

Chessie
System

B&O
482212

CAPY 154000 XL
LD LMT 161200
LT WT 58800 GR 4-73

Modeling Basics: Decaling



EX W 103 H 13.10
EW 9.4 H 14.4
TL 42.3
H 9.2
H 2.8
CU FT 3370

Chessie
System

B&O
482382

CAPY 154000 XM
LD LMT 161200
LT WT 58800 GR 4-73

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NORTHEAST REGION
Nutmeg Division

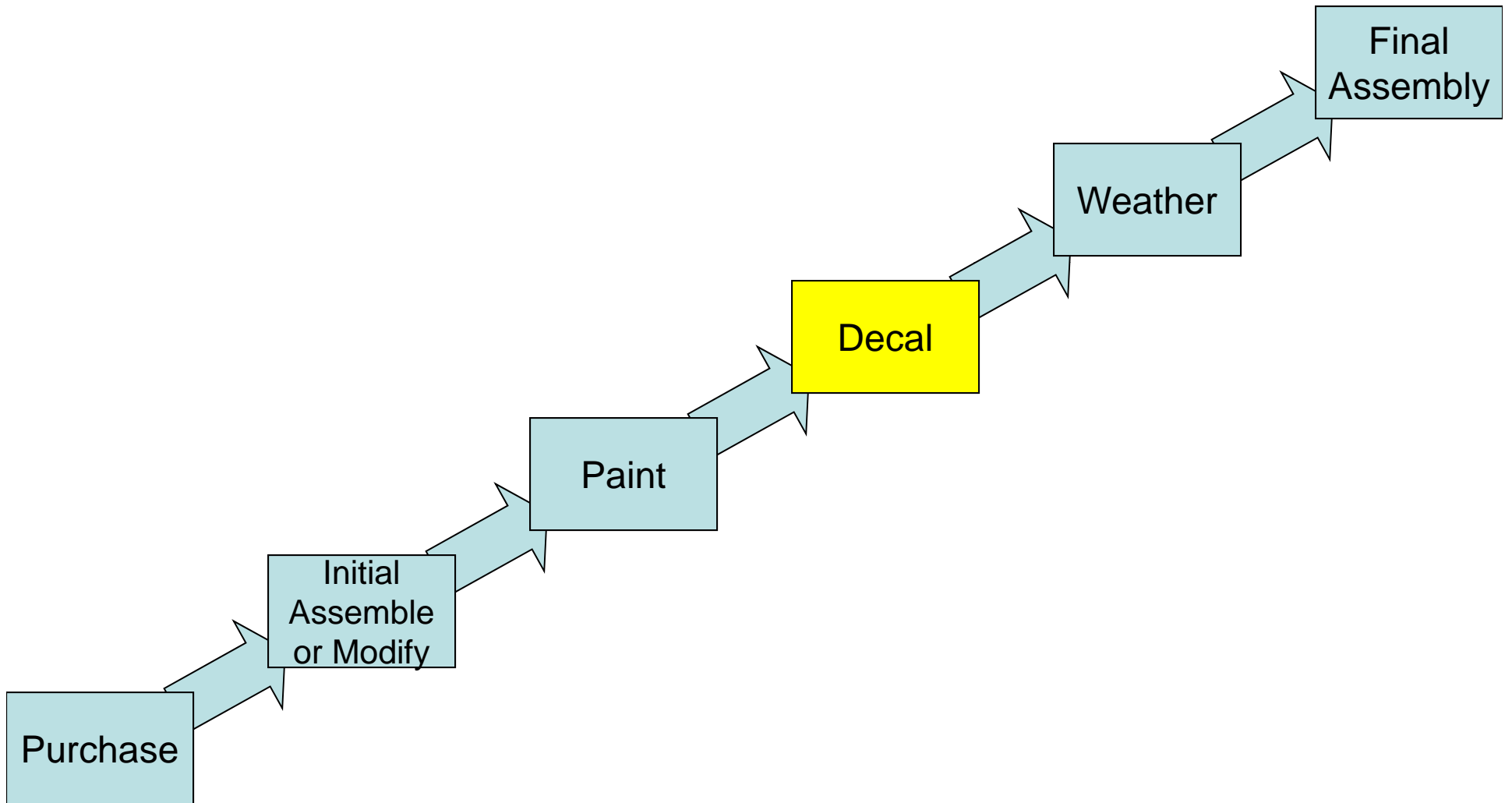


EX W 104
EW 9.7
TL 42.3
H 9.4
H 2.8
CU FT 4000

Agenda

- “The Big Flow”
- What is a decal, types of decals
- The decal market
- When to decal, when not to
- Tools for decaling
- How to decal
- Problems with decals
- Projects for decals
