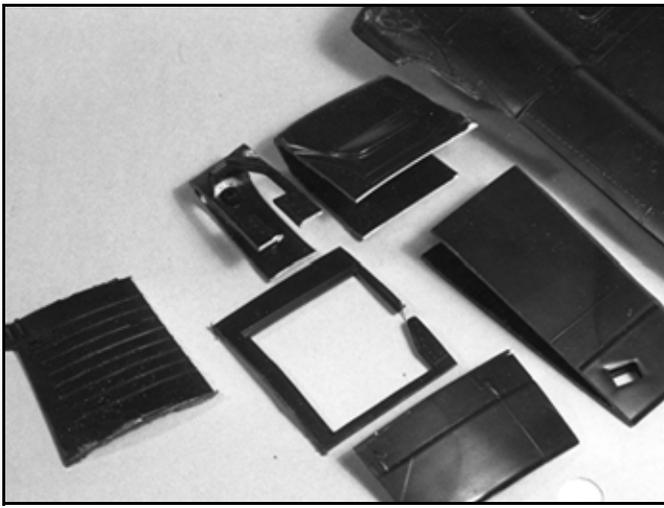




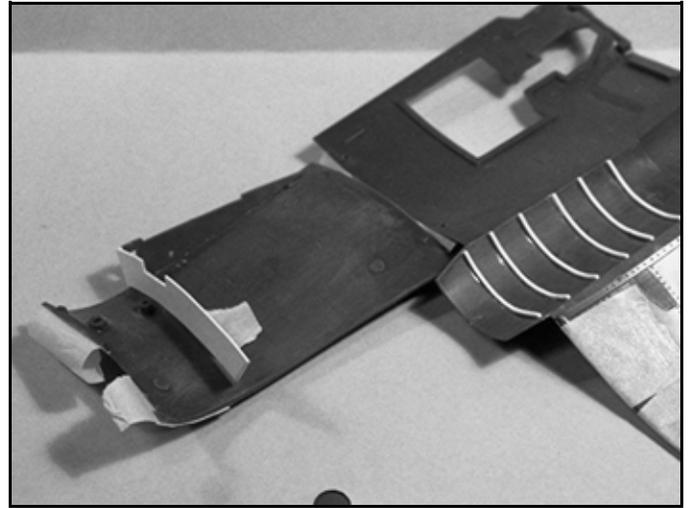
**MIKE ASHEY PRODUCTIONS
PRESENTS**

**SCRATCHBUILDING AND IMPROVING THE LANDING GEAR
PARTS ON REVELL'S 1/32 SCALE F4U CORSAIR
BY
MIKE ASHEY**

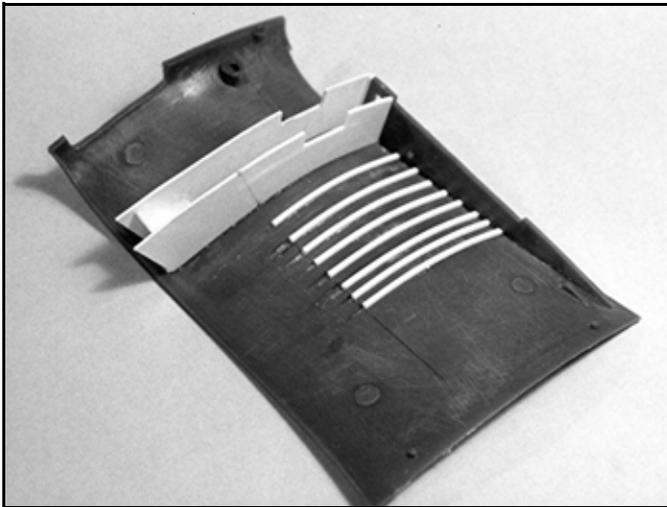
The appearance of Revell's 1/32 scale kit of the F4U Corsair can be greatly improved with some scratchbuilding and by modifying some of the parts. You will need some Evergreen strip and sheet stock, a second kit (good thing these old kits are cheap) some sharp number 11 X-Acto blades, small drafting triangles, micro files, brass beading wire, and super glue.



