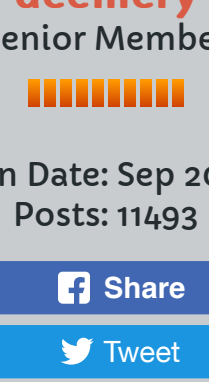


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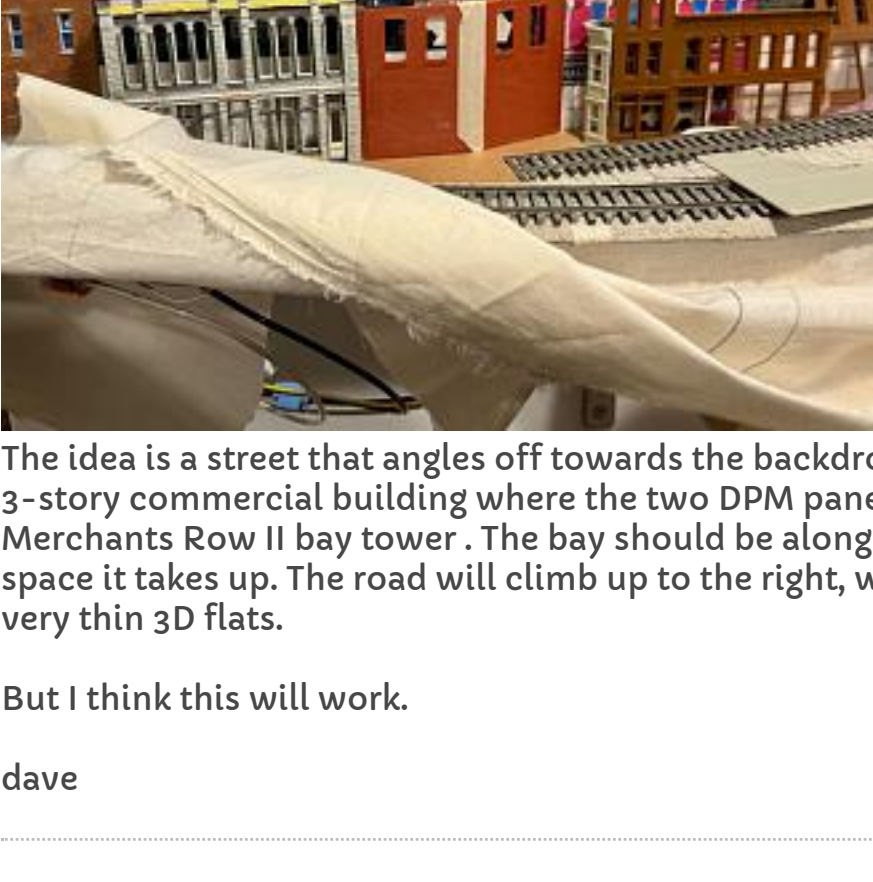
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

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02-25-2024, 12:36 PM #1186

The current scene I'm working on:



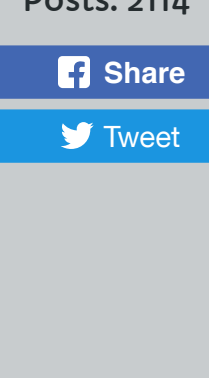
The idea is a street that angles off towards the backdrop, with the other street that continues along the front of the structures. I think this will work. I'll want a 3-story commercial building where the two DPM panels (taped together) are mocked up. The other side of that street (which will be narrow) will have the Merchants Row II bay tower. The bay should be along the 2nd and 3rd stories of that 3 story segment, it's sitting on the ground right now to get a sense of the space it takes up. The road will climb up to the right, with more structures there. I'll need a 2nd row of flats behind what you see here, either paper flats or very thin 3D flats.