- Hands On

“The Big Flow”



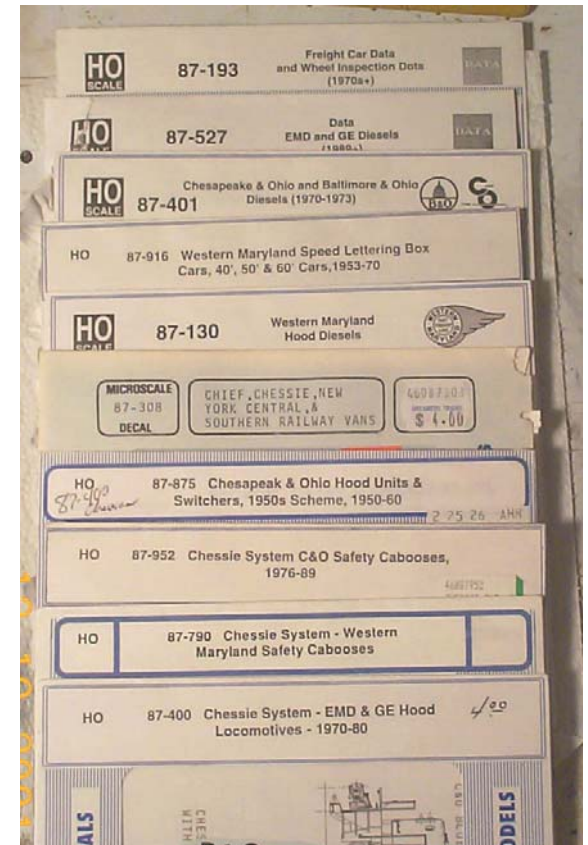
What is a decal, types of decals

- An image printed in ink on a carrier film
- Types:
 - Wet or water slide
 - Whole sheet (HK, Champ)
 - Close trimmed (Microscale)
 - Dry transfer or rub off



The Decal Market

- Microscale (Multiple Cars Per Sheet (CPS))
- Herald King (1 CPS, Back in Production)
- Champ (1 CPS, OOP)
- Others:
 - C-D-S Dry Transfers (1 CPS, OOP)
 - Walthers (1 CPS, OOP)
 - ISP (1 CPS)
 - Highball
 - Oddball
 - Woodland Scenics Dry Transfers
 - Custom (Railgraphics, Custom Model Decals, ELS Trains, etc)



