

john_holt Senior Member Join Date: Feb 2011 Posts: 1124

10-23-2022, 01:45 PM Sounds like a broken record butNice work Dave.

GULF COAST & WESTERN 99 Quote Comment Flag Like

deemery commented 10-23-2022, 02:38 PM That's OK, I like that tune! :-)

tct855 Senior Member Join Date: Aug 2010 Posts: 1840

10-23-2022, 05:15 PM Originally posted by john_holt Sounds like a broken record butNice work Dave.

Dave-- I'm not afraid to be different, it is some good shit going on here. In fact, 2 words come to mind-- Say it will me everyone! Good Job - YouTube Thanx Thom...

Last edited by tct855: 10-23-2022, 05:17 PM.

deemery Senior Member Join Date: Sep 2007 Posts: 11493

10-24-2022, 03:46 PM I decided to put the backdrop section into position. First a view of this from the back:



A view from underneath the stairs, it's kinda confusing, but you can see where the backdrop base sits, and up high on the walls, the holes for the bolts.



And the important view, the backdrop section into position.

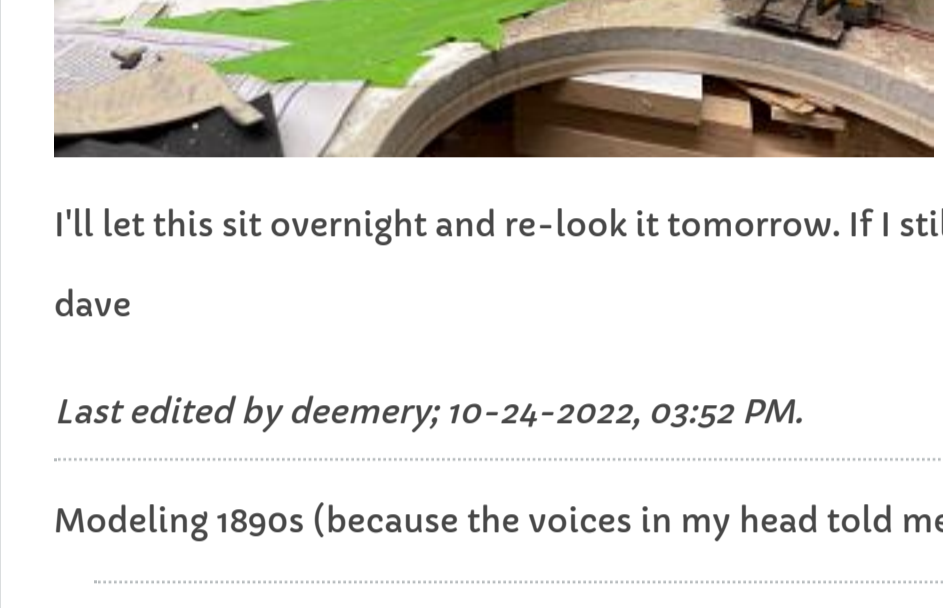


I'm glad I did this, because when I put the buildings in their original location, I did not like the result. In the view above, you can see a road coming out of the backdrop. That road would have ended up being blocked by a structure.

So I rearranged them, which allows an open space to let that road from the backdrop continue (and T out). The structure on the right, the frame "Bisegger Building" will be replaced by a brick version, but one that is shorter. So the road that runs along the backdrop will have some space between that structure and the backdrop. I'll need to do some work to get things lined up, but overall that should provide a good sight-line for the scene.



On the far right, there's some stuff piled up. My thought right now is to have a bit of a rise/hill there that then drops steeply into a streambed off-picture to the right.



And from the other side:



I'll let this sit overnight and re-look it tomorrow. If I still like the arrangement, I'll remove the backdrop and start working on the scenery, etc.

dave

Last edited by deemery: 10-24-2022, 03:52 PM.

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

PRR Modeler Senior Member Join Date: May 2022 Posts: 214

10-24-2022, 05:42 PM A lot of great progress Dave.

Curt Webb Freelanced PRR Bellevue Sub

mark_dalrymple Senior Member Join Date: Jan 2008 Posts: 2173

10-24-2022, 05:53 PM Nice progress, Dave.

I like to see the design process with the ideas hashed out.

Cheers, Mark.

dave

deemery commented 10-24-2022, 06:50 PM Your PowerPoint nicely contributed to my thinking/analysis as I looked at the scene and structures.

