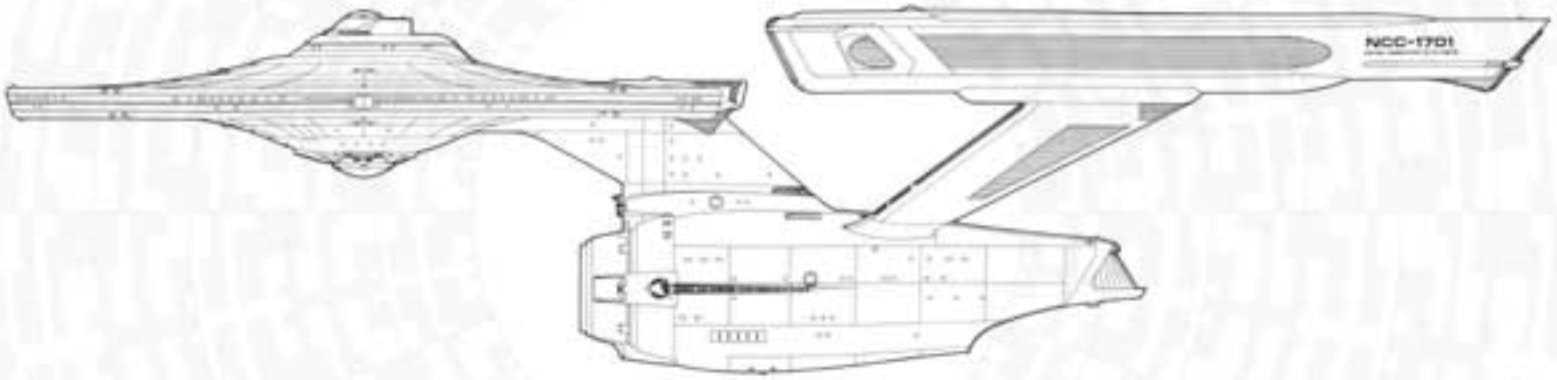
This article was originally written in 1991. Please note there may be some slight inaccuracies, and, well I was only 15 when I wrote it. This is the full text submitted to FineScale Modeler (plus some new minor notes), which was greatly edit when printed. –CP

CONSTRUCTING A MOVIE-WORTHY MINIATURE

THE U.S.S. ENTERPRISE

ACCURIZING AMT'S ENTERPRISE MODEL



WRITTEN BY CHRIS PAVEGLIO

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THE ENTERPRISE

One of the most relaxing forms of modeling must surely be that of modeling spacecraft. Science fiction miniatures require little, if any, exactness of detail because the viewer rarely spots minor inconsistencies that may be apparent on a scale tank or aircraft. Space vehicles can be built in any scale, allowing the builder to use many left over, around-the-house pieces, and enough imagination to satisfy his building appetite.

But, the universe of Star Trek is slightly different: there is a purpose for everything, so you just can't glue on a golf ball and say it's a fuel tank. And AMT/Ertl can't just scribe little panels on the body or change the paint scheme. That is why this article is written: to help you build a movie worthy miniature from AMT's kit without all the hours of research needed to fix the mistakes.

Building procedures will be divided by ship sections, but you may want to do all the major puttying and sanding at the same time. Remember to wash off all parts first.

You may wish to write to AMT/Ertl for another set of decals, because another small "Enterprise" is needed for the rear of the secondary hull under the shuttle bay doors. The address is Highways 136 and 20, Dyersville, IA 52040.

I would also suggest that you watch Star Trek 1, 2, & 6. These are excellent visual guides for the tonal variations in the paint scheme. One last note: AMT is presently issuing a light up, sound effect Enterprise model you may want to check out.

MATERIALS NEEDED:

1 AMT/Ertl USS Enterprise ST 4 or 5 kit
airbrush
2 tubes Squadron green putty or similar
low tack frisket paper (Dr. Ph. Martin's brand, for example)
drafting tape
Micro Krystal-Kleer
files, many shapes and sizes
Dremel drill
plastic scribing tool
X-Acto knives
squeegee
glue-regular and epoxy
sheet styrene .030
wet or dry sandpaper- 240, 320, 400, 600
red striping decals

Tamiya paints- by #
1 X18 semi-gloss black
1 XF1 flat aluminum
1 X11 chrome silver
1 XF66 light grey
3 XF2 flat white
3 X2 gloss white
1 XF21 sky
2 XF54

