

Melding Backdrops

John Stamatov, DDS

Metro-North Division/NER/NMRA

May 12, 2012

Preview

- Philosophy
- Rural Scenes
- Urban Scenes
- Trees
- Rock Formations
- Clouds

Two Schools Of Thought

- Background Should NOT Detract From Trains
 - Trains Are Actors
- Create Scene:
 - Background Should Enhance Foreground
 - Strive For Total Scene
 - Lack Of Space Requires Creating Illusion Of Depth



09/18/2010 05:10



09/18/2010 05:20



Rural Scene On the Muskoot Valley Railroad

3-D Foreground Blended Into 1-Dimensional Background



Rural Scene On the Muskoot Valley Railroad

Close-up Of Road In Foreground Blended Into Background



Rural Scene On the Muskoot Valley Railroad

View Showing Foreground Colors Blended Into Background



Industrial Scene On the Muskoot Valley Railroad
Ed Fulasz's John Mueller Textiles Kitbashed (Flattened)
To Serve As Background



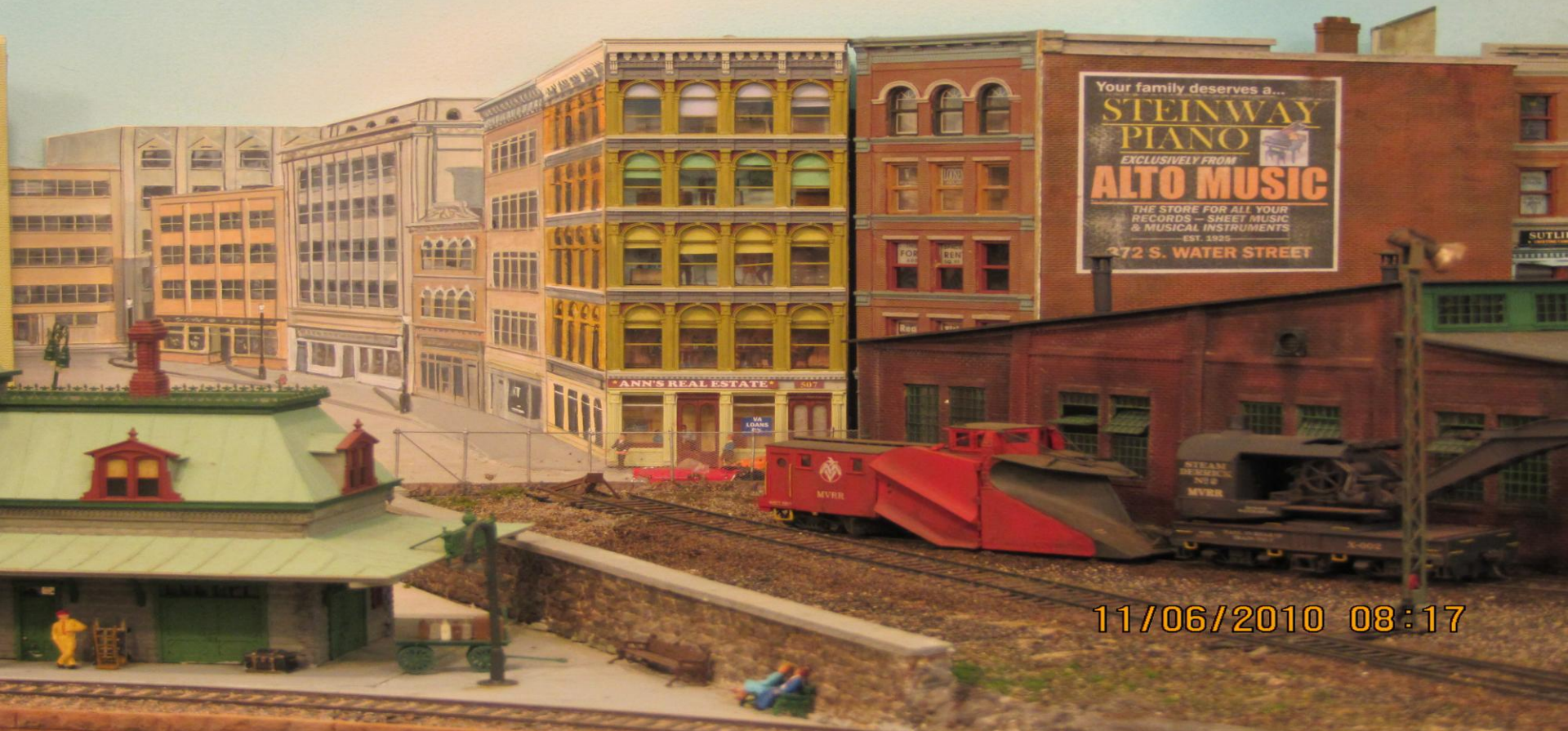
Industrial Scene On the Muskoot Valley Railroad