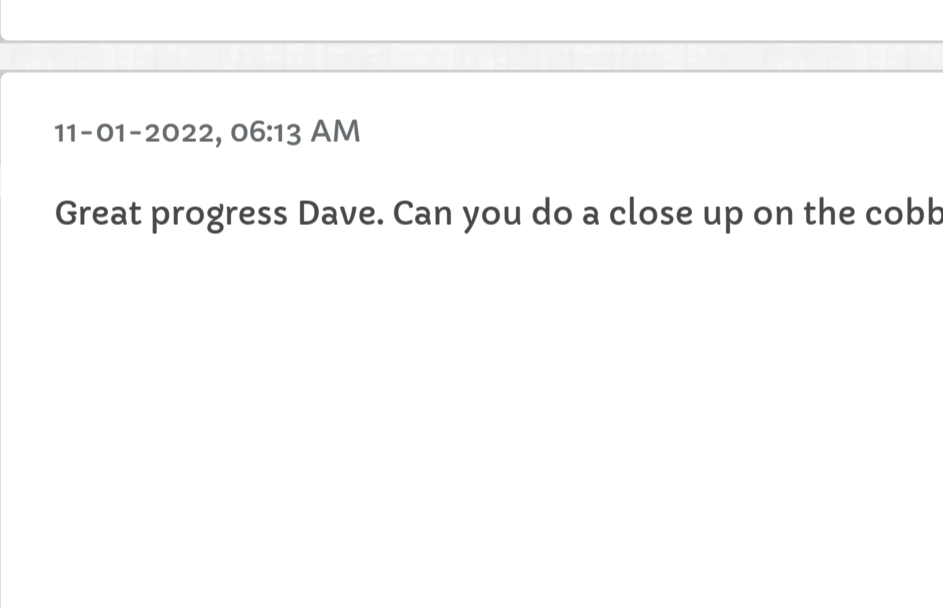
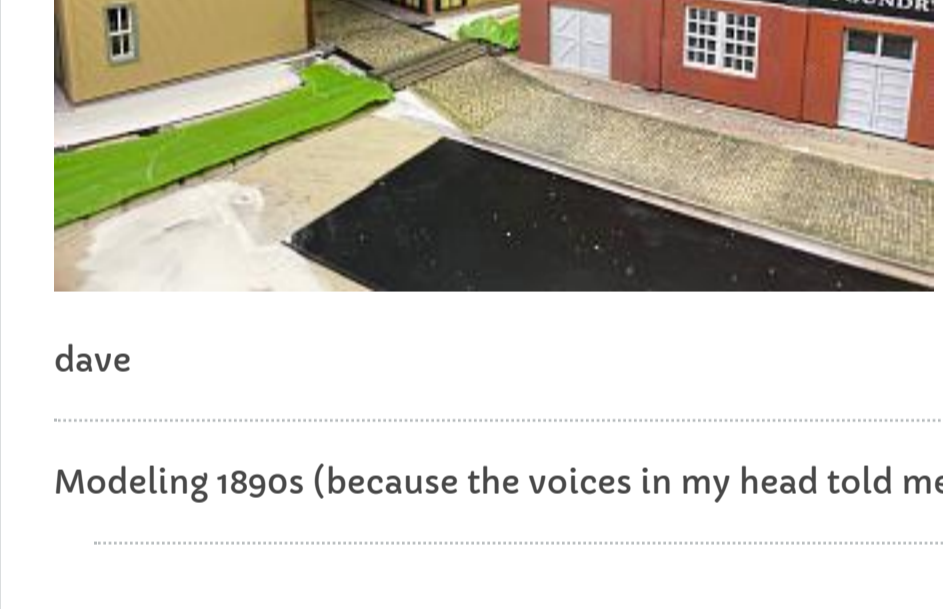
railman28 Senior Member Join Date: Mar 2010 Posts: 6713

10-25-2022, 04:31 PM very nice progress Dave. it's looking really good.

Bob It's only make-believe

deemery Senior Member Join Date: Sep 2007 Posts: 11493

10-31-2022, 06:28 PM Some work-in-progress from the area between the exposed staging and the brickworks. A lot of this was shaping the cobblestone street pieces (old faller cardboard strips, which I thought look good.) Of course, a lot of the cobblestone street is hidden behind the near wood mill. Maybe I'll rethink that structure there.



dave

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

PRR Modeler Senior Member Join Date: May 2022 Posts: 214

11-01-2022, 06:13 AM Great progress Dave. Can you do a close up on the cobblestone road?

Curt Webb Freelanced PRR Bellevue Sub

deemery commented 11-01-2022, 07:38 AM Yeah, I'll add a new photo later today.

