

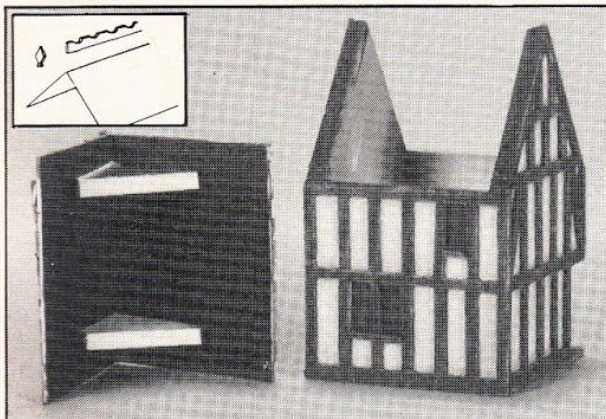
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STAGE 4 – ROOF TILES

Cut out the individual tiles from the thin card. These should be about 6-10mm square but don't make them all the same size – that way you won't have a uniform effect. Glue them in rows, starting at the bottom on both sides and overlapping them up to the ridge. Make the ridge tiles slightly longer and score them down the middle, bend them in half, then stick them over the ridge. It's a good idea to use a pin to help positioning.



For an alternative ridge, like that on our model, you can use a strip of plastic card which has had small scallops filed out of it using a half-round file. This gives a more decorative effect to the building. The ends have been finished off with small card 'diamonds'.



Rear view of house showing separate roof. Inset shows alternative ridge assembly.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're used carelessly. Remember, they're sharp and they cut – and it's so much easier to make these buildings if you've still got fingers!

The most important safety rule is: **make all cuts away from your fingers.** It's also much safer to cut through a sheet of card with several lighter strokes than with one heavy stroke; you're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with lighter strokes.

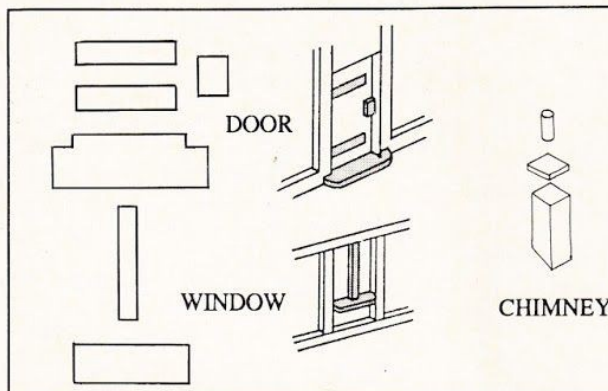
Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt blades which you have to press very hard to cut through anything.

STAGE 5 – DETAILS

The door is simply made by sticking two card hinges and a handle directly onto the foam card walls. The timbering provides the door frame. A doorstep can be added from card or balsa wood and window sills can be made to protrude slightly if you wish by cutting the balsa wood wider and rounding off the corners. You can make a chimney pot from a square of card and a short length of pipe.

Give the chimney and walls a thin wash of watered down Polyfilla and leave to dry thoroughly. Add small areas of moss to hide any gaps. Use PVA glue for this as it can be watered down – spread it thinly with an old brush before you sprinkle the sand on.

Tiles can be given an aged look by cutting corners off or scoring them to represent chips and cracks while others can be left out altogether.



Door and window templates

STAGE 6 – THE BASE

The base may either be trimmed away as mentioned earlier or textured to match your models. You can enhance your building greatly by adding paving stones cut from thin card or sprinkling sand to represent moss or grass following the same procedure explained in Stage 5.

STAGE 7 – FINISHING OFF

If you wish, you can now consider your town house finished and ready to paint, but a couple of quick extra stages here can help disguise any slight errors you've made and add that final special touch.

A thin wash of Polyfilla or Tetron painted onto the panels of the building give it a nicely textured look and hide the cut edges of foam card that may be visible in one or two places. Use an old brush (size 2 or 3) and thin the filler down with water until you get the right consistency (about the same as acrylic paint).

STAGE 8 – PAINTING

As with the Citadel Miniatures that you paint, the first thing is to give the building an undercoat. A white or light grey colour is ideal, sprayed on sparingly with an aerosol.

Using a largish brush (size 2 or 3 should be sufficient) make sure each panel is well-covered without getting too much surplus paint over the timbering. You need to paint the panels in a pale yellow and highlight with a little white.

Carefully paint all the timbering including the windows and door frames, dark brown with a light grey drybrush – use a size 0 or 1 brush for this.

Remember when drybrushing to make sure you take as much paint off the brush as you can otherwise you're likely to get very streaky finishes. Don't worry about giving the building more than one drybrush if necessary – you'll almost certainly get a neater finish this way and you'll be less likely to get paint onto the panels.