John Mueller Finishing Plant (Walthers Cornerstone Kit)
Flattened To Serve As Background



Industrial Scene On the Muskoot Valley Railroad

Walthers Cornerstone Background Kit



Urban Scene On the Muskoot Valley Railroad

Lack Of Layout Depth Requires Blending Kit Structures
Into Painted Background Buildings



Urban Scene On the Muskoot Valley Railroad
Kitbashed Building Facades



Urban Scene On the Muskoot Valley Railroad

Kitbashed Urban Scene Based On an Actual Street
Photographed In Kingston NY



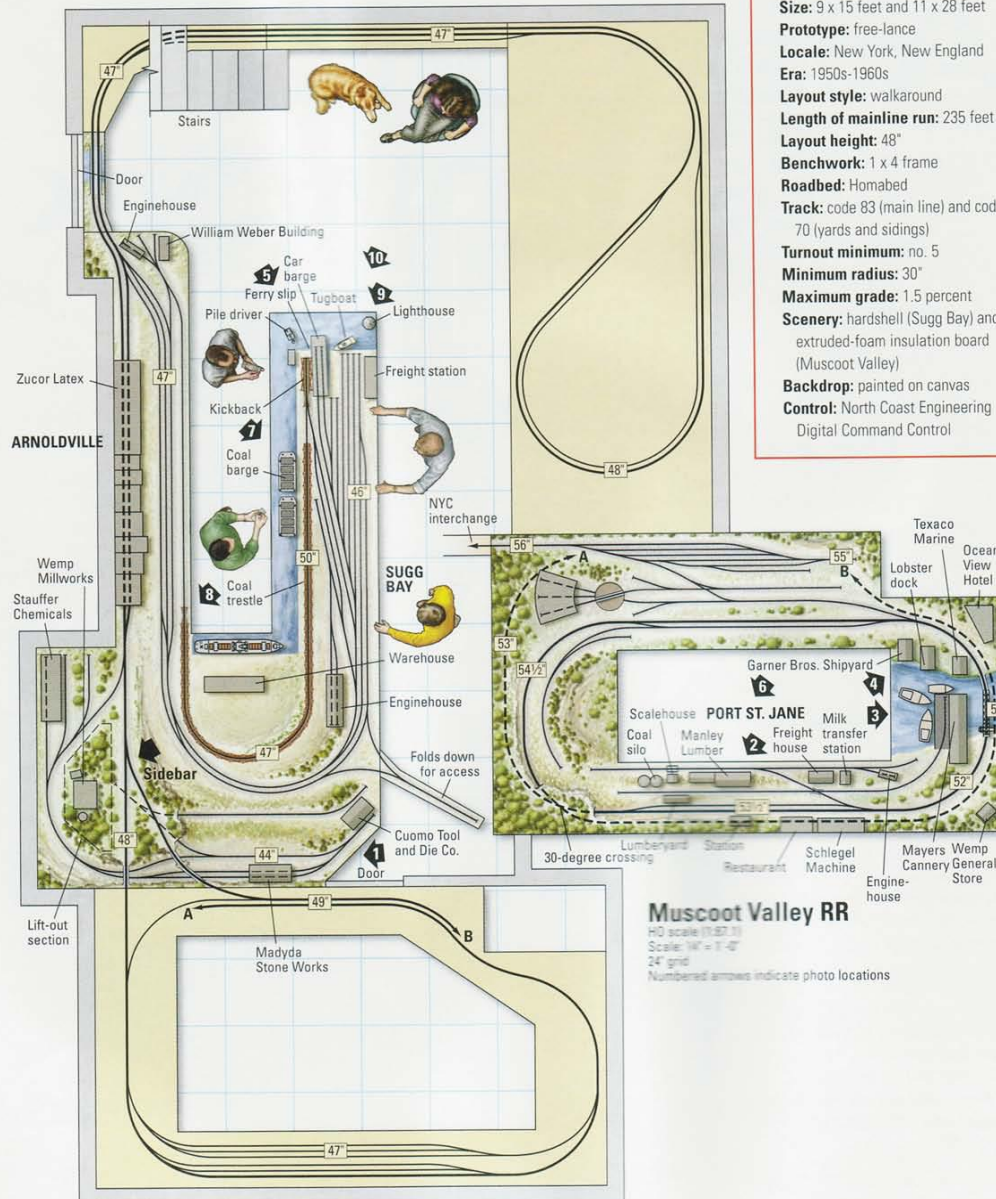
Urban Scene On the Muskoot Valley Railroad
An Available Commercial Background Building

