

# Chevrolet



# 1605



BY: JOSÉ VICENTE FERRER NÚÑEZ

IBG 35036 / 1:35 scale

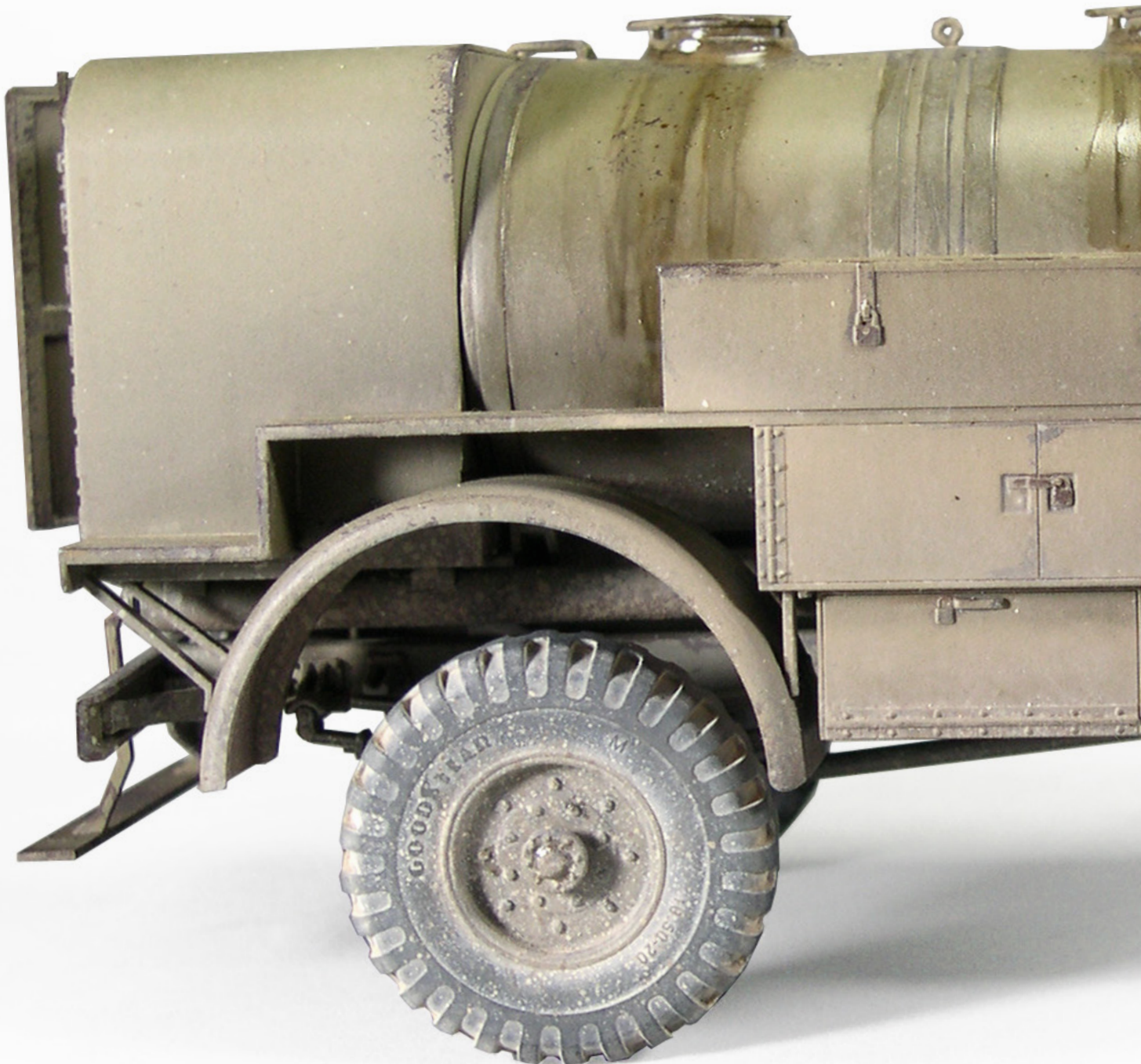
**IBG**  
MODELS



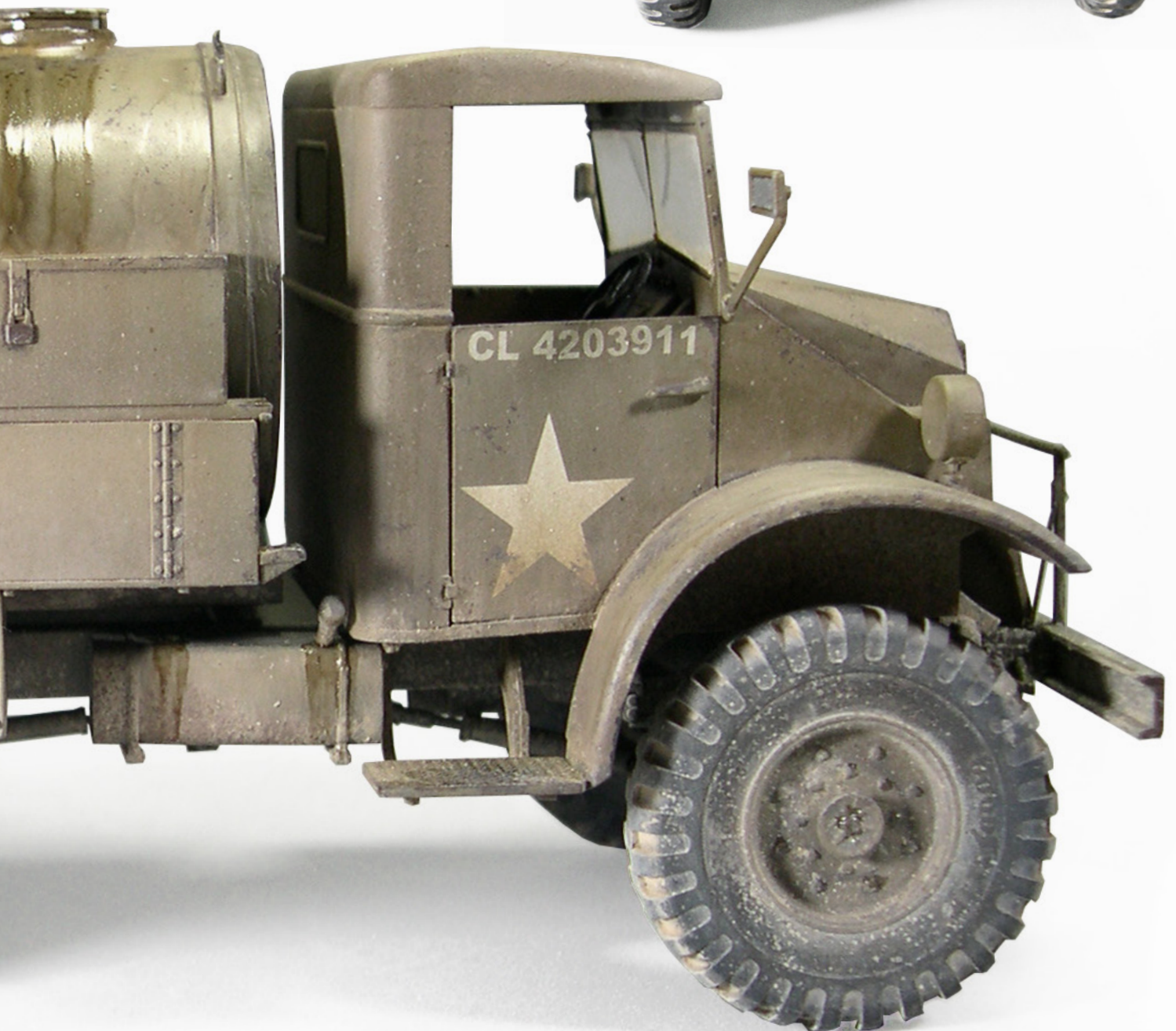
# Chevrolet C60S

José Vicente Ferrer Núñez

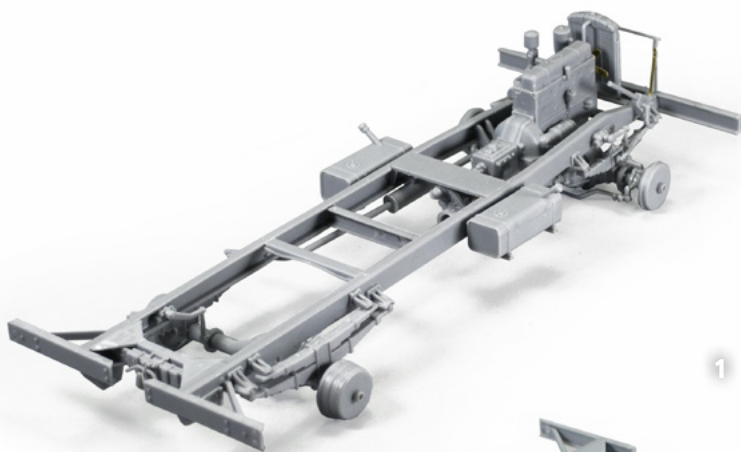
This kit is the new 1:35 scale release from IBG Models (cat. no. #35036), and represents a vehicle used by Commonwealth forces during World War II. The kit is accurate and also very comprehensive. The level of detail of the parts is very high, and they fit perfectly, so we almost need no putty.