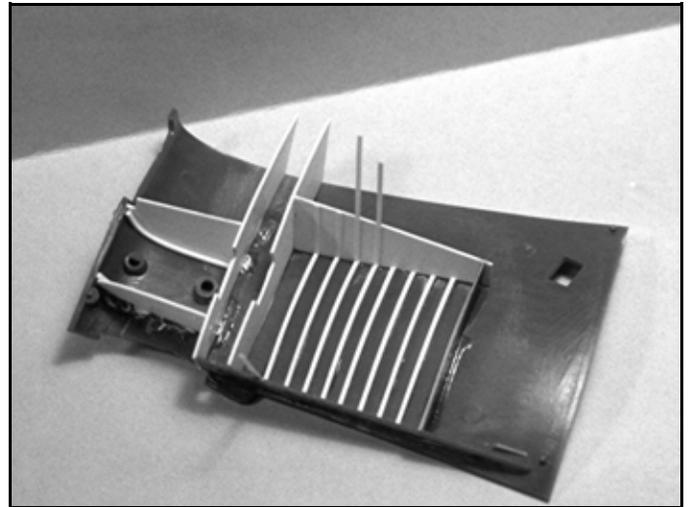
I glued the wing sections together on my second kit. I applied pencil lines where I wanted to attach interior parts and then cut the plastic along these lines with a razor saw. The cut lines gave me the wing interior contours.



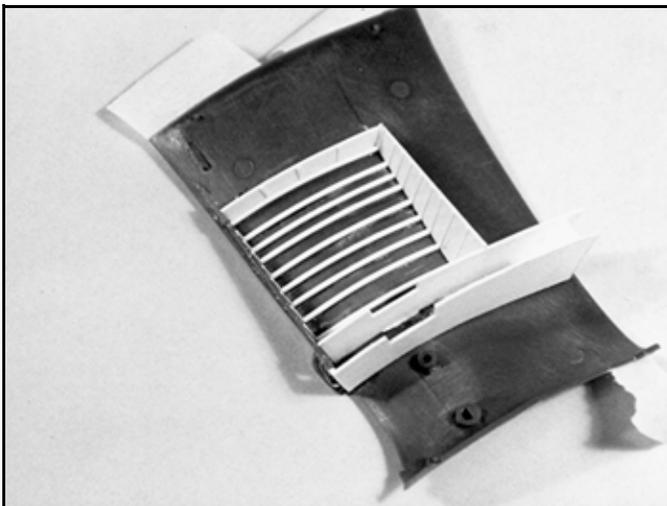
I traced the interior contours onto .015 inch thick sheet plastic and then checked the fit of each new part as I made them..



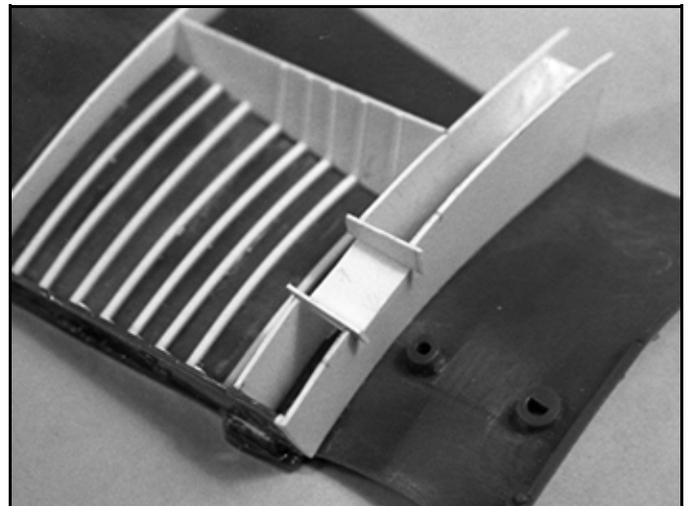
I started gluing the parts into place being careful to check and recheck the fit. I outlined the interior of the landing gear well and then started adding the interior wing stringers.