When to decal, when not to

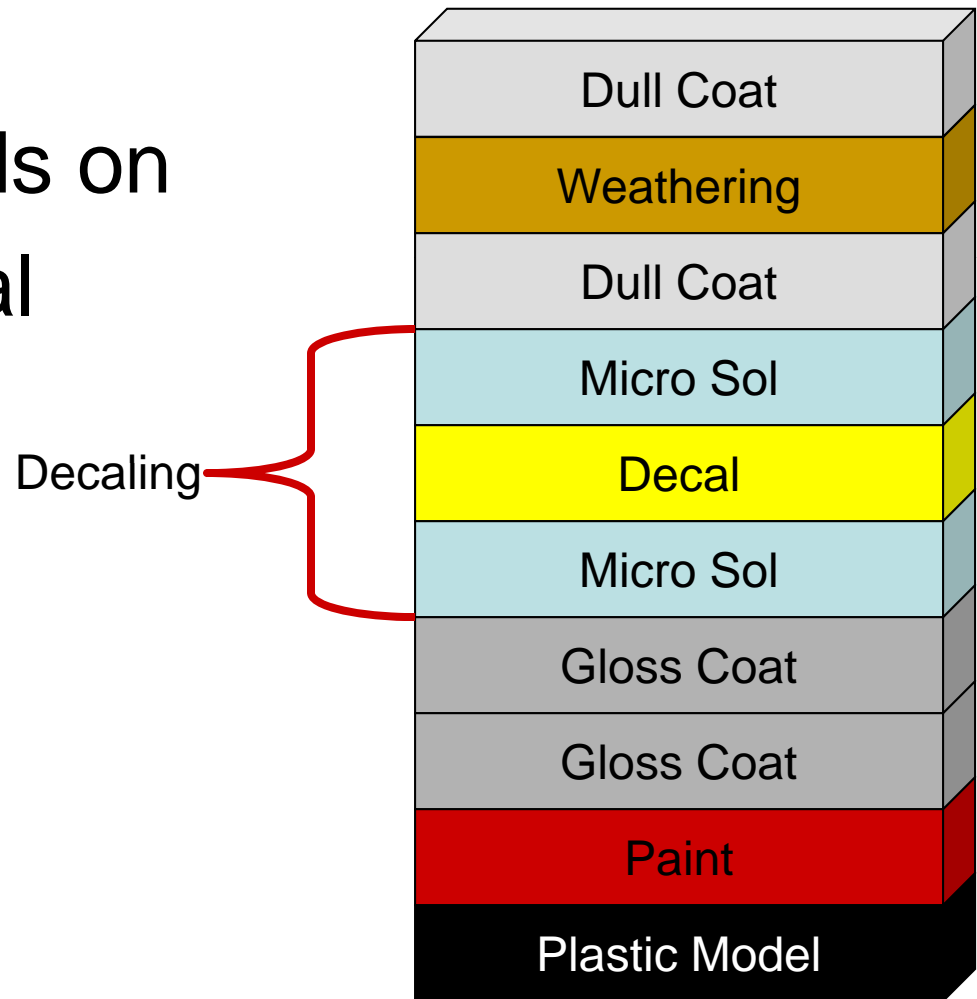
- When...
 - To add detail (period markings, missing stencils, etc.)
 - To correct an error in mfg markings (renumber)
 - To create a custom car
- When not to...
 - Colors don't match
 - Decals are in bad condition
 - Surface is too rough (wooden siding)

Tools for Decaling

- Scissors
- Locking Tweezers
- Water Dish (type of water?)
- Brush (dedicated to decal use)
- Micro Sol / Micro Set
- Paper Towels
- XACTO Blade
- Testors Gloss Coat / Dull Coat
- Good lighting

How to Decal

- The “Sandwich”
- We’ll do this hands on
- Drying time critical between steps



Tip when working with decals

- Assembly Line Production (eliminates waiting for decals to dry)