Testor's paints- by name
flat red
flat sky blue
flat tan
flat yellow
flat black
flat rubber
copper

Polly S (brand) Earth Yellow

THE DISH

Beginning at the top, remove all flash, alignment pins, and the large bump from the bridge (pc. 3). Using an X-Acto saw blade cut the upper dome off, using the middle ring as the slicing point. Sand the top of the bridge until cut marks are gone and the dome is smooth. File the bottom of the little dome down until flat, leaving only one ring and the four squares. Center and glue with squares facing as they were before the cut. Cut the sides and top of pc. 4 so that it will fit inside of pc. 3. Glue in. Putty in the ports on either side of the circular port. Sand or file till flush with original rear wall. Sand off the lines on the sides of the bridge ***(fig. 1)***. Using a 5/32" drill for the moto-tool, slightly enlarge the docking port on the rear of the bridge. This is the correct size for the four other ports on the ship.

The VIP lounge on pc. 1 (to which the bridge is cemented) is nicely detailed, but needs a little work. The front portion is

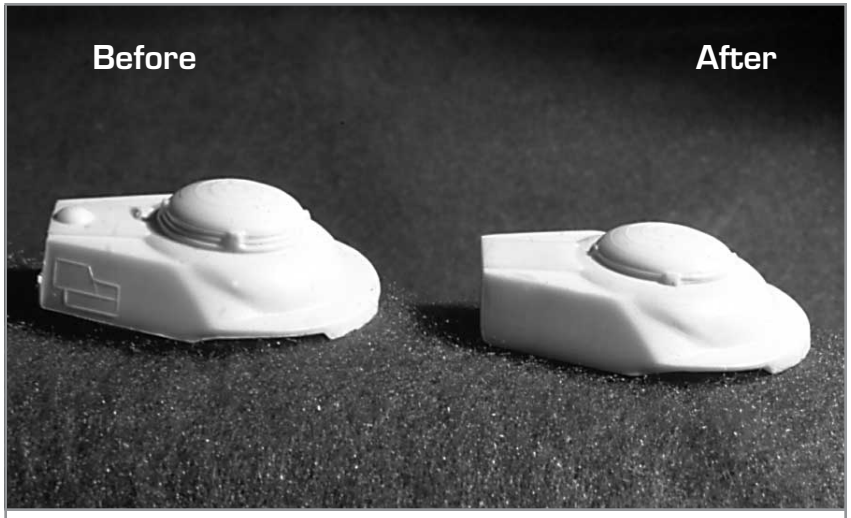


Figure 1: Chop down that dome, and if you like, lop off the huge light dimple, sand off the box detail on the side.

okay, but the rear edge should be slanted more at a 45 degree angle. File this down until it is flatter and has no swelling look to it. The aft should be a mirror image of the front, albeit longer. Using a very small file open the large windows, leaving as thin a separation as possible. The edges should be straight and end in a curve, not a sharp angle, at the corners. Using a tiny drill bit open the 8 circle and 2 oval windows slightly. Put a glob of putty behind these 10 windows only. Make a floor for the VIP lounge from styrene. You may want to try to make little pieces of furniture from styrene or putty. Do not glue this in yet, or open the arc shaped, thin plastic openings on the top of the lounge.

On the dish itself, cut off the phasers and running lights on both top and bottom halves. On the impulse engine, the section

with the four and a half raised squares has to be filed flat. Engrave in five squares, equally sized and spaced ***(fig. 2)***. On the six pc. 6's, fill in the lower left window hole. Using a tiny drill bit, drill out a new window centered below the upper left consecutive two ***(fig. 3)***, and also open up all the other oval and circular holes. Now cut off the tabs on the ends of the six pieces. On pc. 2, using the same drill bit, open up the 18 holes in the bottom of the dish, and only the 8 windows on the port side rear of the dish edge. Drill out a shallow docking port hole on the starboard side of the dish. On the starboard side rear of the dish edge drill out 8 holes, four on top of four, at the place where there are lightly scribed windows in a six on two configuration. Use a tiny square file to file out 8 square windows ***(fig. 4)***. Glue the six window sections in, making sure outside edge alignment