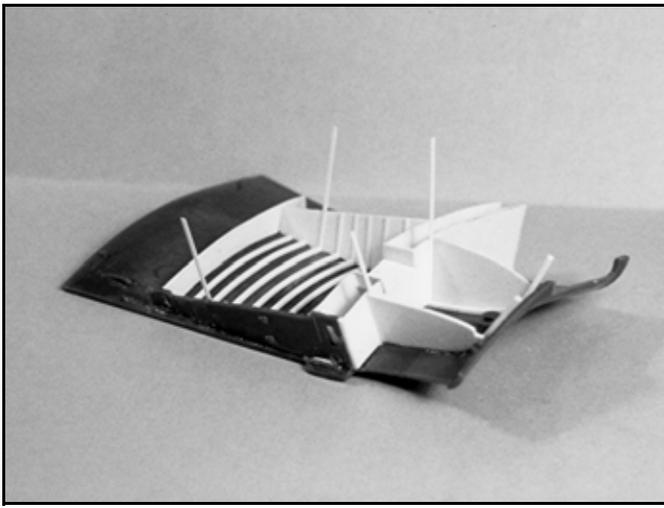
More parts were cut out using the contour templates from the second kit and they were attached after carefully checking the fit. I then started adding the side stringers.



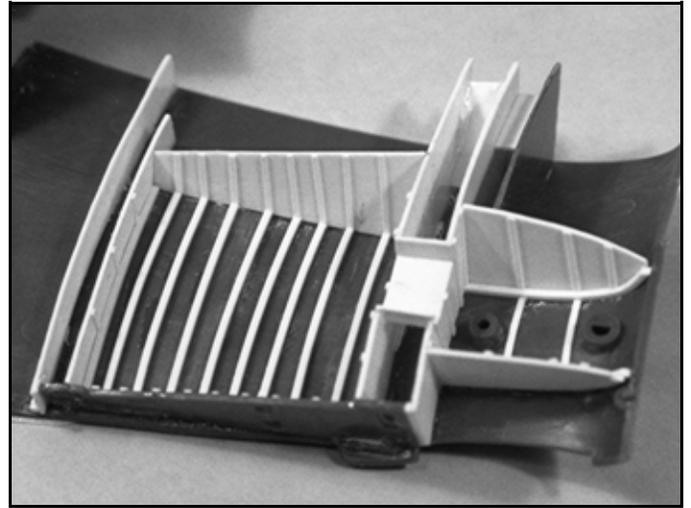
The wheel well is now done. I worked on both sides at the same time being careful to duplicate my work.



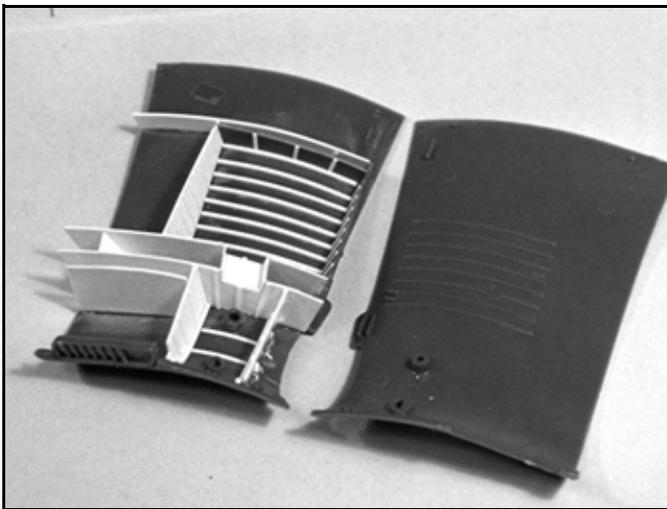
The final details are now being added. I like to use oversized parts which I can cut down to the correct size after gluing them into place.