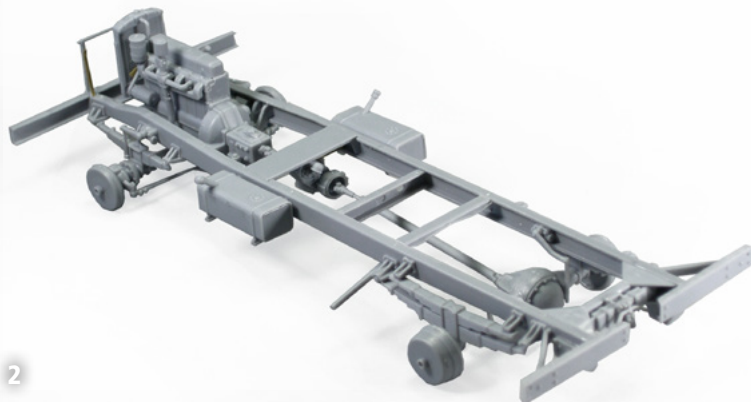




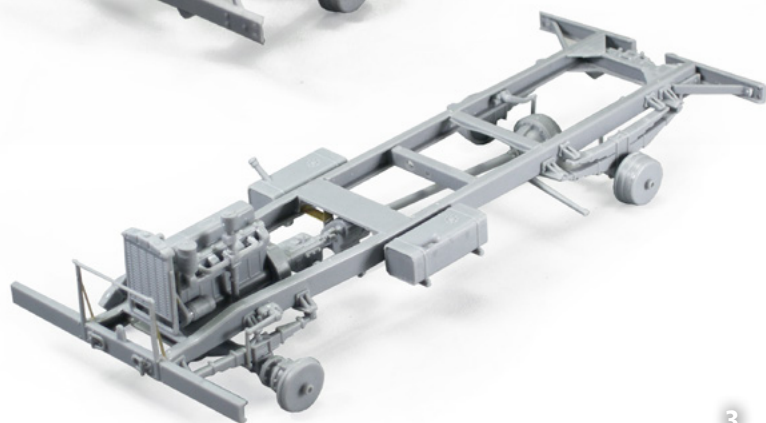




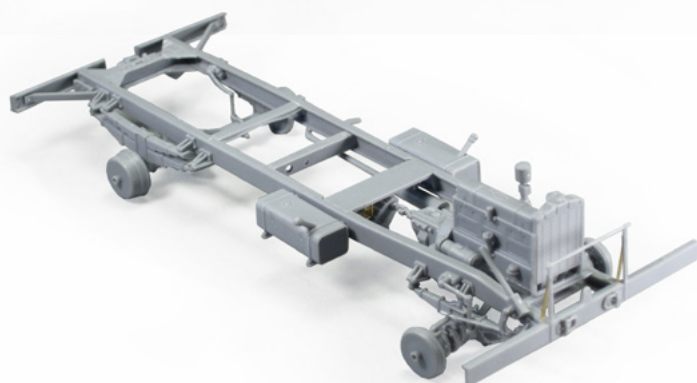
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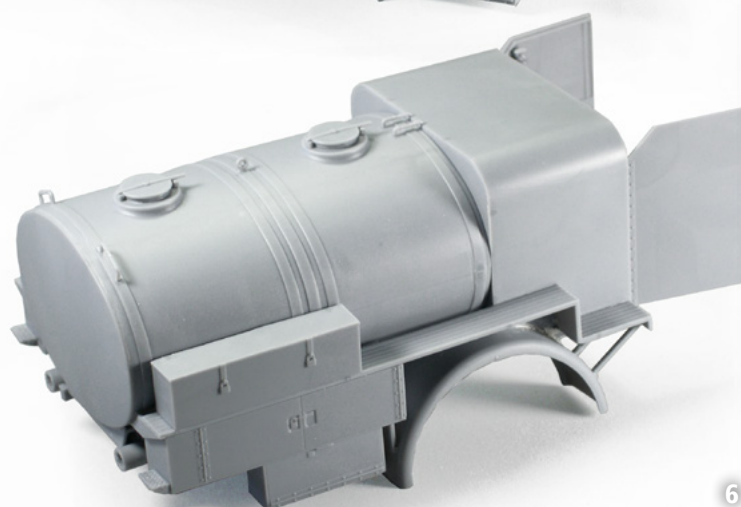
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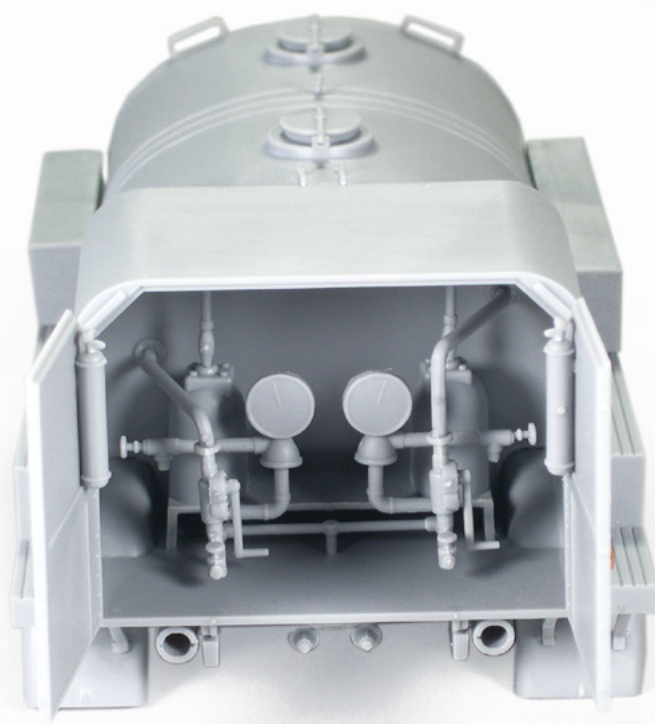
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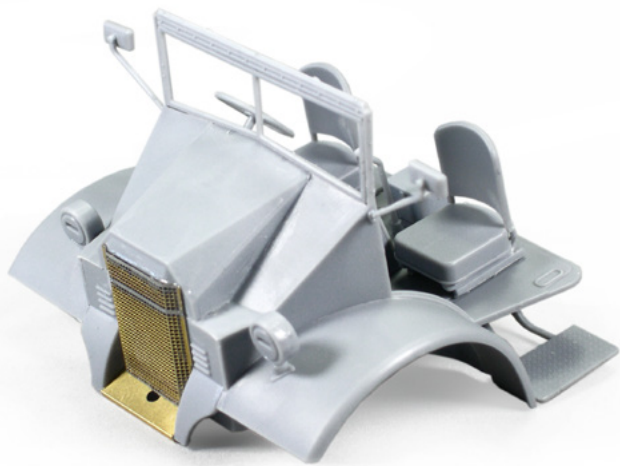
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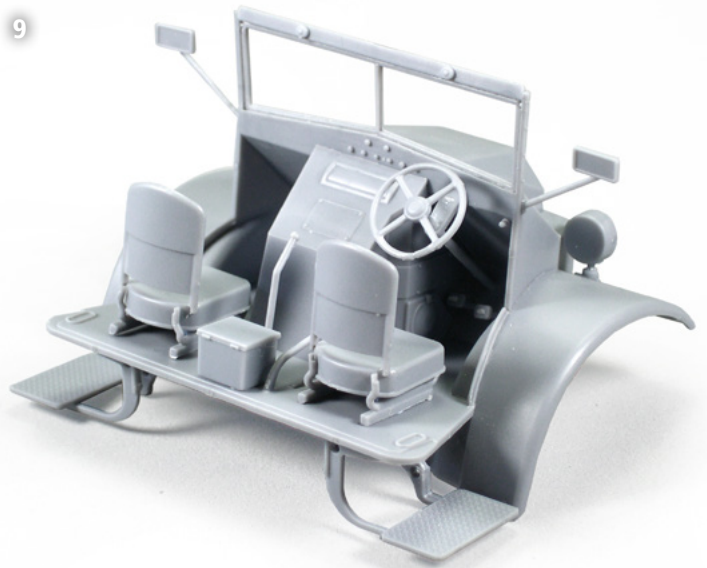
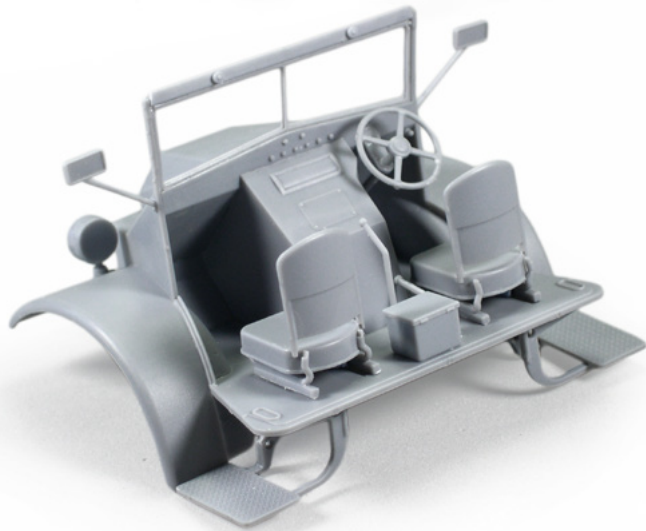
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1 - 19 Appearance of the model in various phases of assembly. The photo-etched parts are included in the box.