Scene Development

Step By Step

>>The layout at a glance_

Name: Muscoot Valley RR
Scale: HO (1:87.1)
Size: 9 x 15 feet and 11 x 28 feet
Prototype: free-lance
Locale: New York, New England
Era: 1950s-1960s
Layout style: walkaround
Length of mainline run: 235 feet
Layout height: 48"
Benchwork: 1 x 4 frame
Roadbed: Homabed
Track: code 83 (main line) and code 70 (yards and sidings)
Turnout minimum: no. 5
Minimum radius: 30"
Maximum grade: 1.5 percent
Scenery: hardshell (Sugg Bay) and extruded-foam insulation board (Muscoot Valley)
Backdrop: painted on canvas
Control: North Coast Engineering Digital Command Control



Muscoot Valley RR

HO scale (1:87.1)
 Scale: 1/8" = 1'-0"
 24" grid
 Numbered arrows indicate photo locations

Illustration by Rick Johnson



Scene Development – Step By Step

Problem: Track Is Only One Inch In Front Of Backdrop



Scene Development – Step By Step

Clouds On Backdrop

Heavy Paper Curved At Corners



Scene Development – Step By Step

Benefit Of Visiting Other Layouts:
Trees Are Photographs Glued To Backdrop



Scene Development – Step By Step

Problem: Transition From Back To Left Side



Scene Development – Step By Step
Solution: Rock Castings (Bragdon Resin Castings)



Scene Development – Step By Step

Trees Added To Blend Scenery In Front Into Background



Scene Development – Step By Step

Foliage Added To Scene



Scene Development – Step By Step

Overall Effect Of Scenery



Scene Development – Step By Step
Structure Added To Increase Illusion Of Depth



Scene Development – Step By Step

Now the Development Of the Right Side



Scene Development – Step By Step

Coloring Of the Resin Rock Casting



Scene Development – Step By Step

Extension Of the Rock Castings



Scene Development – Step By Step

Temporary Placement Of Structures



Scene Development – Step By Step

Placement Of Trees



Scene Development – Step By Step

Overview Of Right Side



Scene Development – Step By Step

Dark Green Acrylic Paint On Backdrop



Scene Development – Step By Step

Trees Added To Create Illusion Of Depth



Scene Development – Step By Step
Overview Of Right Side With Structures



Scene Development – Step By Step
Commercial Background Building In Front Of Backdrop



Commercial Scenery Products

Scenery Express Super Trees Afford Flexibility In Placement



Commercial Scenery Products

Commercial Hair Spray Or 3M Adhesive



Commercial Scenery Products

Woodland Scenics Coarse Foliage Offers Variety Of Colors



Commercial Scenery Products

Noch Tree Leaf Products Provide Realistic Mix



Scene Development – Step By Step

Sample Scene Showing Versatility Of Scenery Products



Scene Development – Step By Step

View Of Foreground Scenery Blended Into Background

Last But NOT Least



Arguably the Best Scene On The Muskoot Valley RR

Background Scene That Draws the Most Comments

Is the Simplest – Just Water and Sky!