

Vol. 10

\$ 1.95 USA

Tiger I

Pz.-Abt 508, Italy 1944

Step-by-Step Finishing German Armor

By Glenn Bartolotti



A complete Step-by-Step guide to painting and finishing Armor Models and Figures

Vol. 10

Tiger I

Pz.-Abt 508, Italy 1944

Step-by-Step Finishing German Armor

By Glenn Bartolotti



A complete Step-by-Step guide to painting
and finishing Armor Models and Figures

Copyright © 2010 by Glenn L. Bartolotti
All rights reserved. No part of this book may be reproduced or
transmitted in any form or by any means, electronic or by
mechanical, including photocopying, recording, or by any information
storage and retrieval system, without permission in writing from the author.
Printing is allowed by the purchaser only as reference and not mass production.



Bladerunner8u Production, © 2010
bladerunner8u@netscape.net

Materials Used

The materials I use are very easy to obtain and simple to use. Most are inexpensive and found at most all art supply stores. Over the years I have learned to use these basic materials to obtain finishes that look very realistic. **Consistency is very important and following each step is very important to obtain the desired finish.**

You will notice that in none of the steps will you see the method of dry-brushing. I do not like to use this method as some armor modelers do. I prefer a more subtle look in which I feel represents the look of a full scale armor vehicle.

The major materials below were used to finish the 1 model in this volume. Other supplies may be needed.

Orderless Turpentine

Micro Sol Decal setting solution

1 each No. 3 round paint brush

1 each No. 0 round paint brush

1 each No. 3 flat paint brush

1 can generic flat grey spray primer

1 can Testors Model Master gloss spray

1 can Testors Model Master lusterless flat spray

Testors Model Master flat enamel paints-*colors specified in text*

Testors Model Master airbrush thinner

Artist oil paint

White

Raw Umber

Burnt Sienna

Pastel Sticks

Yellow Ochre

Rust

Olive

No. 2 Pencil



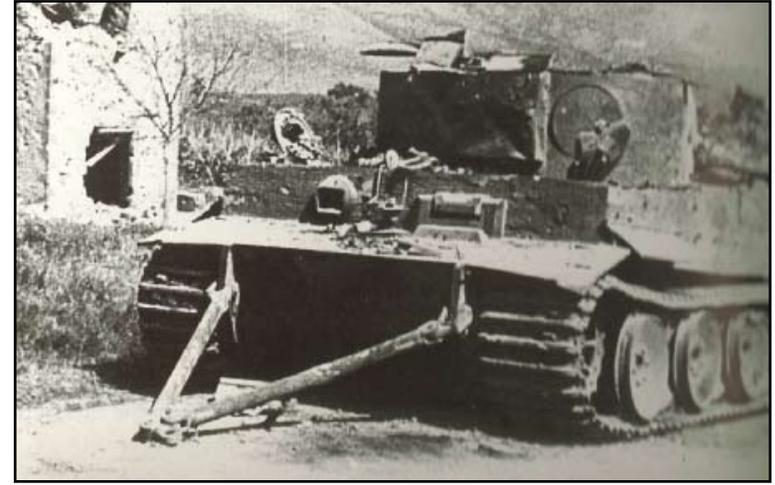
*Note: Materials used for painting and weathering only.
The figure seen in some of the photos used more
paint colors than listed above.*

Tiger I Pz.-Abt 508

Schwere Panzer Abteilung (s.Pz.Abt.) 508 was formed in August 1943, and was initially equipped with the formidable Tiger I tank. With an inventory of 45 Tiger Is, the unit was ordered to counterattack the Allied bridgehead at Anzio between December 1943 and January 1944. The Tigers had to road march 200km from a railhead, and 60% of tanks broke down on the narrow, winding mountain roads on the way to Anzio. In any event, the massed Tigers of s.Pz. Abt.508, plus Panthers and Elefants from other units, were repulsed mainly by naval gunfire. During the Italian campaign, the unit received 32 further Tiger I tanks up till June 1944 to make up combat losses. Finally, s.Pz.Abt. 508 turned in its 15 remaining Tigers to s.Pz.Abt. 504 in February 1945 before returning to Germany to train on the Kingtiger.