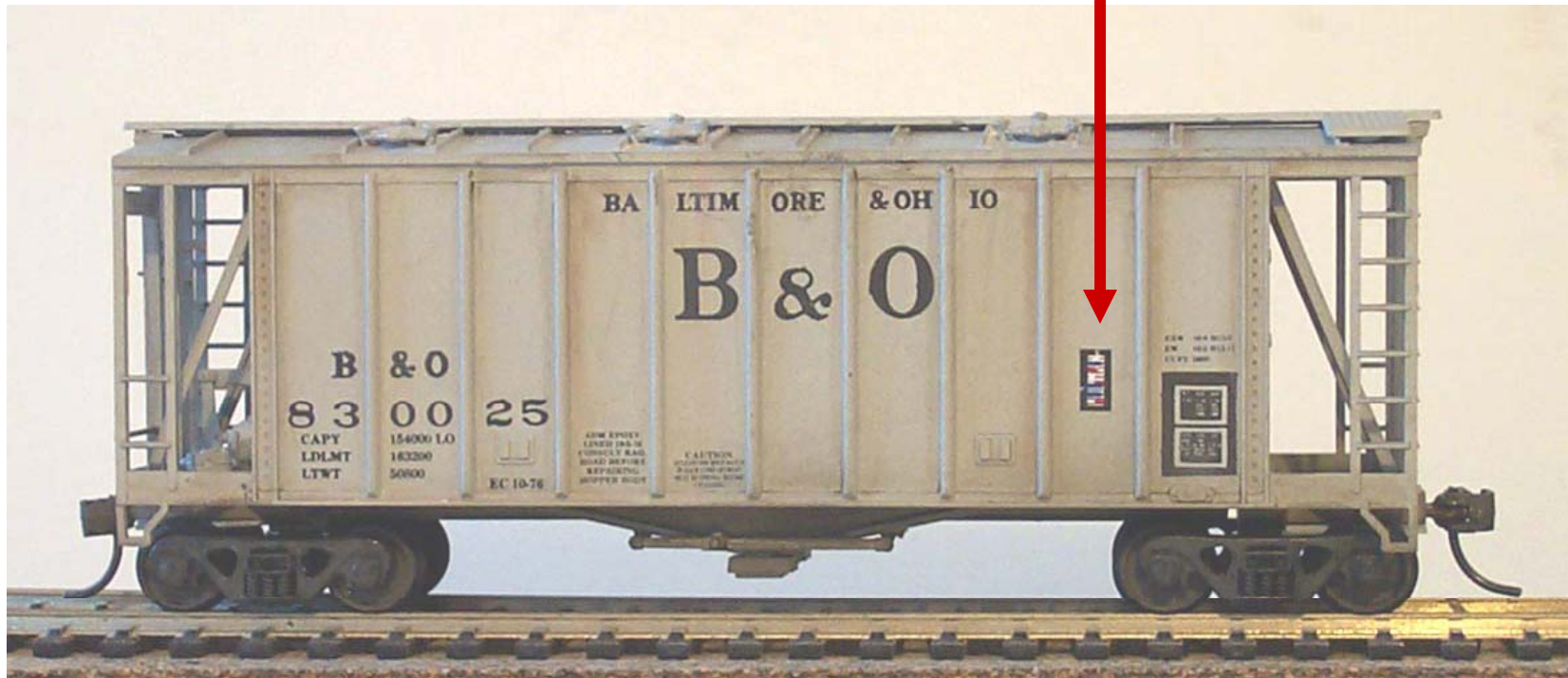
Problems with decals

- Tearing (carefully position, coat prior with gloss coat)
- Puddles around decals from MicroSol
- Silvering (poke with knife, reapply MicroSol)
- Softening (lost cause)
- Curling (lost cause)
- Cracking (lost cause or touch up with paint)
- Fingerprints (use rubber gloves for dull coat)
- Spots on dull coat (too much, too cold)