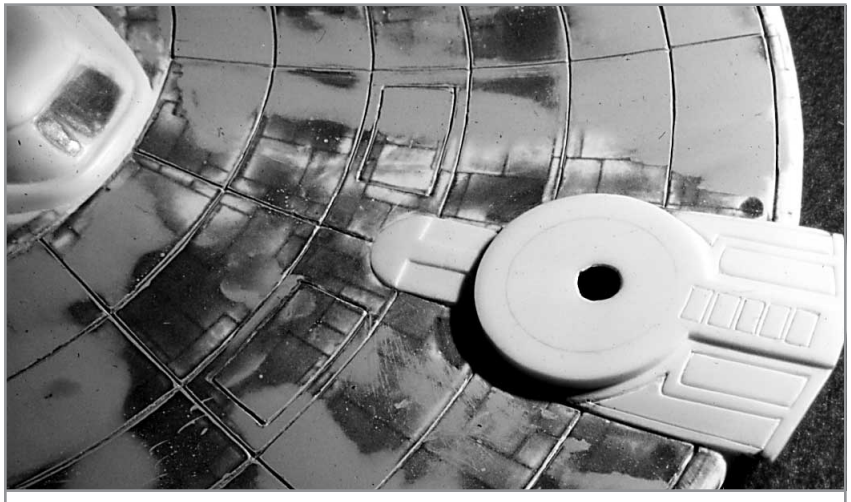


Figure 2: I had to fill in the window ports (left) to get a better shape. Impulse engine with proper lines and ready for new low profile dome.

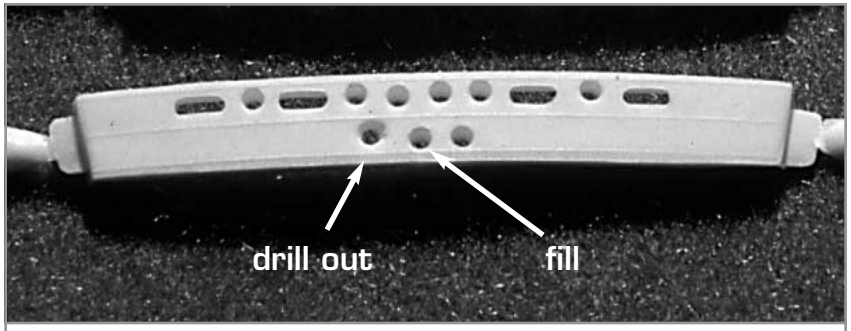


Figure 3: Fill in the left lower dish window, and drill a new one centered under the first two circle windows.

is perfect.

Now comes the fun part. Using a squeegee, apply putty to the entire surface of the dish. Coat a few sections of "pie" at a time. Immediately use the scriber to rescribe only the deflector grid. The purpose of this is to eliminate the tiny randomly positioned squares ***(fig. 5)*** and leave the evenly sized, non-overlapping "grid" showing ***(fig. 6)***. Make sure to rescribe the 20 small access hatches on rows five and six, the holes on the reaction control thrusters (at the ends of four deflector grid lines), the mid-sized squares on row three in front of the impulse engine, and the curved shapes also in front of the impulse engines; you might want to use an X-Acto knife for these. Be very careful when puttying by the VIP lounge and impulse engines. Do not clean out the two holes in front of or beside the impulse engine.

On the bottom half do the same, but only putty the curved section, not the flat outer ring and edge. Putty, scribe, putty, scribe, putty, scribe...till it's all done. Do not rescribe these

Figure 4: Recreation Room windows, 4 on 4.