But I think this will work.

dave

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

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PRR Modeler
 Senior Member
 Join Date: May 2022
 Posts: 2114

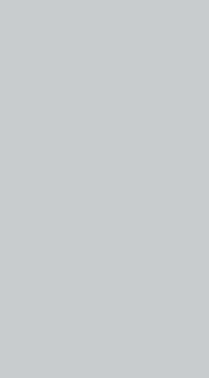
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02-25-2024, 01:29 PM #1187

The scene is going to look fantastic.

Curt Webb
 Freelanced PRR Bellevue Sub

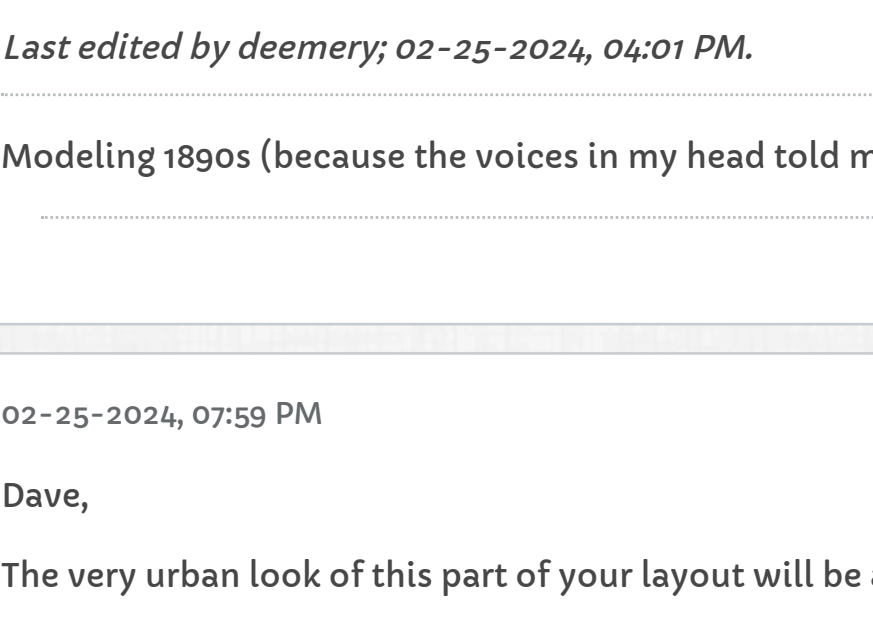
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

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02-25-2024, 03:59 PM #1188

On the right side, a combination of assembly (the brick parts) and mock-up (the bay and door underneath). On the left side, I have a kit on order for the trapezoid structure that will go in that corner (3 story relatively narrow storefront.)

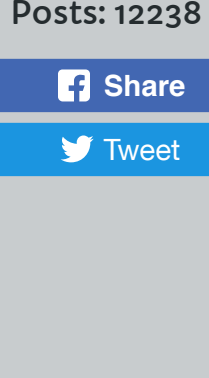


dave

Last edited by deemery; 02-25-2024, 04:01 PM.

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

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Michael_Hohn
 Senior Member
 Join Date: Sep 2012
 Posts: 12238

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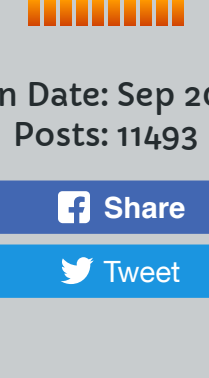
02-25-2024, 07:59 PM #1189

Dave,
 The very urban look of this part of your layout will be a nice contrast to the rural areas.