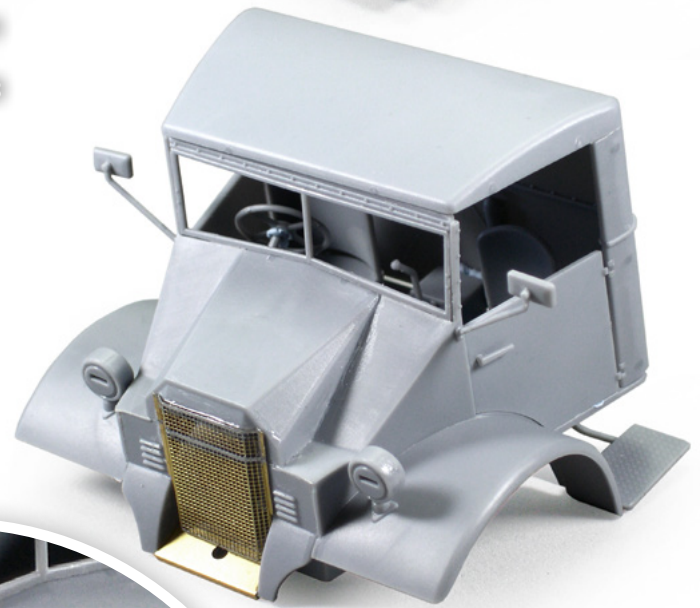




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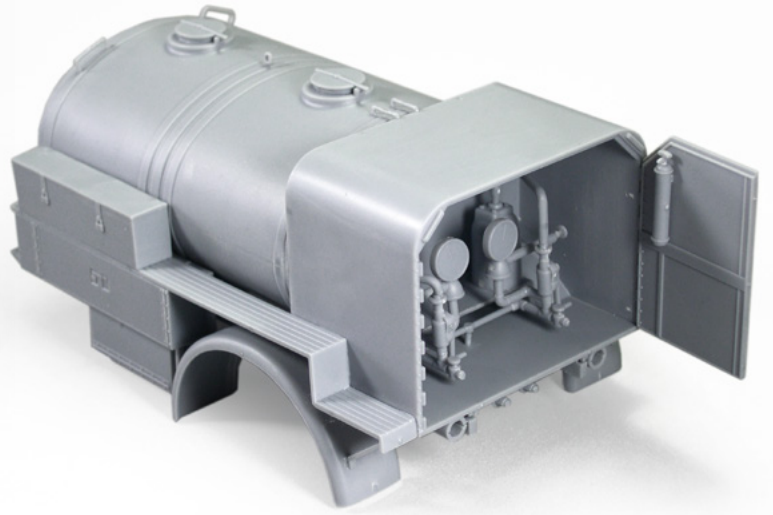
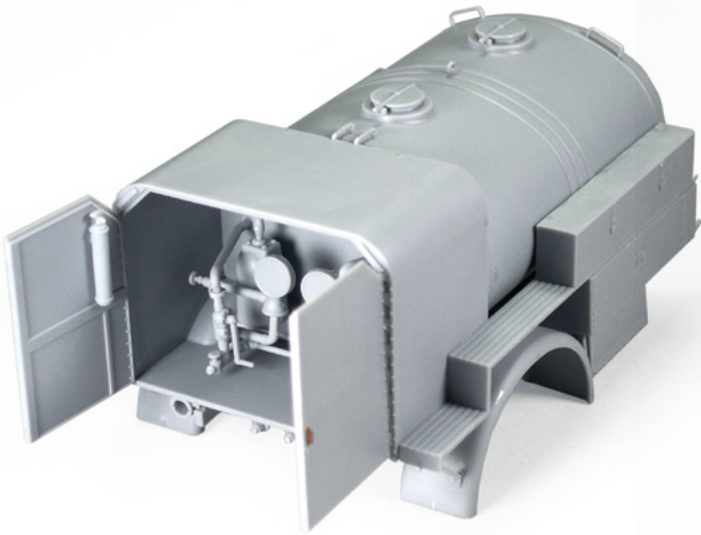


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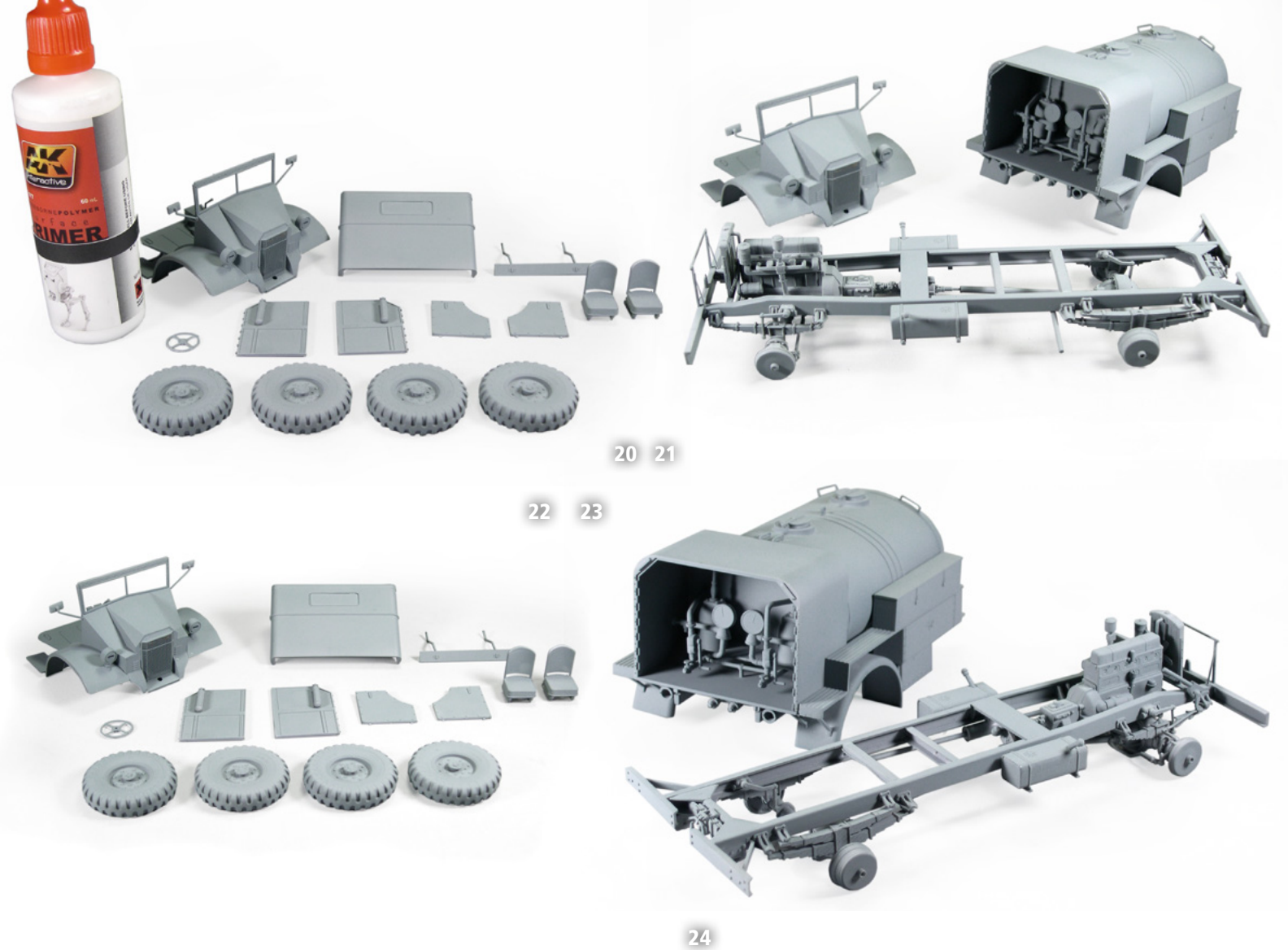


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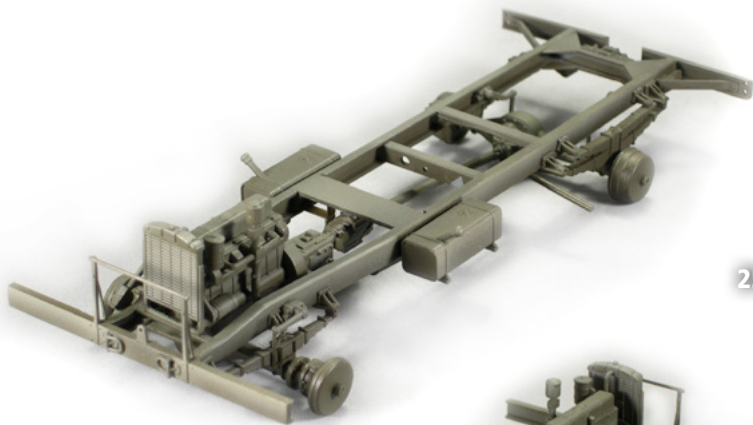




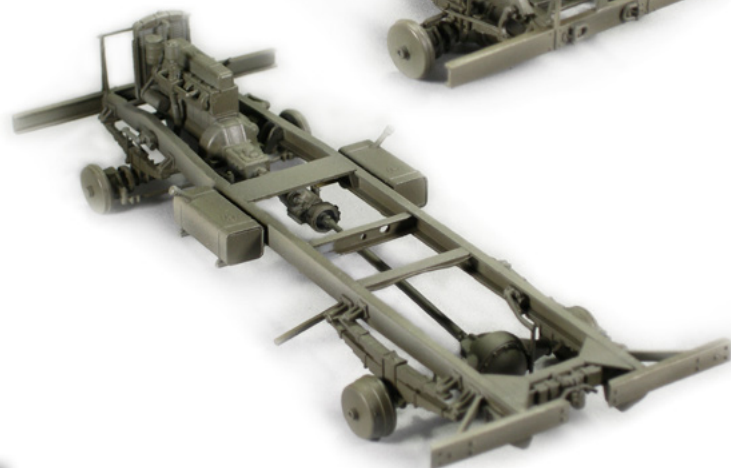
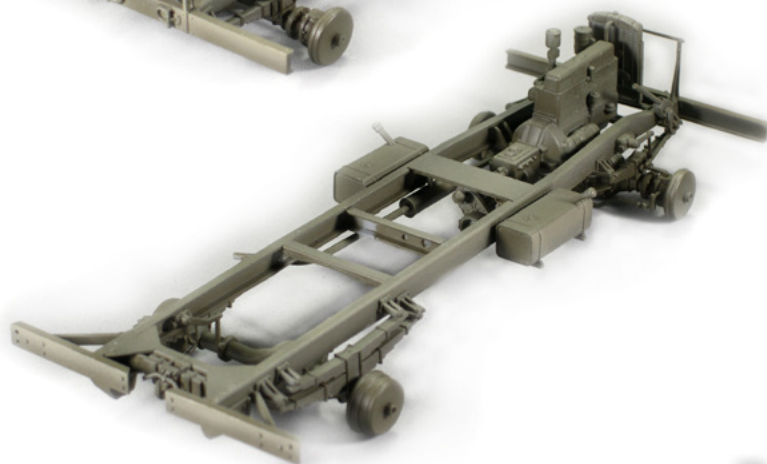
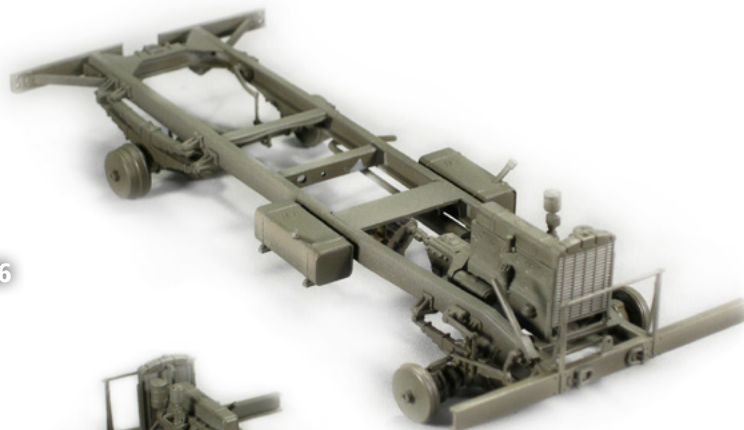
**20 - 23** By applying a primer layer, we can unify the different materials that are used in construction, and on top of that, we can prepare it for the painting process. The priming allows us to spot possible assembly mistakes, cement stains, sanding marks, etc. In this case, AK-Interactive AK175 Grey Primer was used because of its excellent covering ability and durability.