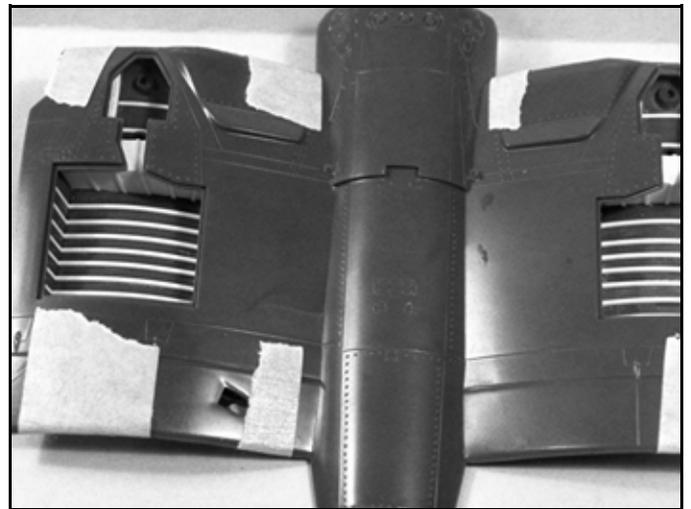
I still had more stringers to add as I checked my references.



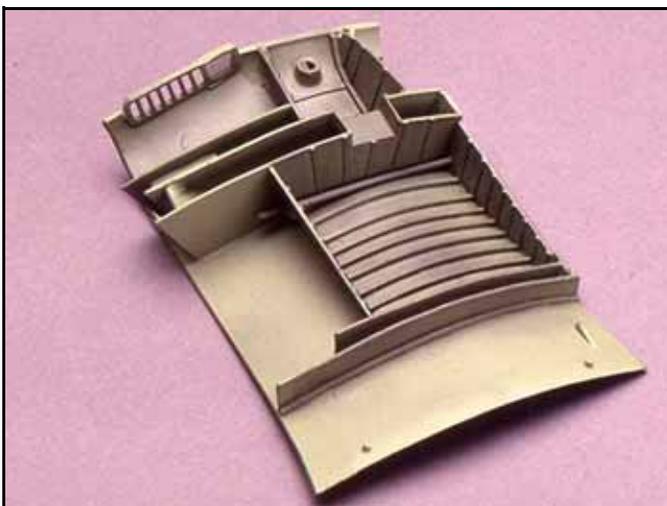
Setting pencil lines for the stringer locations gives you a visual reference to work from as you glue them into place. Note how they are all straight.



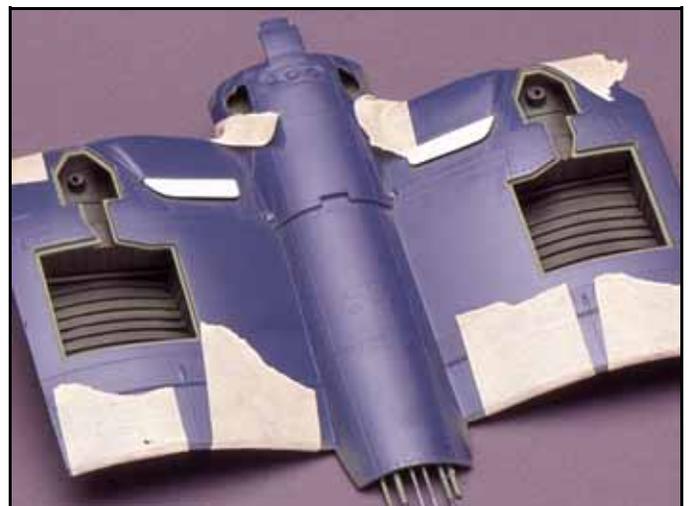
Once the interior was primed I was better able to detect any flaws.