Mike

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

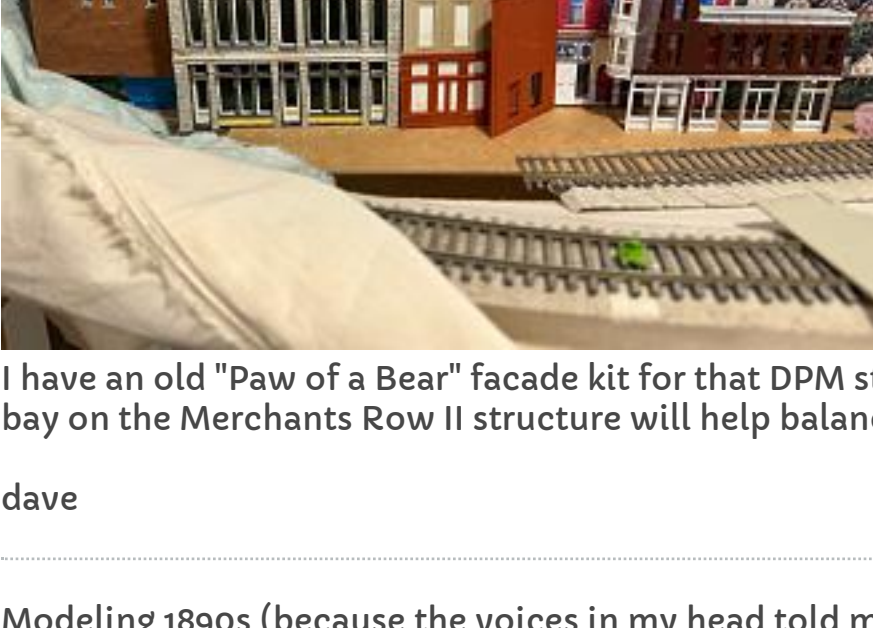
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

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03-01-2024, 10:07 AM #1190

Another mock-up, this one with the taller 3 story building.

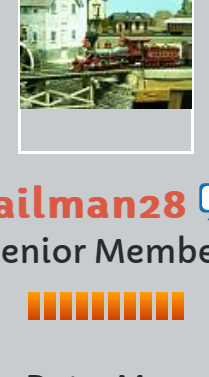


I have an old "Paw of a Bear" facade kit for that DPM storefront. The DPM modular panel is just to get a sense of the angle of the street. The witch's hat on the bay on the Merchants Row II structure will help balance the heights.

dave

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

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railman28
 Senior Member
 Join Date: Mar 2010
 Posts: 6713

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03-01-2024, 02:24 PM #1191

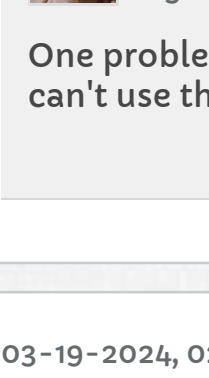
Oh the joy of Victorian! The challenge to model it in all it's verity sure gets fun. Mock ups certainly help. The contrast between our two cities is very dramatic. I hope mine ends up as realistic as yours.

Bob

It's only make-believe

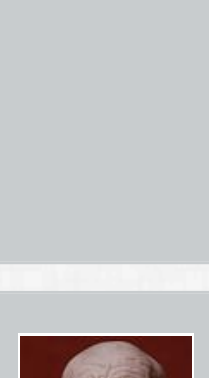
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1 comment


deemery commented
 03-01-2024, 08:42 PM #1191.1

One problem I have is coming up with 'town/city' backdrops or building flats/color photos that look 19th century. That Illinois website was a godsend but I can't use the same 2 or 3 background buildings everywhere.