**24** For painting the vehicle's base colour, I used AK131 US Olive Drab Special Modulation Set acrylic colours, from AK-Interactive. These paints can be put into the airbrush cup directly from the jar, but you may find it better to add a few drops of AK712 Acrylic Thinner, to aid better flow of paint.



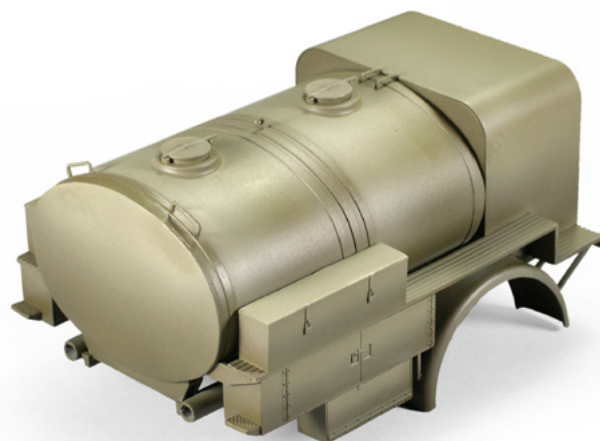


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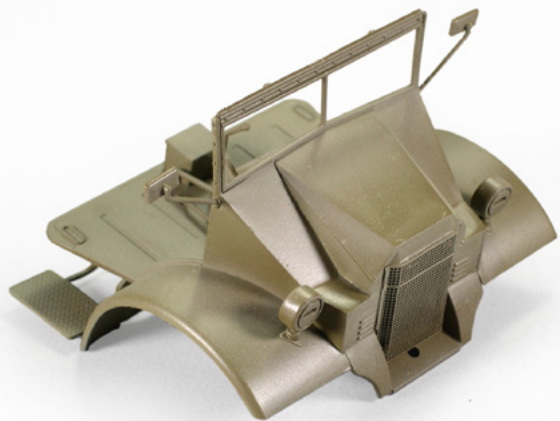
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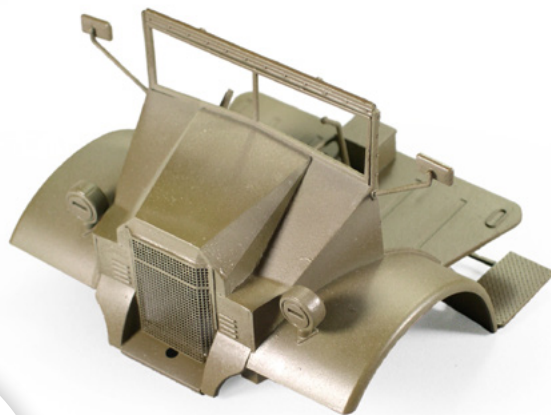
**25 - 28** The chassis was painted simply with AK132 Olive Drab Shadow.

**29 - 32** I started painting the fuel tank from below using AK132 Olive Drab Shadow, and gradually moved up with AK133 Olive Drab Dark Base, and AK134 Olive Drab Base. I then worked from the middle to the top with AK135 Olive Drab Light Base, and AK136 Olive Drab High Lights. I finished by using AK137 Olive Drab Shine for the heaviest highlights, applied in mostly in horizontal areas.



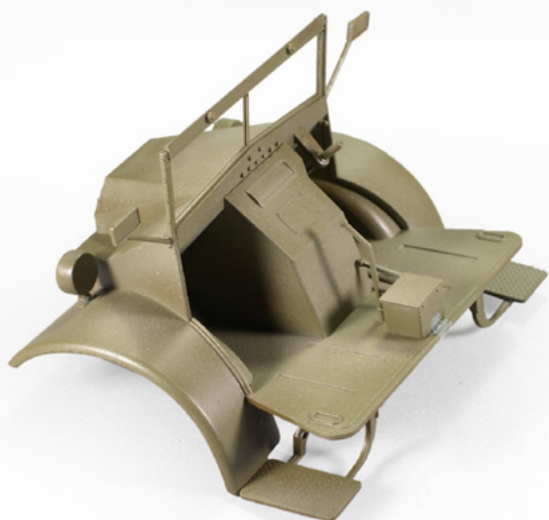


33 34



For the cabin, doors, seats and wheels, I simply used AK134 Olive Drab Base and AK137 Olive Drab Shine, as I intended to create a quite different base coat shade on these areas, in contrast to how I painted the fuel tank. The idea was to add tonal variety.

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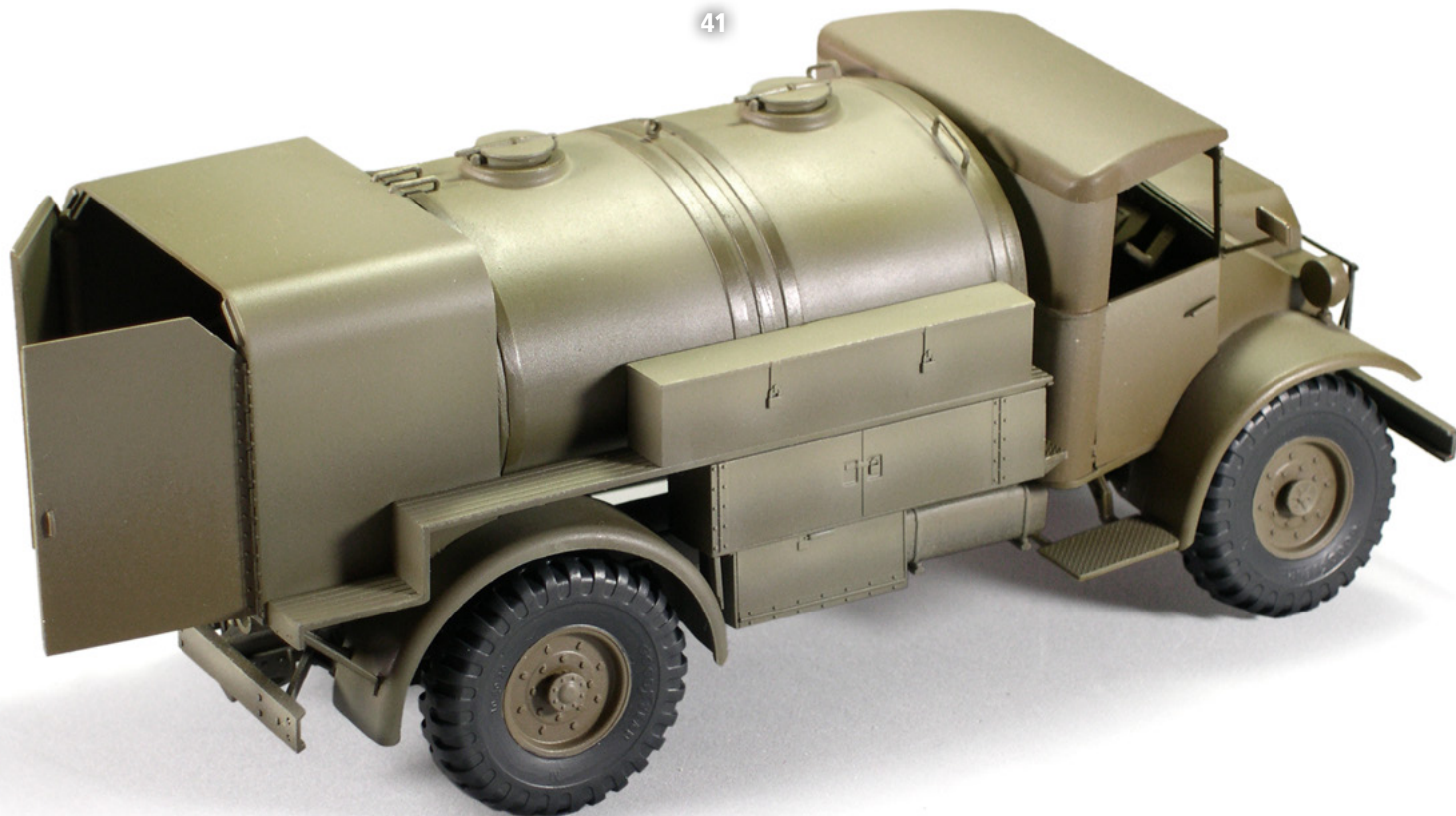
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**38 - 41** In these pictures, you can see the tonal difference between the cabin and fuel tank.





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**42 - 45** Now it was time to apply the decals. I firstly airbrushed some AK777 Gloss Varnish over the areas where the decals will be located. Next, I added a few drops of Micro Set, using a brush, and placed the decals. These were subsequently fixed with a few drops of Micro Sol. Once all solutions had fully dried, I airbrushed a layer of AK775 Matte Varnish over the same areas where I had previously applied AK777 Gloss Varnish. This creates a satin finish.