Jaugitz



Tank Museum Bovington



IWM

The model in this volume is roughly based on these 3 photos combined. I used details from all three to get the idea for this Tiger. All are from the Abt, 508 in Italy 1944.

1



1. The **kit** used is the Dragon Pz.Kpfw.VI Ausf.E Sd.Kfz.181 Tiger I Late Production "3-in-1" (6253)

Adding **Zimmerit** first step is research. Study photos of your vehicle, not just to determine the Zimmerit pattern but also to decide which surfaces will receive the application. (You don't usually see it on the top or underside of a tank.) Then study the kit and plan your operation. Assemble only the sections that will receive Zimmerit, and leave off details to avoid melting them with the iron.

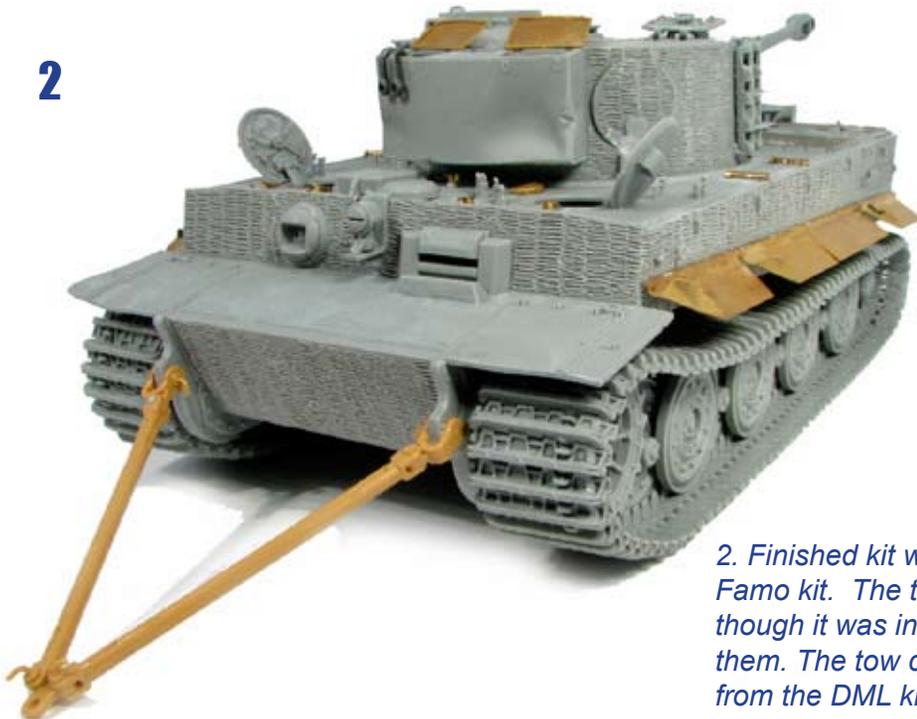
Guidelines. Here's how to apply a horizontal scheme (try this on a scrap of sheet styrene until you develop a feel for the technique).

Plug in your soldering iron to let it heat thoroughly. Meanwhile, draw vertical guidelines on the work surface, if you feel you cannot keep a good pattern, no need to be precise - real Zimmerit wasn't!

When the soldering iron is good and hot, use it to draw horizontal lines joining each vertical guide. Easy does it - if you press too hard you'll go right through the plastic. Simply touch the surface and move the soldering iron across.