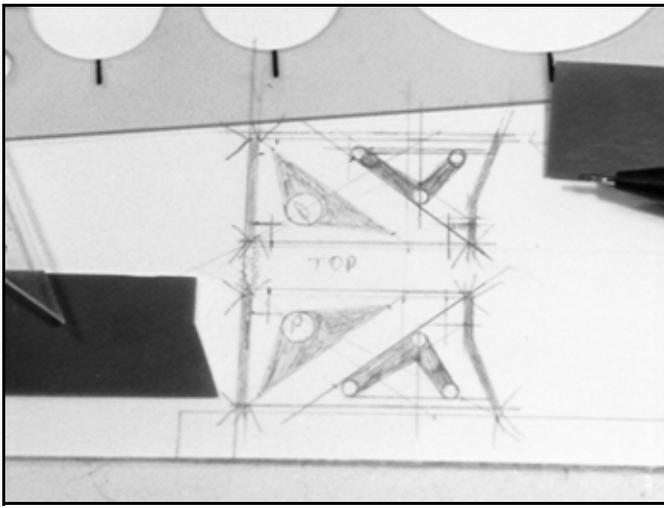
Both sides are getting a fit check to be sure that none of the interior parts will effect the fit of the wing halves.



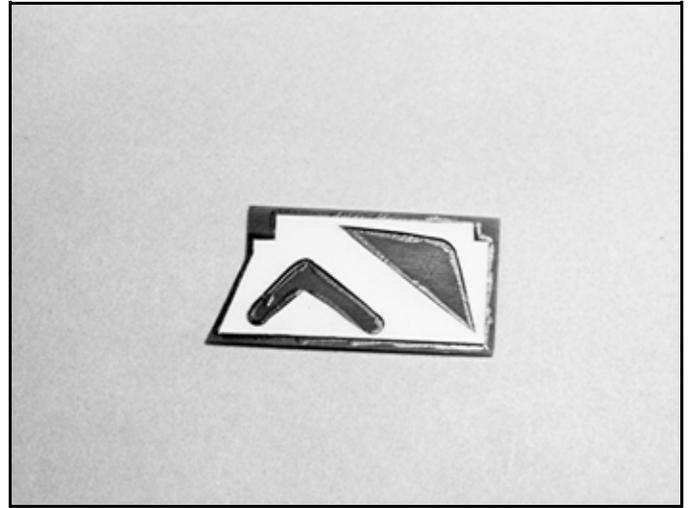
The interior has now been painted and lightly dusted with pencil pastels. Photo by Glenn Johnson



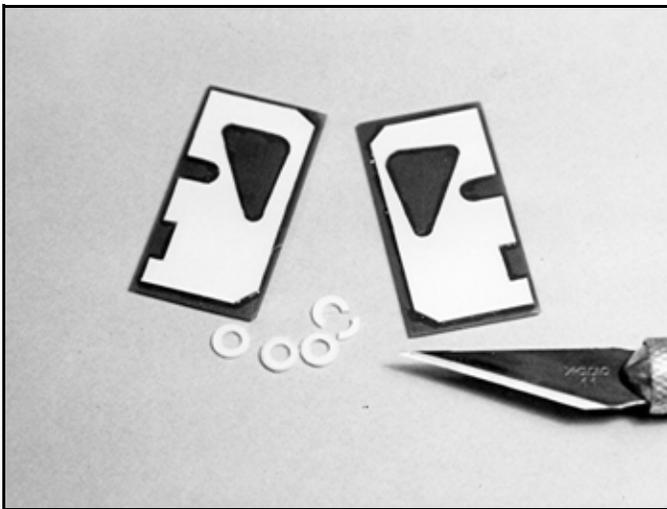
The final fit check is complete and now I am ready to begin working on the landing gear doors and the landing gear. Photo by Glenn Johnson



