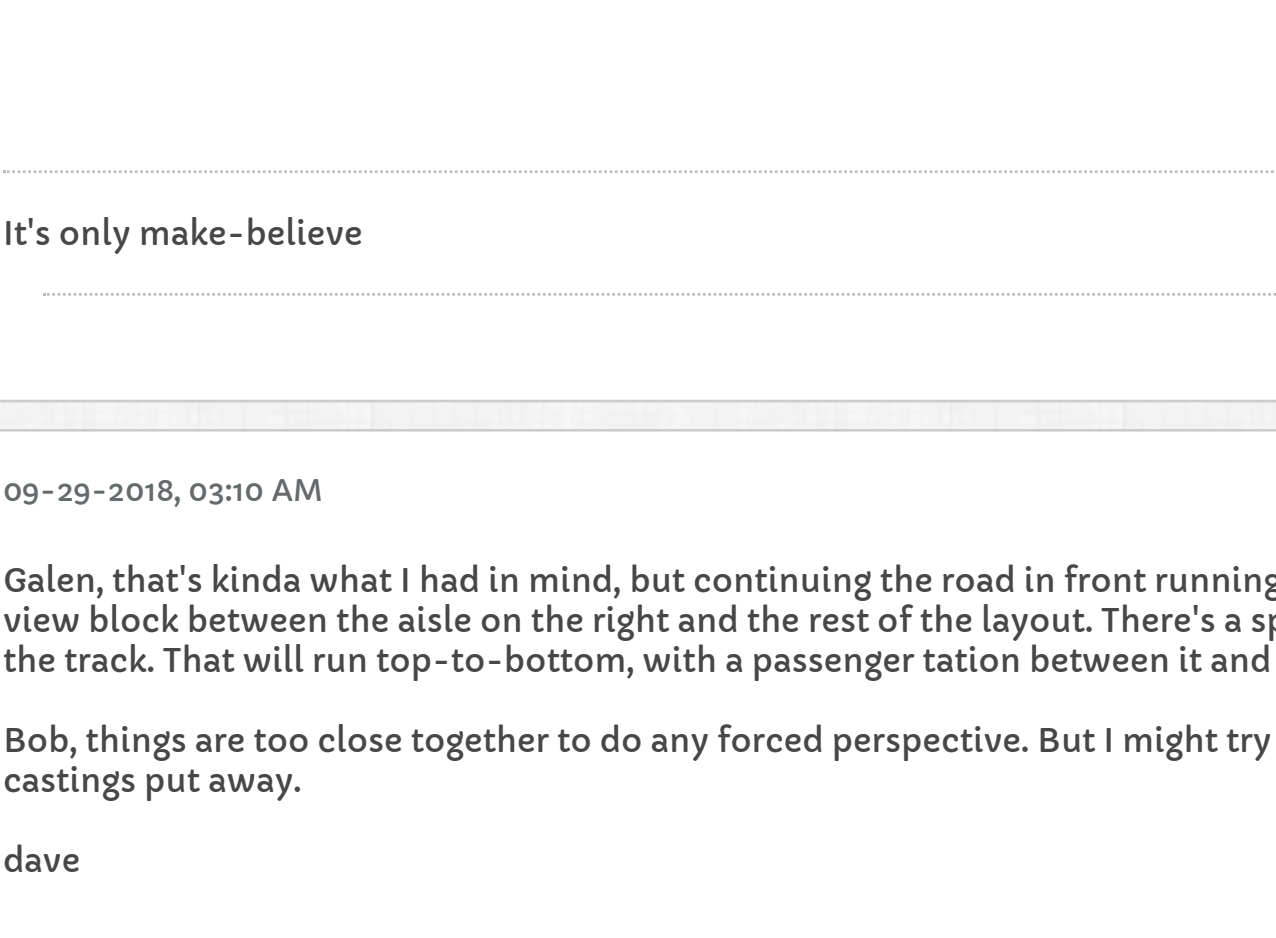
Modeling 1890s (because the voices in my head told me to)

09-29-2018, 05:45 PM #285

deemery Senior Member

Join Date: Sep 2007 Posts: 11493

'Orogeny' (mountain building) continues

dave

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