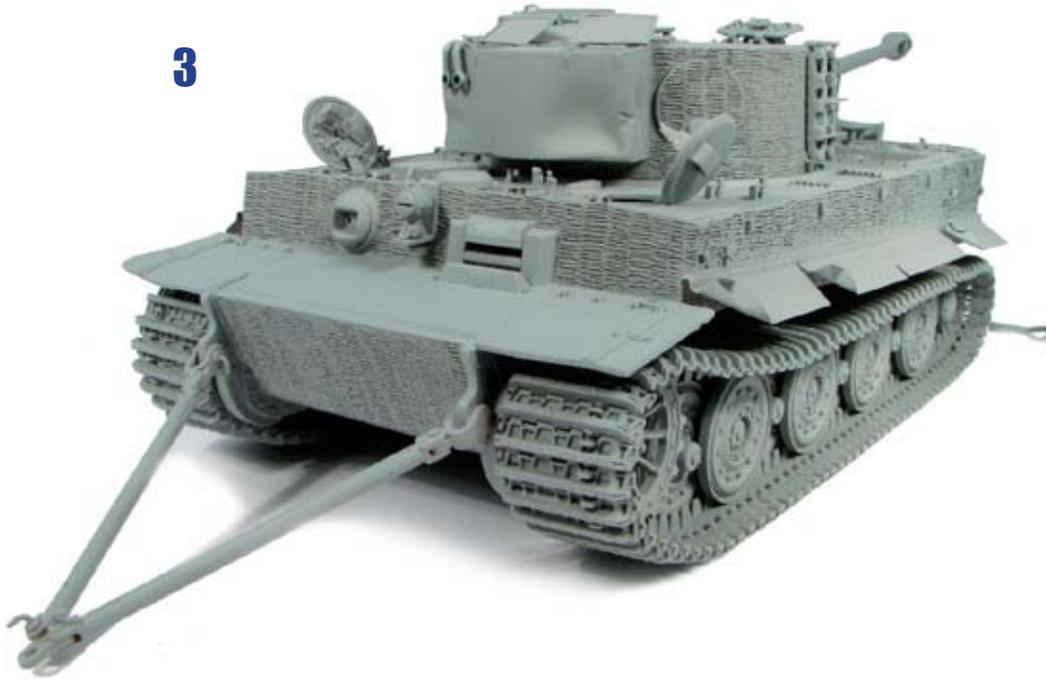
Battle damage. You also can use your soldering iron to replicate battle damage. Like plaster, Zimmerit would often crack, flake, and chip. Sketch a "damaged" area, then work around it with the soldering iron, leaving the damaged area blank to depict the absence of Zimmerit. Remember, not being exact makes it more realistic!

2



2. Finished kit with tow bar from the Tamiya Famo kit. The tools were left off to look as though it was in recovery mode and stripped of them. The tow cable hanging from the gun is from the DML kit.

3



3. The model is given a **primer coat** to cover and protect the photo etch parts and give the model a good base to start the paint process. I use a basic spray can primer that can be purchased at the local home store. This primer coat makes painting the steps much easier because you get a smooth coat of color to allow you to see all the areas that will be needed to be painted in the steps used to shade and high light the model.

4



4. The **paint** that will be used to airbrush is model will be Testors Model Master enamel paint: 2142 Flat White, 2005 Burnt Umber, 2102 Afrika Braun, 1785 Rust, 2091 Dunkelgrun, and 2007 Burnt Sienna.

5



5. The first step in the painting process is the **pre-shade** this is the darkest shadow color. 2005 Burnt Umber is used in this step. What you are trying to achieve in this is to make sure any areas that your light source cannot hit is painted. You are for the most part adding artificial shadows. All the recesses, corners, tracks, and under objects that stand off the tank. It is also best achieved in some areas by painting the areas from under the tank as to just paint under the objects.



Burnt Umber

Available as:

→ Burnt Umber (F) MM - 1/2 oz. Bottle
SKU# 2005 Price: USD\$ 3.29

6



6. Next step in the painting process is the **Tracks**. 1785 Rust is sprayed on the tracks as close as possible, some over spray is fine. Your airbrush should be set to do a small spray which is usually achieved by turning the air pressure lower, and making sure your paint is thinned correctly.

The open engine cooling fans are also sprayed this color as it is very close to primer red paint.



1785 Rust



7



7. Next step in the painting process is the **base coat** this is the main color. 2102 Afrika Braun is used in this step. This paint is used as I feel it is a better shade than Dunkelgelb because the later high-lighting and weathering processes will change its shade anyway. What you are trying to achieve in this step is to make sure you cover the areas that were not painted in the pre-shade painting.

As you can see you don't have to worry about being perfect just make sure you can see the shadow for the most part and a blending effect is achieved.