**46** Filters were applied to add even more variety to the base coat. For this purpose, I used AK026 Slimy Grime Dark and AK076 Filter for NATO Tanks.





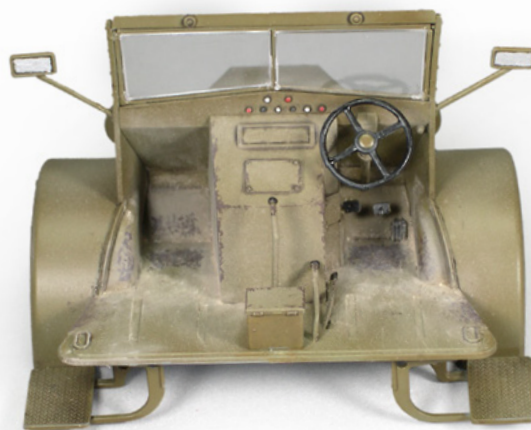
**47 - 48** To emphasize surface detail, I applied a wash with AK045 Dark Brown for Green Vehicles, into all recesses.

**49 - 50** After leaving the enamel product to dry for a while, the excess was removed with a brush, soaked with AK011 White Spirit





50 51



The cab interior was finished with acrylic paints, washes and pigments from the AK-Interactive range.



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53 54



**52 - 54** Next, I added some dark paint chips that mimic the bumps and deeper scratches that sometimes result in rust. These were placed in a logical way, in areas more likely to suffer scuffs and scratches. AK711 Chipping Colour was applied to create these, using a fine #1 sized brush.





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**55** To create the larger paint chips, I use a sponge soaked in paint, with the excess product first removed using absorbent paper. Afterwards, I used a brush to unify the chipping effects where necessary.

**56 - 58** Using brown, buff and ochre oils, I tried to recreate the general dirty and worn look of the vehicle, and unify the differences between both light and shadow. The paints were distributed over the vehicle using a rubber tip brush, and were later blurred together with a thick brush and AK011 White Spirit.





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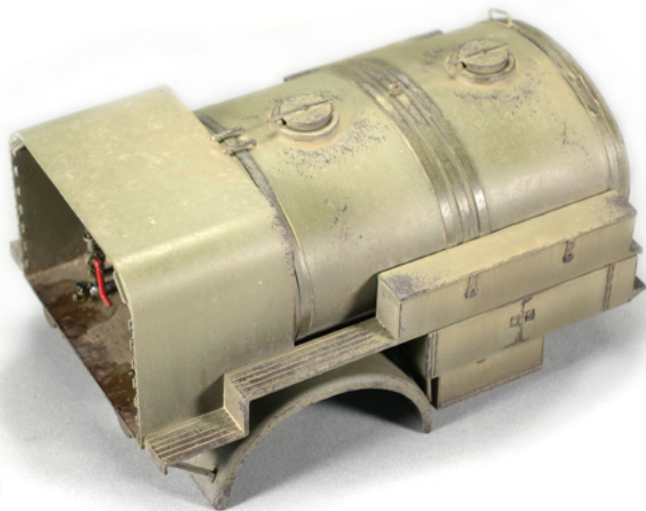
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59- 61 General appearance after the applied processes.

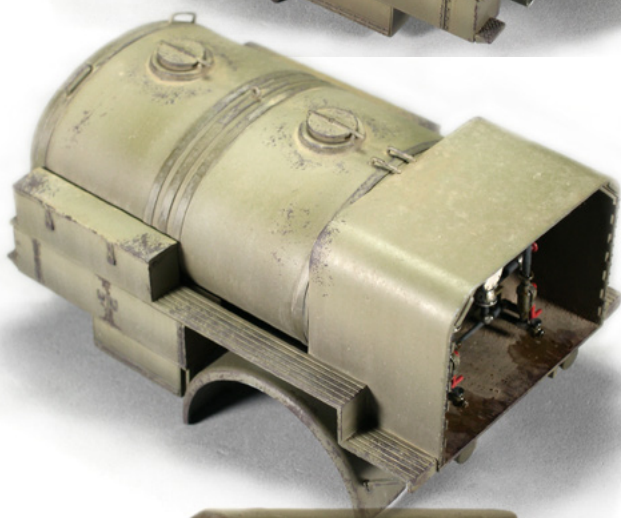
62 - 67 At this stage, I prepared the vehicle for the final dust coat. To apply this pre-dusting coat, I used the airbrush and a mixture of AK080 Summer Kursk Earth and AK074 Rainmarks for Nato Tanks. The mixture was distributed over the lower surfaces, horizontal zones and areas that were generally more likely to collect dust.





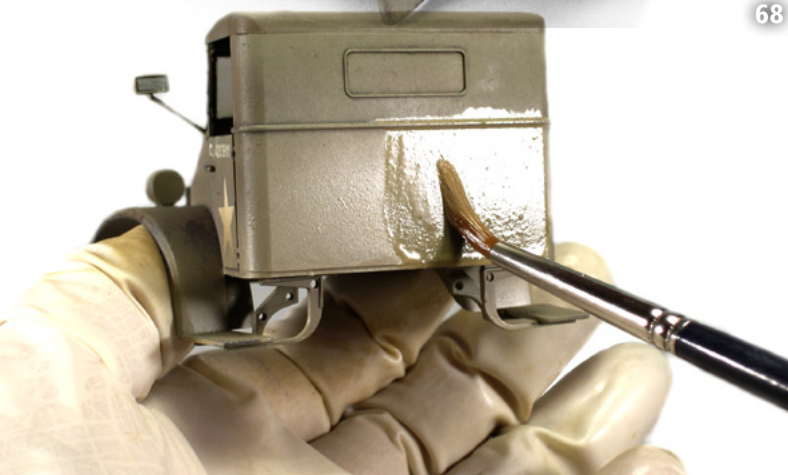
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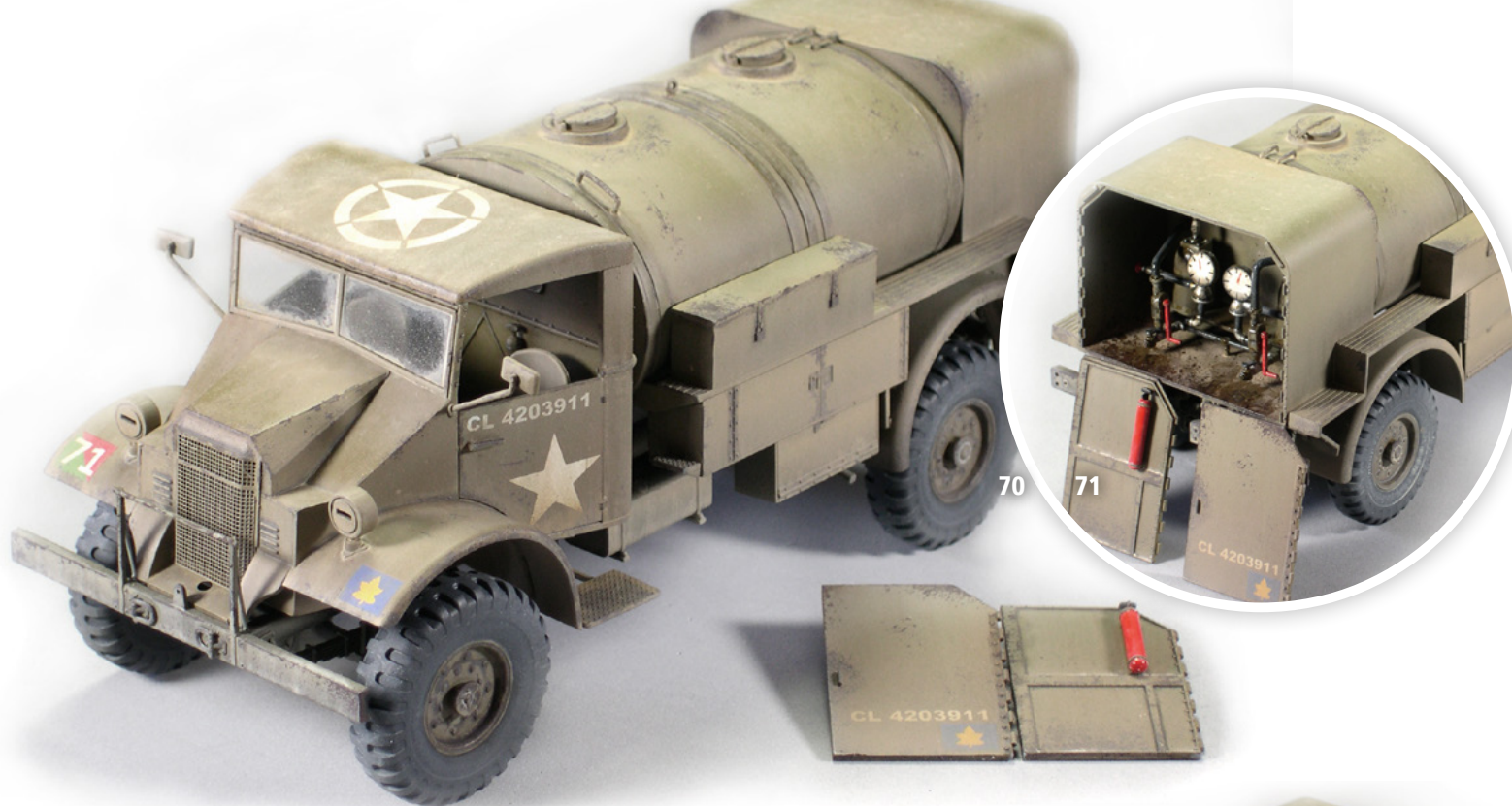
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**68 - 69** Later, by using AK011 White Spirit solvent and a thick brush, I swept the vertical surfaces, leaving the hallmarks of rain weathering. On the horizontal areas, excess mixture was removed, and the "dust" was collected in recesses by the brush.