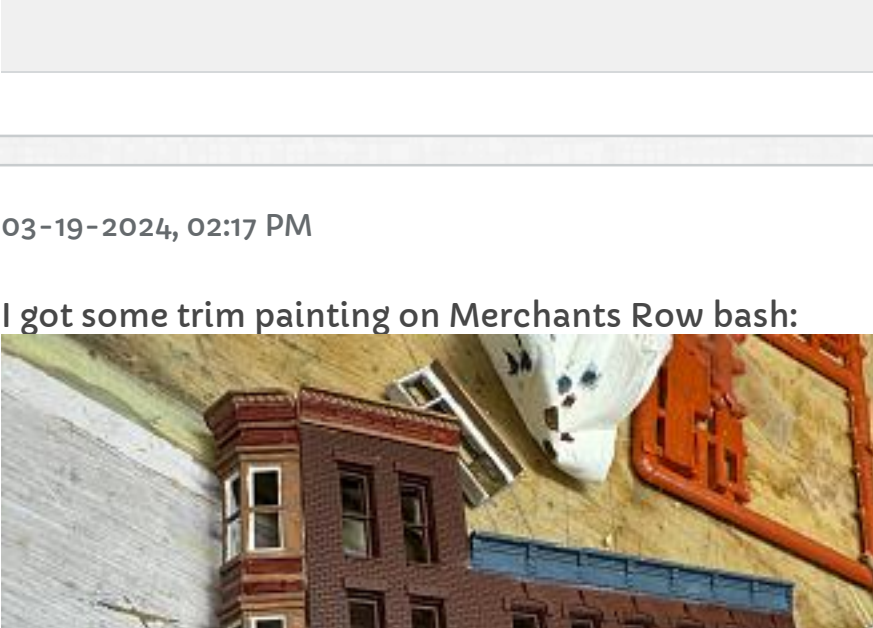
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

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03-19-2024, 02:17 PM #1192

I got some trim painting on Merchants Row bash:

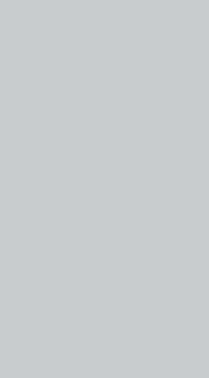


I'll probably add at least one more color on the left side structure. (The bay is not glued in place.)

dave

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Rick
 Administrator
 Join Date: Apr 2002
 Posts: 29972

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03-19-2024, 03:45 PM #1193

Those are good color choices.

Follow along as my dog and I travel the country in our van.
 Facebook link: <https://www.facebook.com/A-Dog-A-Van-and-A-View-108345371976229> YouTube: <https://www.youtube.com/@Rick5727>

Quote Comment Flag Like (0)

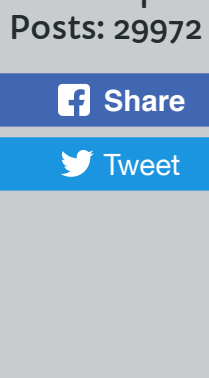
1 comment


deemery commented
 03-19-2024, 04:29 PM #1193.1

Looking at my picture with fresh eyes, I realize I need to do the brick upper story window sashes in white.

Last edited by deemery; 03-19-2024, 04:34 PM.

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TRAINS1941
 Senior Member
 Join Date: Mar 2005
 Posts: 17112

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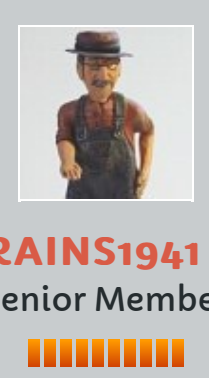
03-19-2024, 10:06 PM #1194

Looks good Dave I like the color choices also.

Jerry

"And in the end, it's not the years in your life that count. It's the life in your years." A. Lincoln