Afrika Braun '42

Available as:
→ Afrika Braun '42 RAL8020 (F) MM - 1/2 oz. Bottle
SKU# 2102 Price: USDS 3.29

8



8. Next step in the painting process is the **high-light**. This is the main color, 2102 Afrika Braun mixed with 2142 Flat White, mix 3/1 to lighten the base color. You want to add enough white to alter the base color and contrast is important in this step. What you are trying to achieve is to make sure any areas of your light source can hit is painted. This step will bring out your tank's details. Paint all the high spots, centers of any panels and the tops of objects that stand off the tank. Once again contrast is important!



Afrika Braun '42

Available as:
→ Afrika Braun '42 RAL8020 (F) MM - 1/2 oz. Bottle
SKU# 2102 Price: USDS 3.29



Flat White

Available as:
→ Flat White FS37875 - 1/2 oz. Bottle
SKU# 1700 Price: USDS 3.29

9



9. Next step in the painting process is the **1st camo color**. 2091 (Dunkelgrun). This is the green shade of the camo pattern I paint this color first because the next red brown shade covers it better. In painting this step remember that the airguns used by the crews did not cover large areas at a time so make sure your airbrush is set to do a small spray which is usually achieved by turning the air pressure lower, and making sure your paint is thinned correctly. It is a good idea to practice first on some card stock.



Dunkelgrun

Available as:

- Dunkelgrun RLM71 (SG) MM - 1/2 oz. Bottle
SKU# 2081 Price: USDS 3.29
- Dunkelgrun RLM82 (SG) MM - 1/2 oz. Bottle
SKU# 2091 Price: USDS 3.29

10



10. Next step in the painting process is the **2nd camo color**. 2007 Burnt Sienna. This is the red brown (Rotbraun) shade of the camo pattern. I like this shade best for the red brown color. Again it is a good idea to practice first on some card stock to get your airbrush zeroed in.



Burnt Sienna

Available as:

- Burnt Sienna (F) MM - 1/2 oz. Bottle
SKU# 2007 Price: USDS 3.29

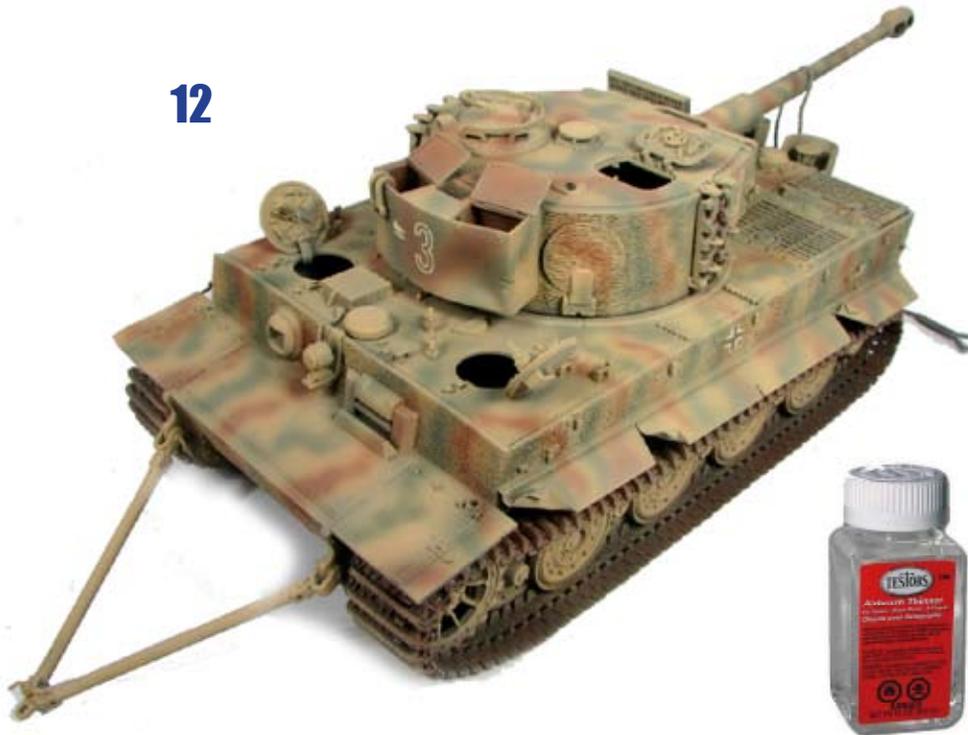
11



11. The model is now given a Testors clear gloss coat only in the areas that the **decals** will be applied. The decals used are from the DML kit.