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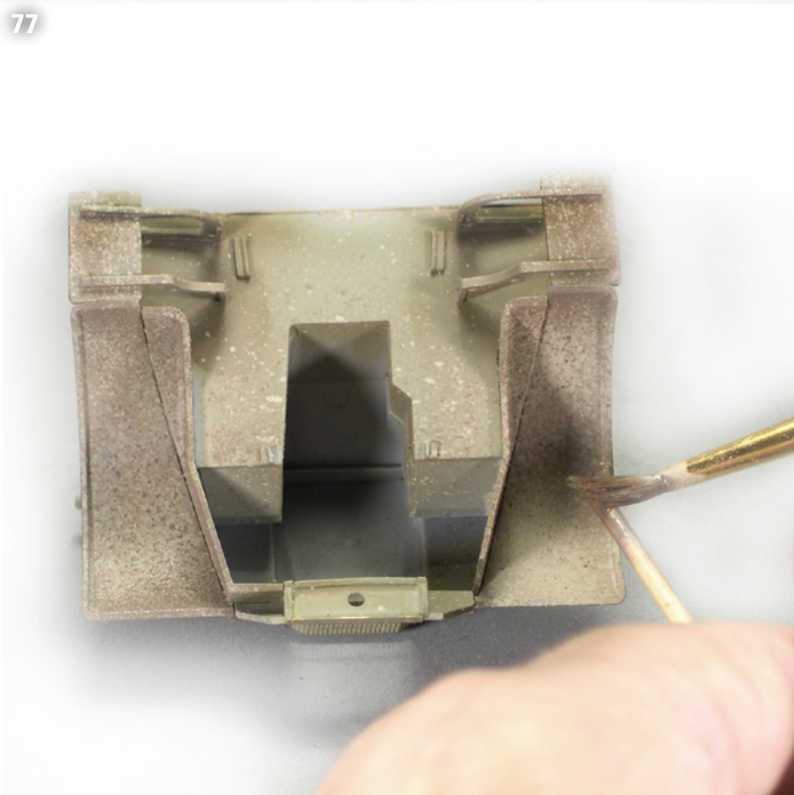
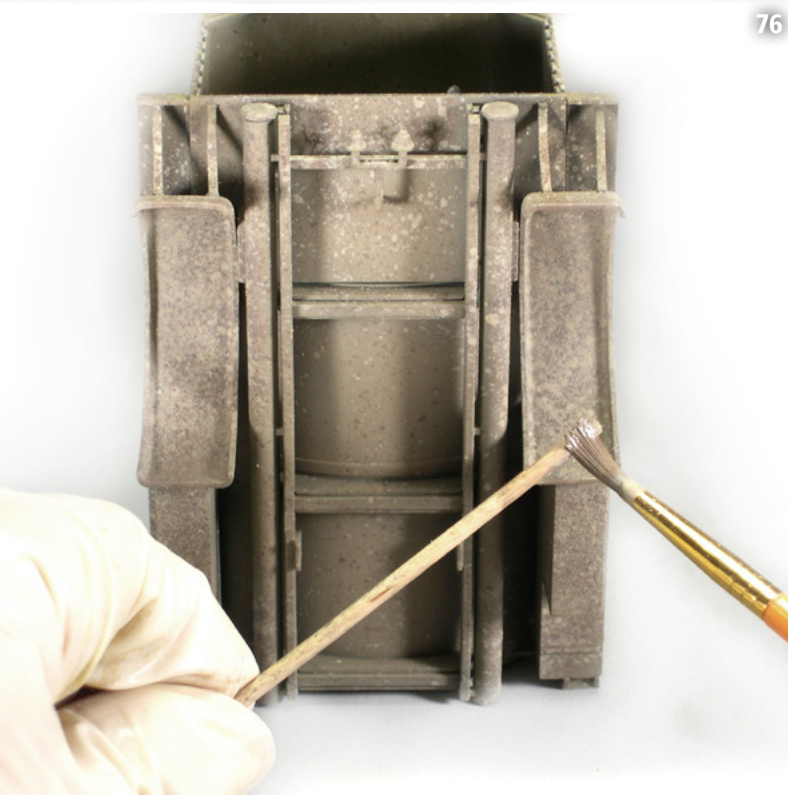
**70 - 74** To end the dusting phase, I airbrushed a mixture of Tamiya's XF-52 Flat Earth and XF-57 Buff, focusing on the areas of the side boxes, rear doors and the lower parts of the vehicle, where accumulated dirt would be thicker.





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76 77



**75 - 77** I applied AK017 Earth Effects and AK074 Rainmarks for Nato Tanks, mixed with some AK617 Weathering Plaster Base, in order to create a consistent paste. This was speckled over the model, using a brush and stick, creating some texture on the vehicle. Excessively large splashes were removed with AK011 White Spirit. Also in some areas, I applied the initial mixture with a brush, and stumped it, thus obtaining different types of finish. The final aim was to create a finish that looks like dried mud.





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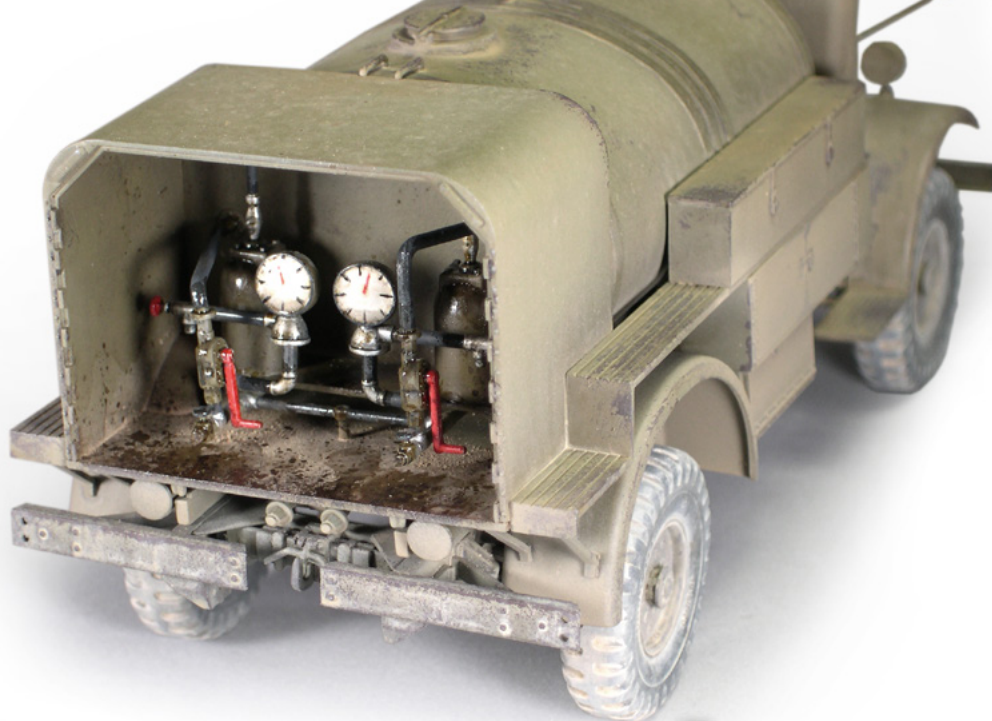