Projects for Decals

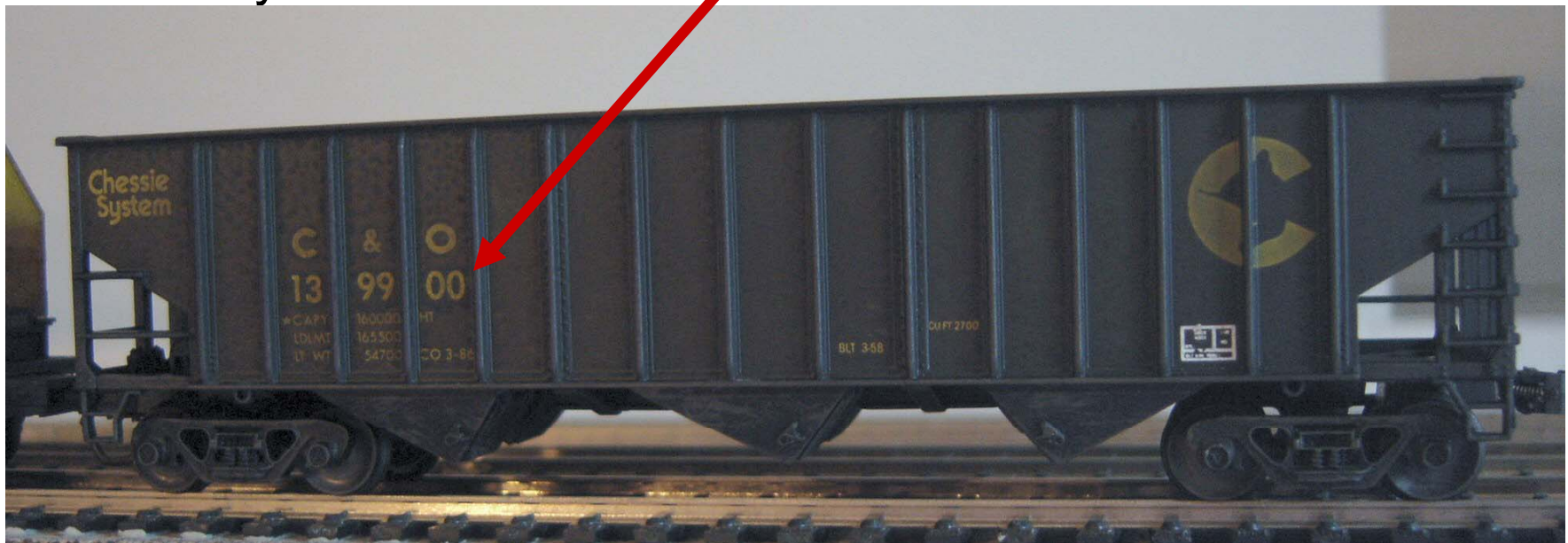
- Simple
 - Add period appropriate details

Period Marking
(ACI Label)



Projects for Decals

- Simple
 - Renumbering to get unique road numbers “C&O and 13” are original or remove a duplicate “99” and “00” are decals on your roster