Micro Sol is used to set and flatten the decals into the cracks of the zimmerit. When the decals dry you may have to puncture with a xacto knife blade tip any areas that don't set down and then reapply some Micro Sol. When dry spray the tank with Testors lusterless flat.

12



12. After the Testors clear flat has dried completely the next step in the painting process is the **fading**. Fading helps tie the colors together, tone down the decal markings and get the tank the look that it has been in the elements. 2102 Afrika Braun mixed with Testors airbrush thinner 10/1 is used for this. Set your airbrush at a high pressure with a wide spray and make passes over the entire model, tracks and all. The more passes you make the more it will fade the paint. This step really ties things together!



Afrika Braun '42

Available as:
 - Afrika Braun '42 FALB02D (F) NW - 1/2
 oz. Bottle
 SKIM 2102 Price: USD\$ 3.25



Flat White

Available as:
 - Flat White F03357S - 1/2 oz. Bottle
 SOLAR 1700 Price: USD\$ 3.25

13



Note the difference in the right side with the wash and left side without wash.



13. Next step is the **wash**.

First I brush the model with clean turpentine. I put a dab of raw umber oil paint on a pallet, the oil paint is thinned with turpentine on the pallet and then applied to the model with a small brush. I do not want the wash to coat the entire model, it is controlled just where I want it. This is called a pin wash, apply to all of the surface details to create false shadows around each one, and any excess wash is blended into the surrounding surface once dry. I streak it down the sides like it would naturally, but care should be taken not to overdo this...be subtle.



Once the body of the tank's wash has dried it is turned on its side and the road **wheels** are given a wash. It is put on its side so the wash stays around the bolts and details not allowing the wash to drain down to the bottom of the wheels only. This gives the wheels a even effect all around.

14



14. Next step in the weathering process is the **paint chips & scratches**.

I add chipped paint with raw umber oil paint and a small brush. The key to chips are make them small and without any pattern, keeping them on the most abused edges and damaged areas. On older damaged areas first paint the chip with burnt sienna, then add the raw umber inside the chip so the sienna borders the umber. Chips on the zimmerit will be a grey color.



A small sponge or make-up applicator is used to apply the smaller chips. The sponge is press into raw umber oil paint then onto the armor surface lightly. Use common sense and remember that less is more with chipped/worn areas, and think very small!

15



15. Next step is the **effects**. I use heavily thinned white artist oil paint to give flat areas of the tank a look as though water that has mixed with dust and dried on the surface.

I paint the area with clean turpentine as before. I put a dab of white oil paint on a pallet, the oil paint is thinned with turpentine on the pallet and then applied to the model with a small brush. Blend well and be very subtle. Other earth shade oil colors can be used in this step to add other transparent glaze weathering effects.

16



16. Next step is **pastel pigment weathering**. I use pastels in the same way you use pigments, but I make my own powder. The pastels are \$1.00 a stick at the art store and come in a large variety of shades. I use a file to grind them into powder. I mix them with turpentine on a pallet and apply them with a

brush. Make sure you thin the powder heavily because if not it will dry and cover to much, a little goes a long way!

The spare tracks get pastel washes using shades of rust, and olive green pastel powder. Apply the rust shade first and then add blotches of the brown and olive after. When the wash dries it is quite convincing giving a good representation of weathered iron.



Add this same mixtures to the metal areas of the tow cable.

17

17. Next step in the weathering process. The tracks get a earth color **pastel pigment** thinned heavily with turpentine. Make sure you thin the powder heavily because if not it will dry and cover to much of the tracks, the wash should just look tinted a little goes a long way!

Apply a very thinned mixture to the road wheels as well.



18



18. Next step is **metal accents**
I use a no. 2 graphite pencil to add the metal accents to the raised parts of the tracks. I also add this to the areas you can see on the inner road wheels which rub on the tracks.