**78 - 81** In these photos you can see the splashes of mud on the wheels, fenders and front transmission.

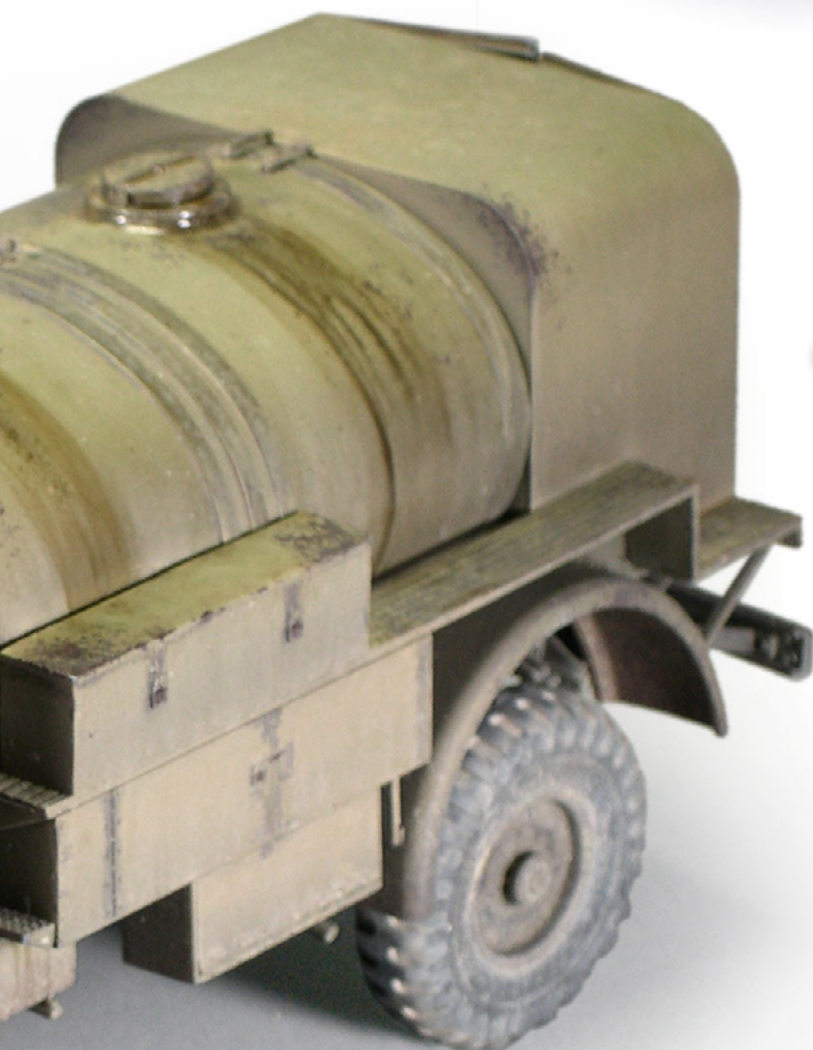




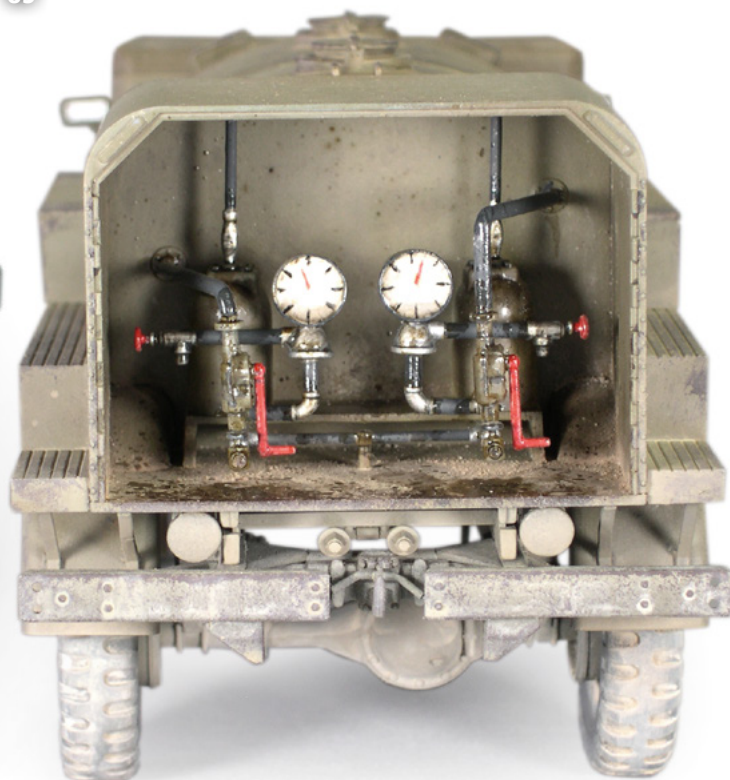




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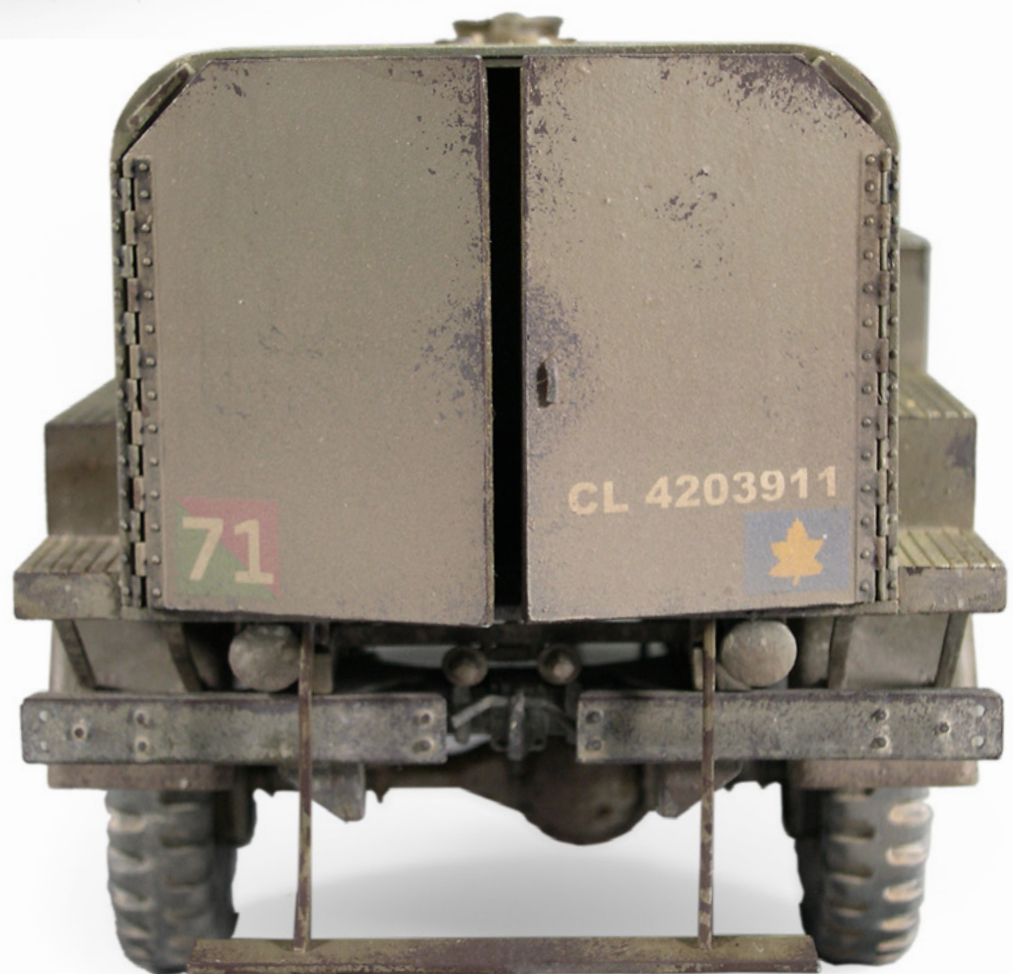
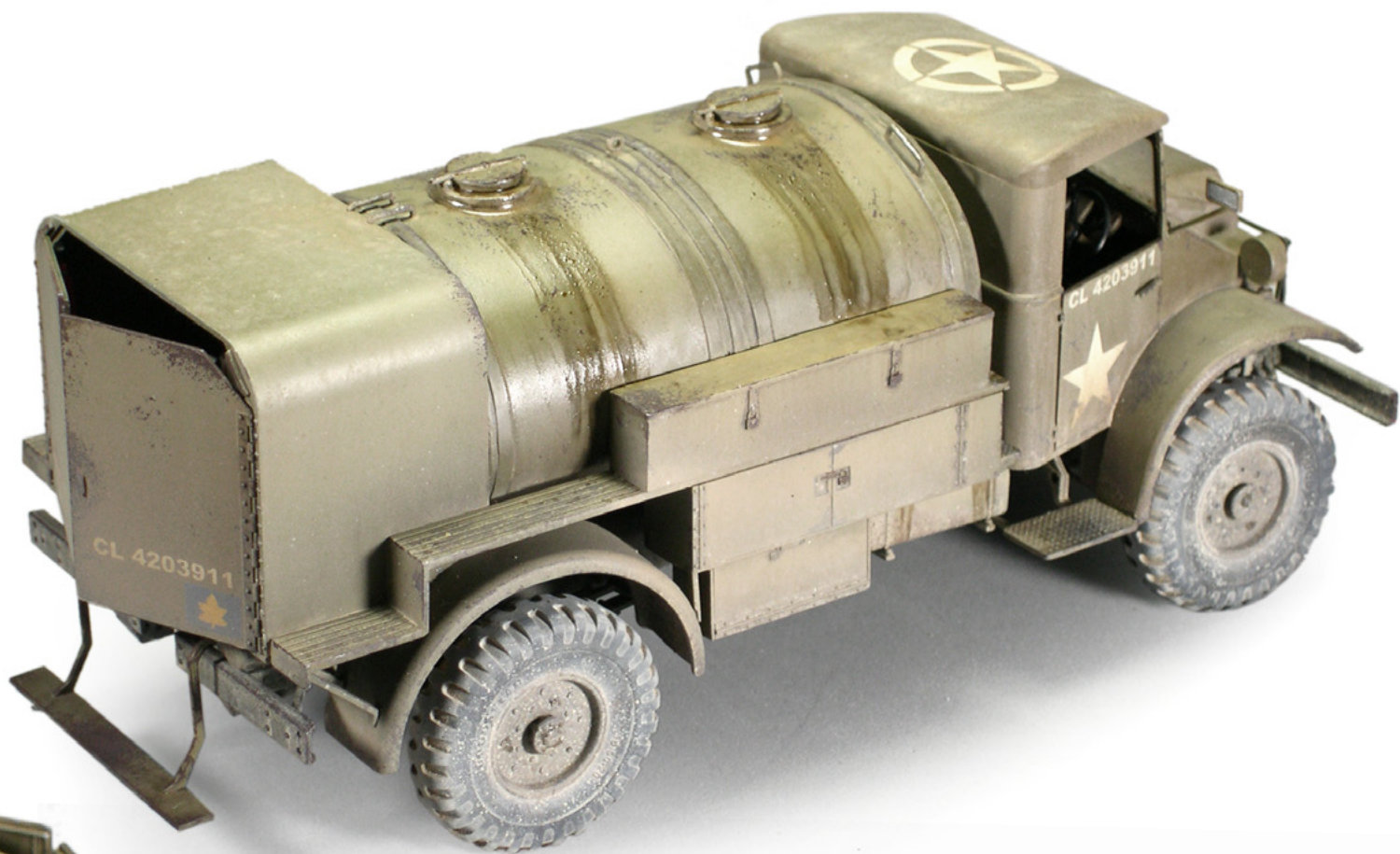


82 - 85 For fuel stains, oil, grease and other wet effects, I used AK084 Fuel Engine and AK025 Oil Stains. I use a palette with several wells, and put each product in a different well so I could use them in a number of different ways (washes, specific splashes and stains streaks ...) and use them as created on the palette, or even mixing them whilst on the vehicle. For all these tasks, I used AK011 White spirit thinner, and of course different types of brush. Whilst it is a complicated task, I think that a good and fairly random result can be achieved by using this method of mixture application. These effects are distributed throughout the whole vehicle, but we must be careful to ensure that the appropriate stains are located properly, such as the fuel-oil streaks, that have specific locations.