Michael_Hohn Senior Member Join Date: Sep 2012 Posts: 12238

11-01-2022, 09:15 AM Dave,

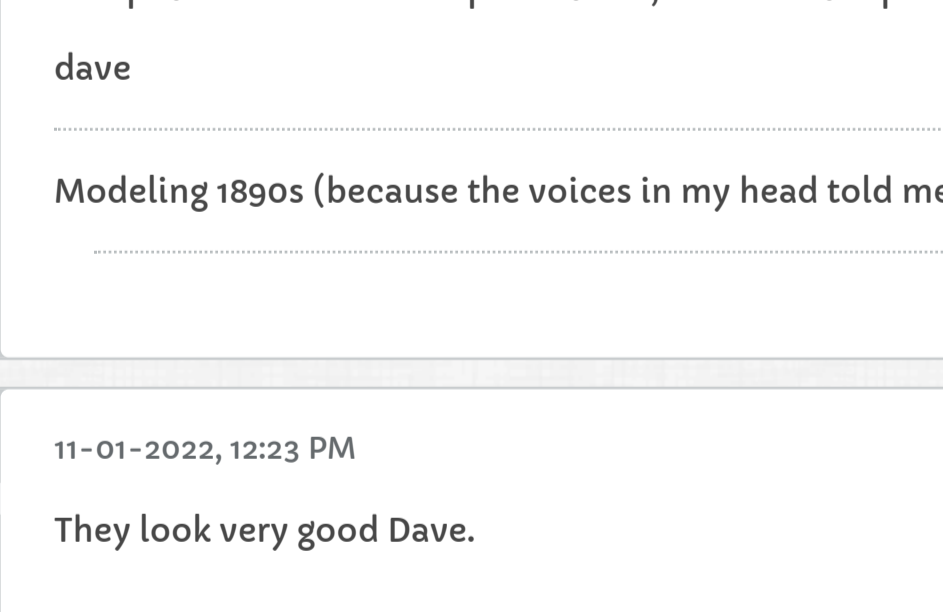
The cobblestone street looks very realistic. The whole scene is shaping up well.

Mike

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

deemery Senior Member Join Date: Sep 2007 Posts: 11493

11-01-2022, 09:43 AM Here's a photo of the cobblestone sheets. (Faller 60s). These are heavy cardboard with a bit of relief. After I cut them to shape, I give them a heavy spray of Golden Matte Acrylic Varnish, to add some water resistance.



I suspect these are out of production, I found a couple more on flea-bay at a premium price...

dave

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

PRR Modeler Senior Member Join Date: May 2022 Posts: 214

11-01-2022, 12:23 PM They look very good Dave.

Curt Webb Freelanced PRR Bellevue Sub

deemery Senior Member Join Date: Sep 2007 Posts: 11493

11-01-2022, 03:26 PM The next decision to make here is whether to do scenery on the foamcore piece removed from the layout, or to glue the foamcore into place and then do scenery. The big advantage of doing as much as possible off the layout is that it's really awkward to work on that location, it's underneath the stairs with fairly tight clearance. But I'll need to be careful to match/blend scenery after I glue down the foamcore piece. Current thinking is to do the basic ground cover off-layout, but to then glue the foamcore, "spackle" in the edges (with Sculptamold) and then do the final scenery, particularly static grass, after it's on the layout. That might take some extended reaching from either side.

The other thing to note is that I'll have to do some scenic painting and dust underneath the larger of the "Old Time Factory" buildings, because there's exposed passageways underneath the brick arches. Shouldn't be a big deal, I'll use brick dust colored pigments to color that area.

But in the meantime, I can do a little bit of structure work by rebuilding the passageway that goes between the two "Old Time Factory" buildings.

dave

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

railman28 Senior Member Join Date: Mar 2010 Posts: 6713

11-01-2022, 05:11 PM your cobblestone roads are looking good Dave. Whenever I can, I work on scenery at workbench distances and then fasten it in place. you can see an example of that now on my thread where the section I'm developing is 3-4 feet from the edge of the layout.

Bob It's only make-believe

jrbvb Senior Member Join Date: Dec 2007 Posts: 8212

11-02-2022, 07:26 AM Building out of place and matching up after installation would be my choice. Save paint mixes, the usual drill. Regardless of how it comes out, that part will only be looked at closely by a camera after installation.

James

Michael_Hohn Senior Member Join Date: Sep 2012 Posts: 12238

11-03-2022, 09:07 AM Dave,

As long as you don't have sudden transitions in ground cover along straight lines, you should be OK. Especially since--if I understand things--the observer will be looking into the scene at a shallow angle rather than from above.

Some variation in ground cover is appropriate.

Mike

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