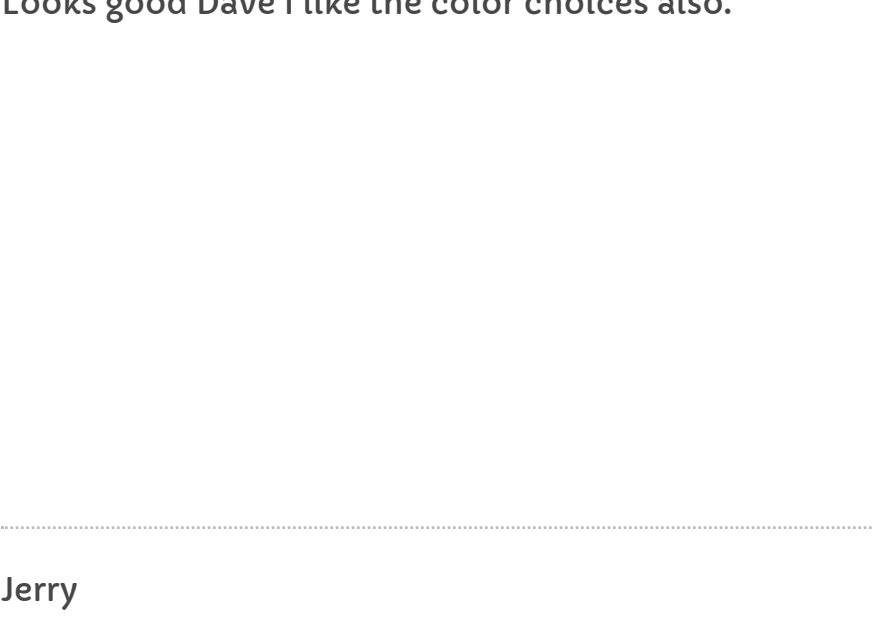
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

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03-23-2024, 01:33 PM #1195

More detail painting. Notice what a difference it makes to paint the sashes white:



A #2 or 1/8" Angle Shader brush is the perfect brush for doing this work. It works the same way to get into the corners that a sash brush does for 1-1 scale windows.

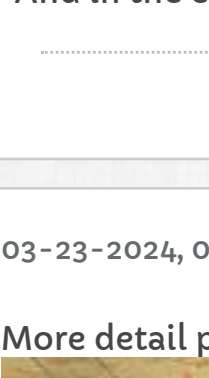
I should get the detail painting done today, enough to glue the bay onto the left side.

dave

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

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2 comments


railman28 commented
 03-23-2024, 03:34 PM #1195.1

I agree, white does make a big difference. Victorians also used red and black on sashes. Especially in the 70's and 80's.


Bob

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deemery commented
 03-23-2024, 06:46 PM #1195.2

Red would get lost in the brick, but I didn't think about black.

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Michael_Hohn
 Senior Member
 Join Date: Sep 2012
 Posts: 12238

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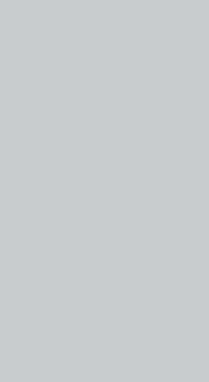
03-23-2024, 06:29 PM #1196

Looks like the brushes allow you to do a precise paint job.

Mike

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

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PRR Modeler
 Senior Member
 Join Date: May 2022
 Posts: 2114

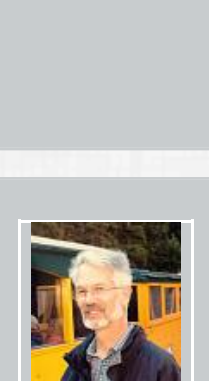
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03-24-2024, 06:23 AM #1197

The white really let's the windows stand out.

Curt Webb
 Freelanced PRR Bellevue Sub

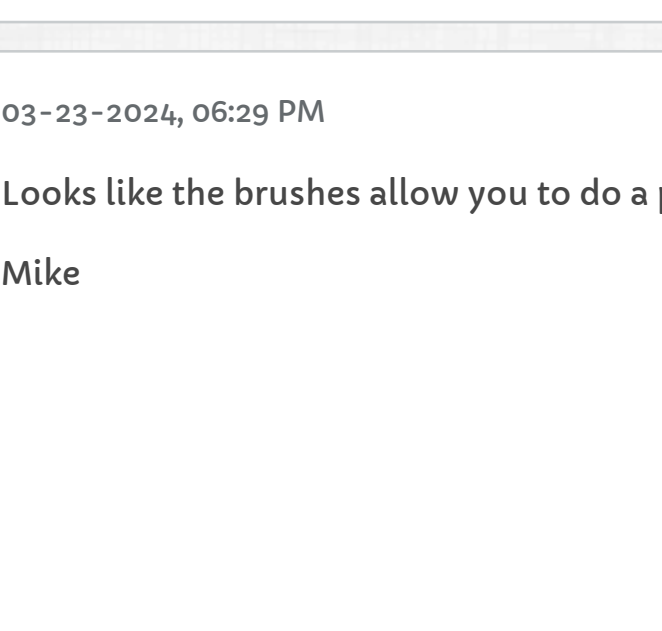
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