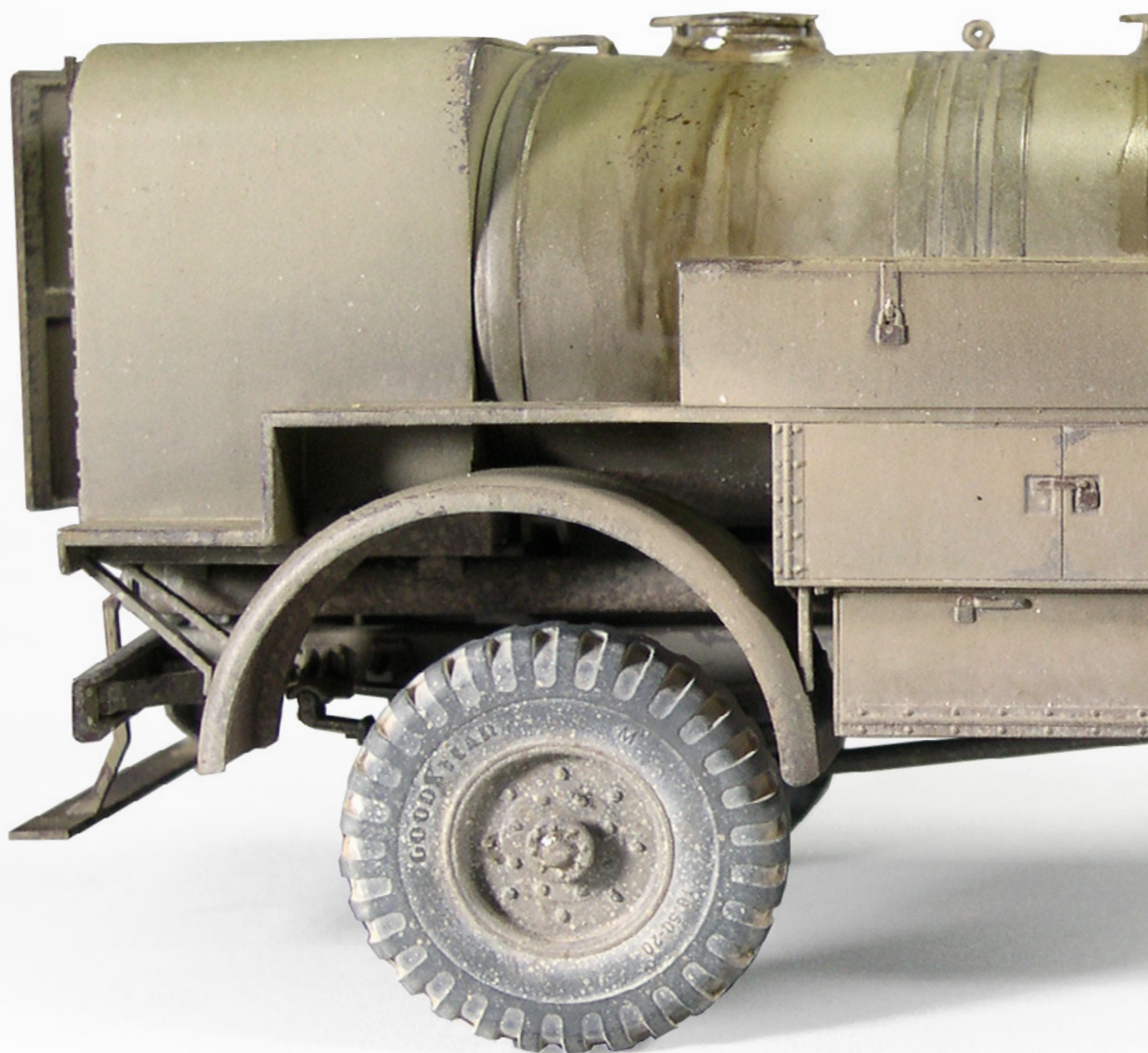




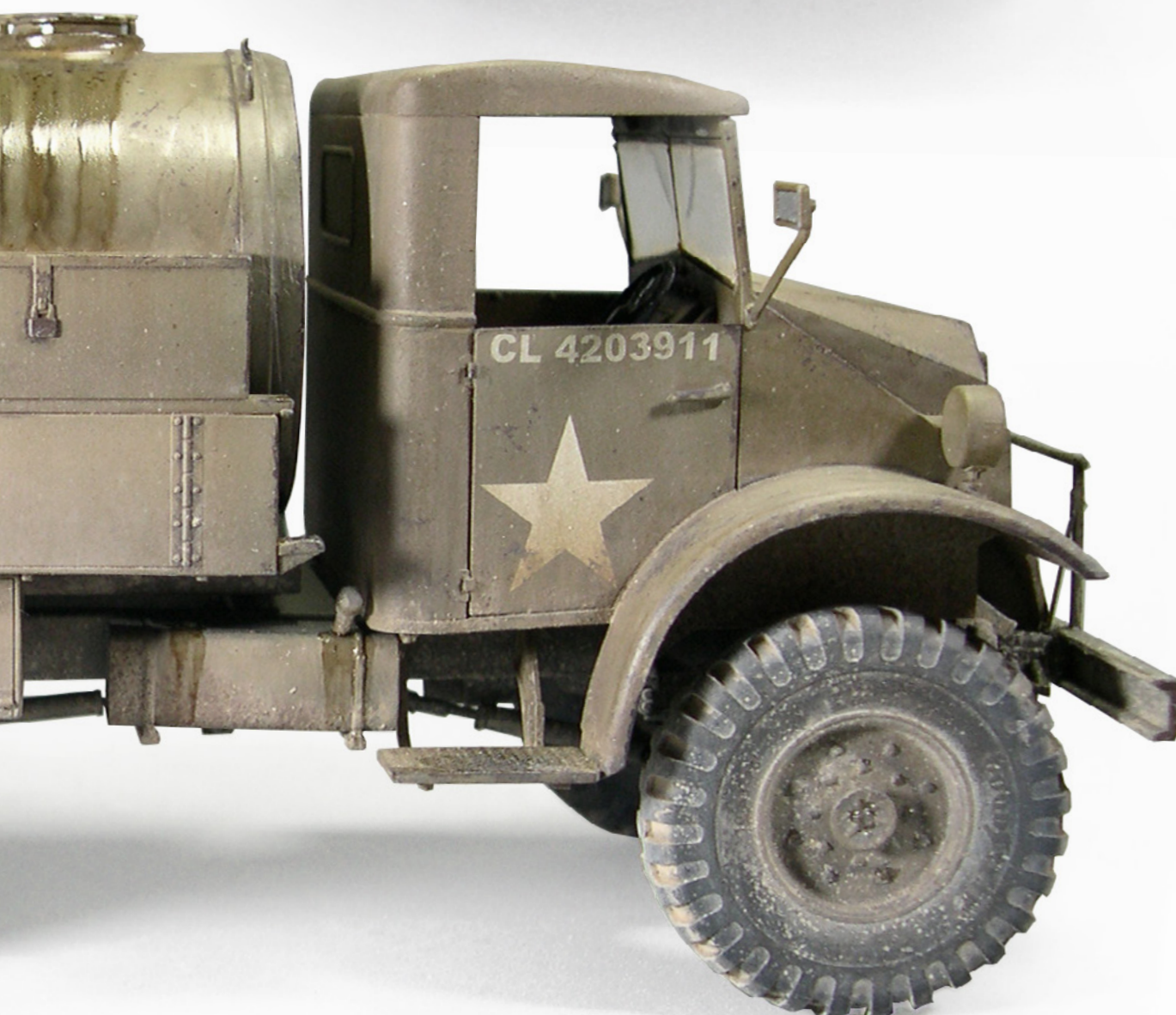
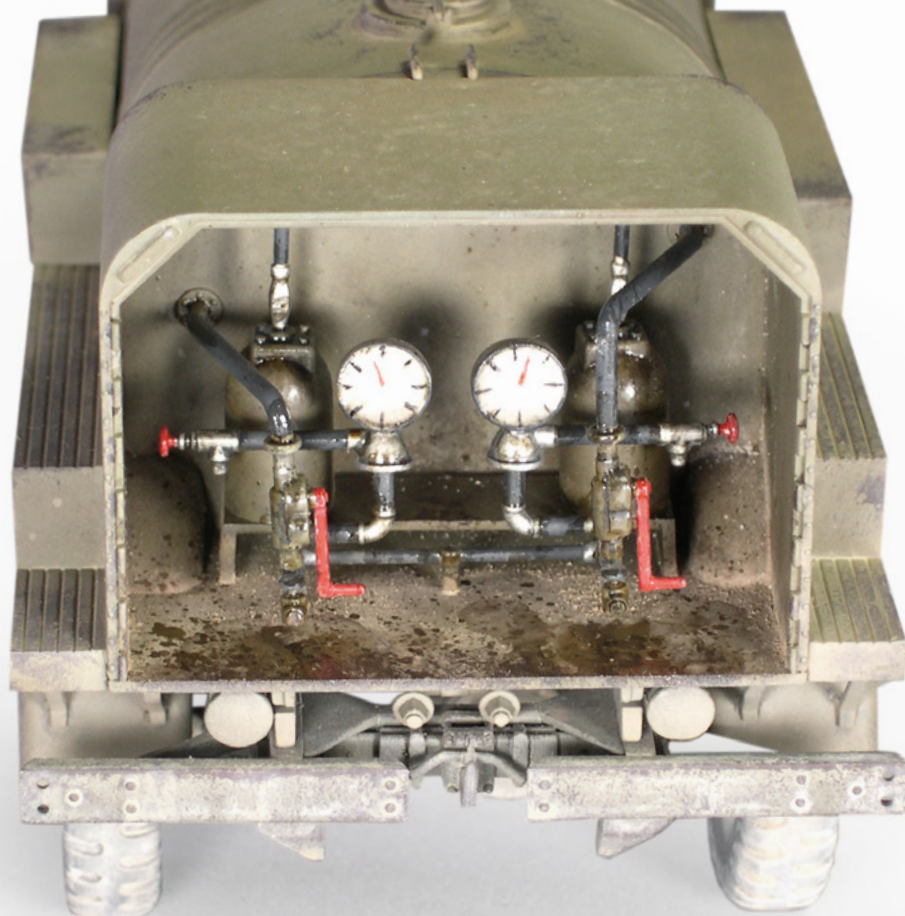














# Chevrolet

# C60



**IBG**  
**MODELS**