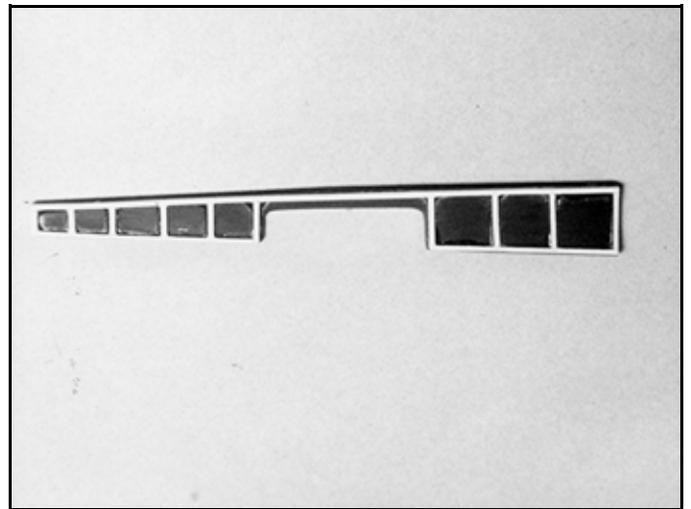
I traced the outline of the doors onto sheet stock and then drew the additional details using small drafting triangles and circle templates.



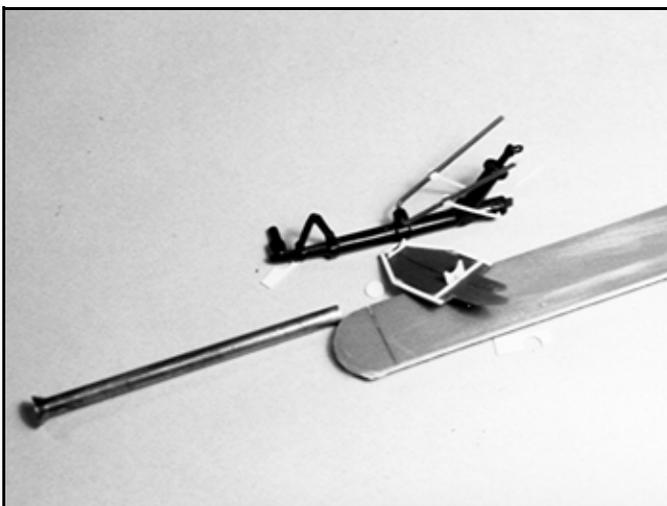
The parts were then cut out and super glued into place.



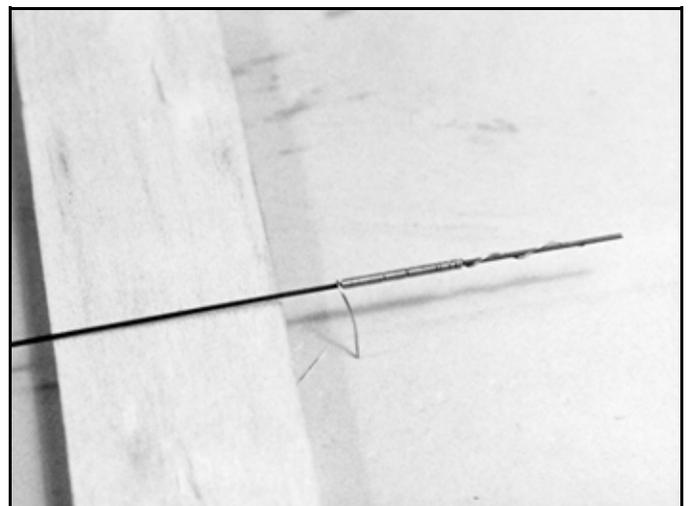
To make the landing gear door hinges, I made rings using my Waldron Punch Tool and then cut them in half. I had to make about a dozen rings in order to get a few good ones.