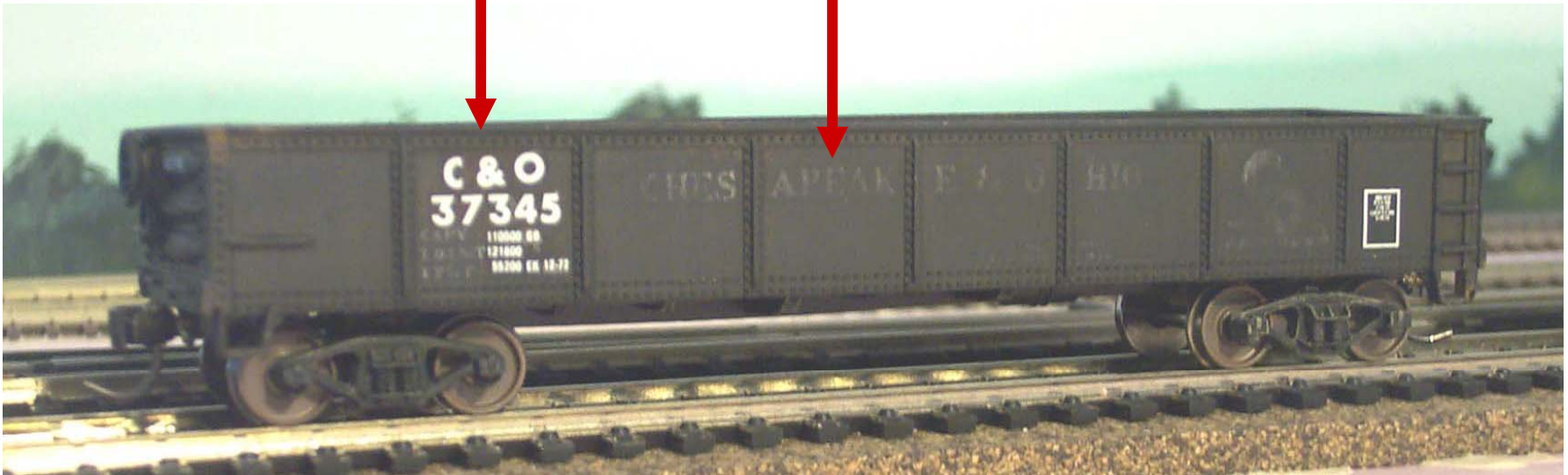


Projects for Decals

- Moderate
 - Custom cars: mix and matched decal sets to make an existing model unique. Excellent way to show the age of a car through creating unique collection of markings

New C&O style from Herald King Set

Old C&O style from Champ Set



Projects for Decals

- Moderate
 - Custom cars: mix and matched decal sets to match an existing model to a real class of car
- Undec purchase, custom decaled with Champ, HK and Microscale to match prototype photo of the class that closest matched the existing kit



Projects for Decals

- Moderate
 - Match a prototype photo (mix and matched decal sets to use an existing model for a “closest match” car). Can be used for a new repaint as easily as the previous well worn paint schemes



Projects for Decals

- Moderate
 - Not just freight cars
 - Limited run decal set allowed models of rarely seen WM trailers



Projects for Decals

- Moderate
 - Not just freight cars
 - Multiple sheets show renumbering and relettering on return of GP7 to C&O from CSS&SB



Projects for Decals

- More Difficult
 - Custom decals....make your own to match a prototype roster

Scanned a
Microscale
sheet, moved
around the
numbers, printed
on
decal paper via
laser color
copier



Projects for Decals

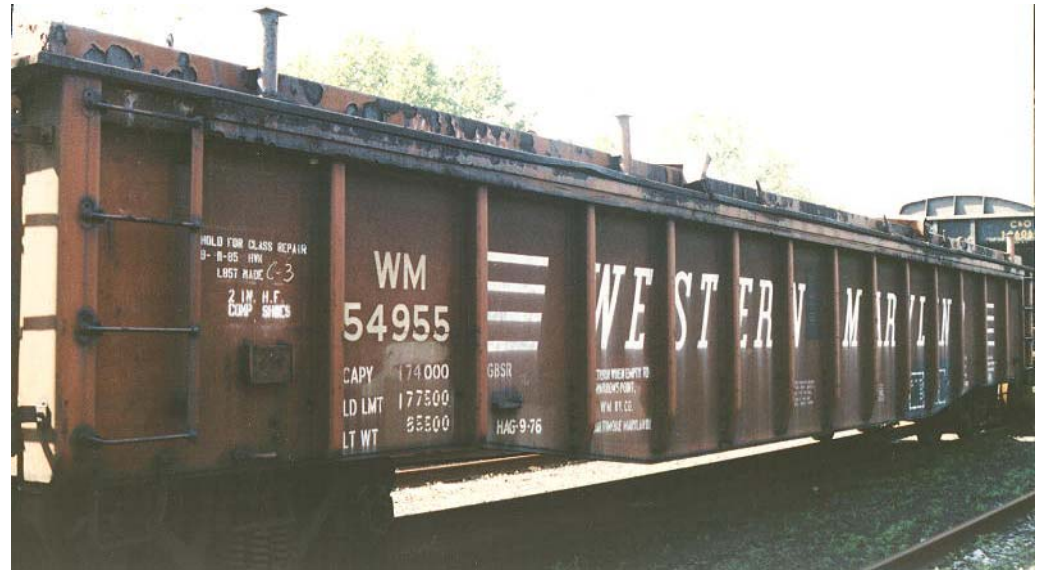
- More Difficult
 - Custom cars (corrected period error purchase)
 - Prototype match not available

Originally 1950's era C&O car that didn't survive to the Chessie Era
(80 total decals)



Projects for Decals

- More Difficult
 - The sky is the limit on Custom cars (most decals ever...114)



Questions?