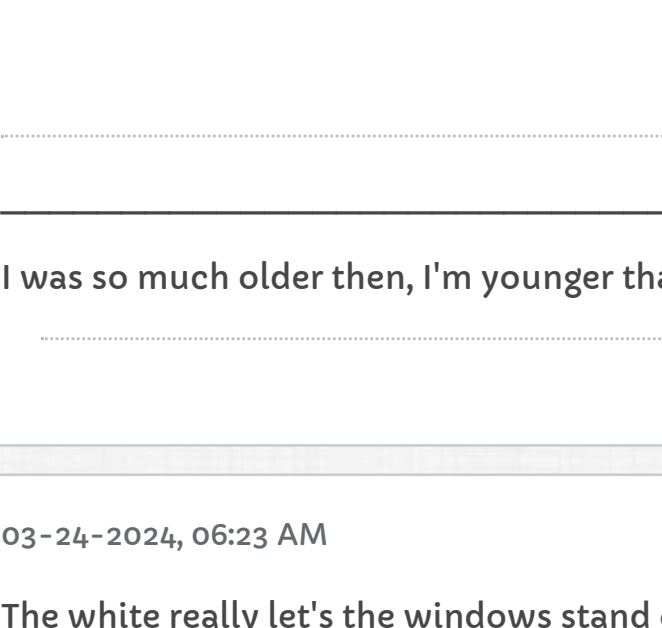
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03-24-2024, 03:13 PM #1198

In part because I changed the angle of the bay window, I had some gaps to fill. Up top, I had a big gap in the cornice.



And then, of course, more touch-up painting—




Brick primer coat done.

dave

Last edited by deemery; 03-24-2024, 04:36 PM.

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

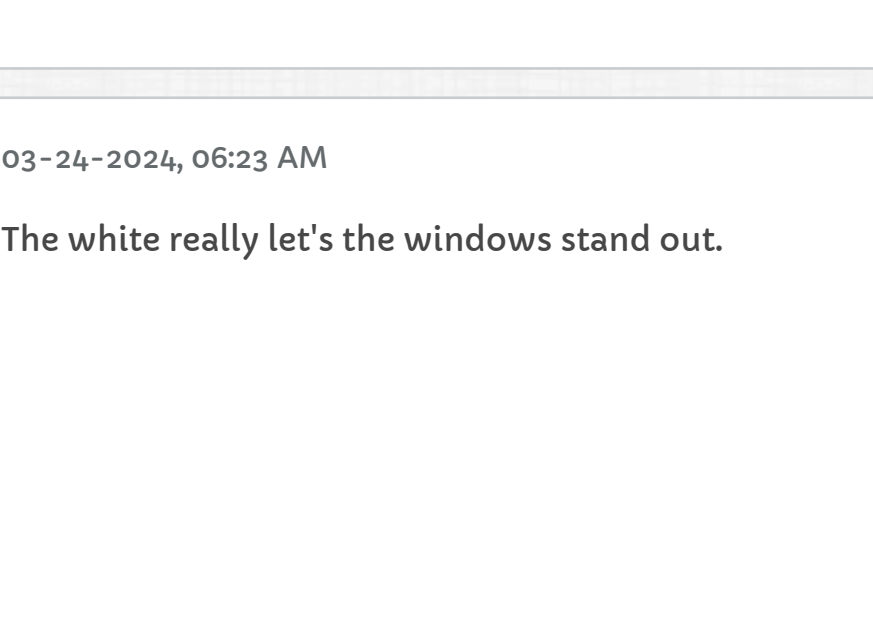
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deemery
 Senior Member
 Join Date: Sep 2007
 Posts: 11493