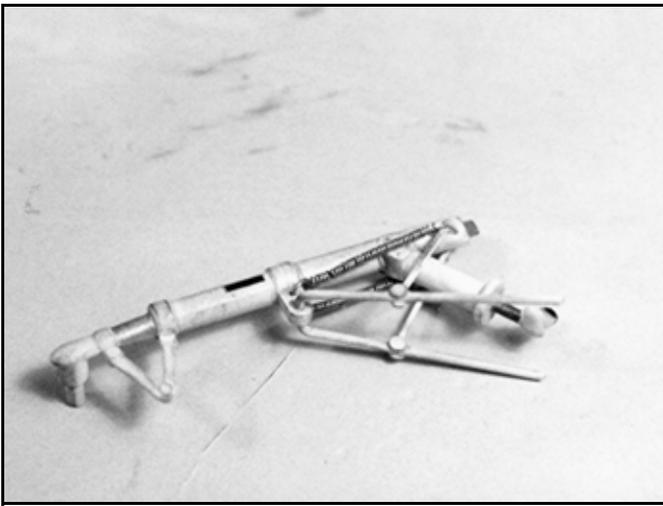
I added small lengths of Evergreen strip to the inside areas of the rear landing gear doors to replicate the framing.



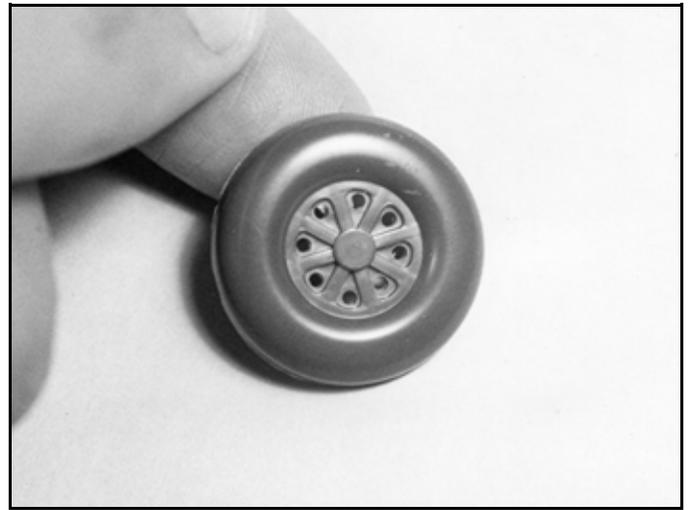
I added details to the kits landing gear and made additional parts and framing for the small door which attached to the landing gear.



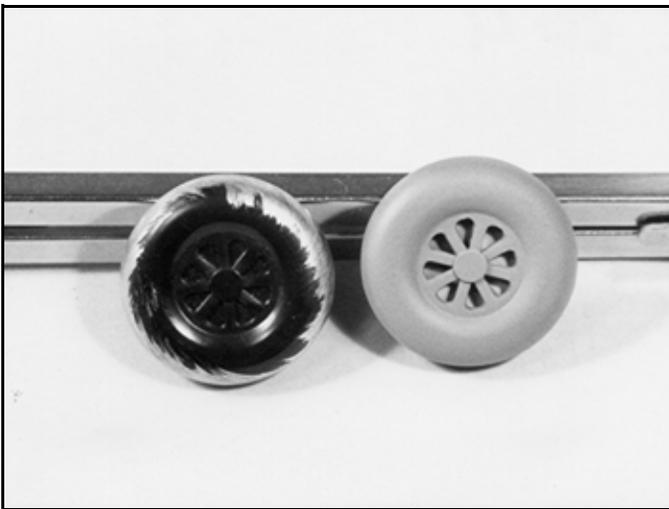
To duplicate the large springs on the landing gear, I wrapped soft brass beading wire around a stiff piece of wire. You can see how this looks in the close up photo of the landing gear area on the first page of this article.



The landing gear has been painted and weathered. Note the spring and the decal added to the landing gear stem. The actual aircraft had instruction plates which I duplicated with this decal.



The plastic between the rims of the wheels needed to be removed so they would look more realistic. I started by drilling out as much of the plastic as possible. I then used the tip of a number 11 blade to remove more plastic.



I shaped each opening with micro files. Note how much better the modified wheel looks. When you combine all the changes to the landing gear, the doors and the wheels, the overall effect enhances the appearance of the model.