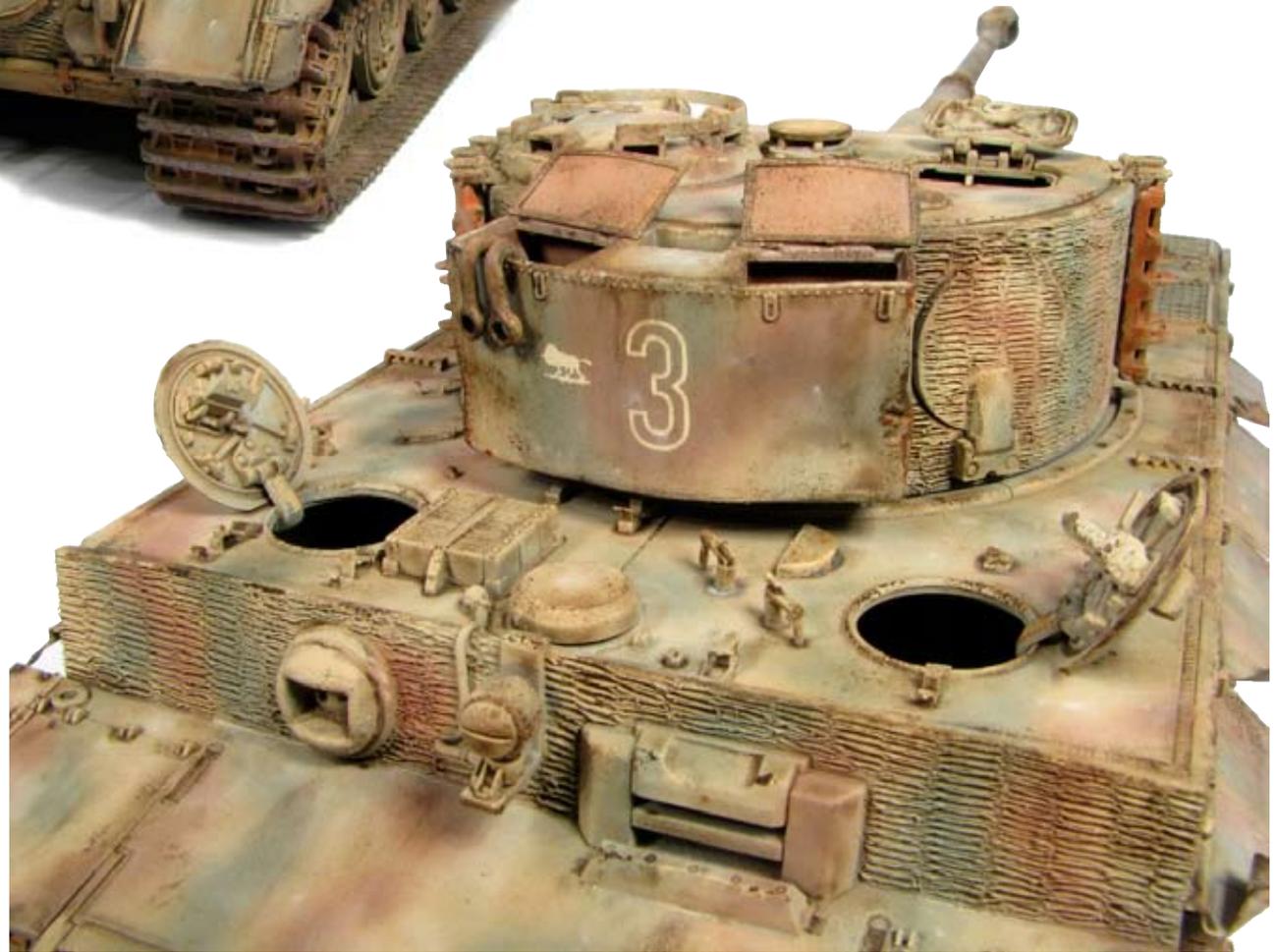
Sprocket teeth and track teeth also receive the same treatment



Finished Model



Finished Model



Stay Tuned!

Be on the look out for more Step-by-Step Armor Finishing!



A complete step-by-step guide to painting and finishing Armor Models and Figures



Bladerunner8u Production, © 2010
bladerunner8u@netscape.net