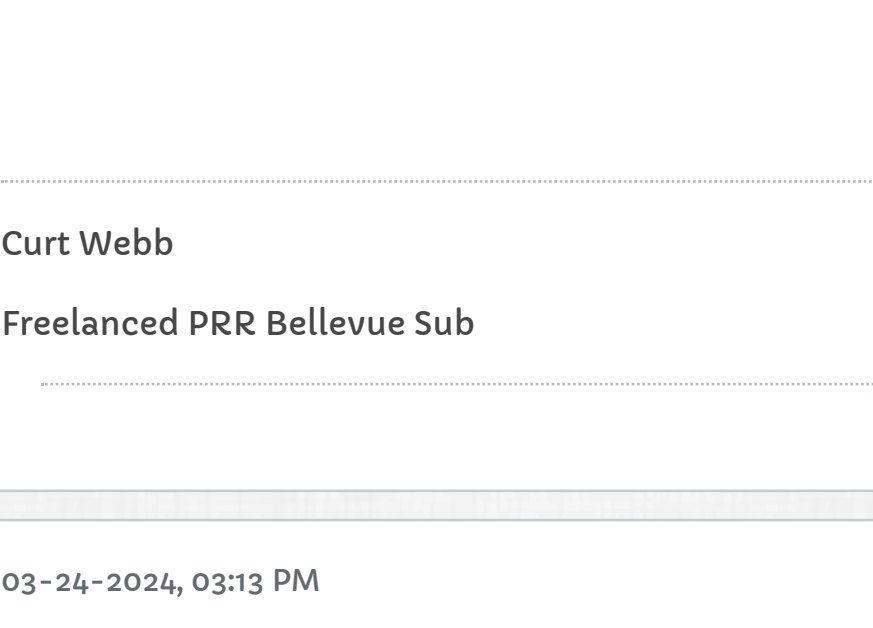
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03-30-2024, 11:19 AM #1199


A bit more work on the Merchants Row II block, it's almost done. Since I changed the angle of the bay, the door underneath will also not align. Plus it seems to me the original model provided no roof over the door. So I shaped a piece to fit the roof, then shimmed it to get it to sit more-or-less level. This is where my collection of Evergreen strips is really handy.



Then I glued the door into position, adding some styrene strips behind it as gluing surfaces.



Yesterday I did a bit of paint touch-up. I need some more, and maybe add a 3rd color on the corner structure.



But this is almost done. I do need to do the witch's hat above the bay and add glazing.


I'm working on the structure that goes across the street from this one, more on that later today.

dave

Last edited by deemery; 03-30-2024, 11:30 AM.

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

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john_holt
 Senior Member
 Join Date: Feb 2011
 Posts: 1124

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03-30-2024, 12:58 PM #1200

Nice work, Dave.
 While white could have worked across the top of the building, that yellow sure adds a "splash" of color. I like it.

GULF COAST & WESTERN

Quote Comment Flag Like (1)

1 comment


deemery commented
 03-30-2024, 01:28 PM #1200.1

It's my sense that white wasn't used much for large areas like the cornice. In my era, I suspect white paint was more expensive than the mineral based alternatives. So I tend to go for mineral pigment paints. That yellow is 'yellow oxide'. The red is a maroon pigment that starts with probably red oxide and mixes in some stuff to give it a more purple cast. Or it could be a purple oxide pigment. Same thing for the taupe color. The brown doors 'stained wood' is burnt umber. The blue-grey is a bit of an exception, I'm not sure what pigment gives a good blue, but that's mixed in with black or dark grey pigments to stay within the earth tone range.

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