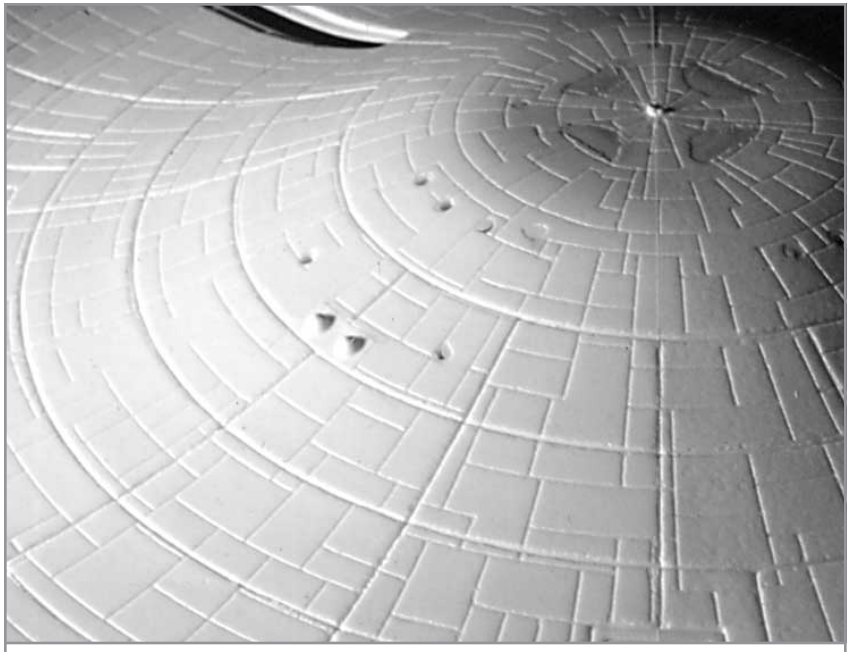


Figure 5: OK, What the hell is *this* crap? Prepare to fill in these insane lines.

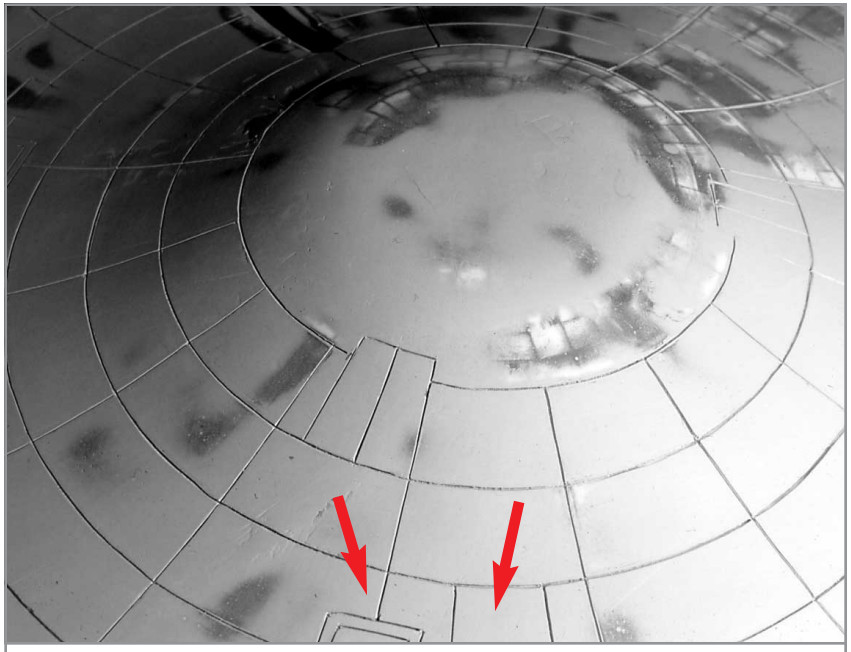


Figure 6: Hey now that's looking smoother. Note new inscribed hatches and improved docking door. These panels should be moved forward 1 ring.

places: inside the three feet on rows three and four or the single line on row four on the starboard front section. Use a hand-held Dremel bit to clean out the 18 bottom windows. Look on row one, starboard for a panel with two lines the depth of the deflector grid. Scribe these out. You will not find them on the port side.

Wet sand the dish halves starting at 320 grit, then 400, then 600. Take your time with this, because the surface is one of the most important keys to having an excellent Enterprise model. Reputty and resand as many times as necessary to achieve a glass smooth, nick free surface. When you are finished sanding, rescribe the deflector grid a few times to clean out excess putty or dirt. One caution: be very careful not to put a curve on the bottom outside ring that I told you not to putty. When you are done with the dish surface, putty up the outside ring and outside edge (with the windows). With a hand-held Dremel bit quickly clean out the windows. Do not sand the edge yet, but using a flat file, file smooth the outside ring, finishing the job with 400 and 600 grit sandpaper, wet. Now is the time to glue in the VIP lounge floor to the top dish halve, use something durable and slightly flexible, like epoxy.

The lower dish needs another foot, access panel, docking port, and auxiliary access panel ***(fig. 7)***. The aux. panel should be scribed into row five forward (counting out from center), opposite the other small panel. Use a flexi six inch-ruler and a sharp knife to start the scribe. After a few knife scribes, change to using the scriber you used for the deflector grid cleaning. The

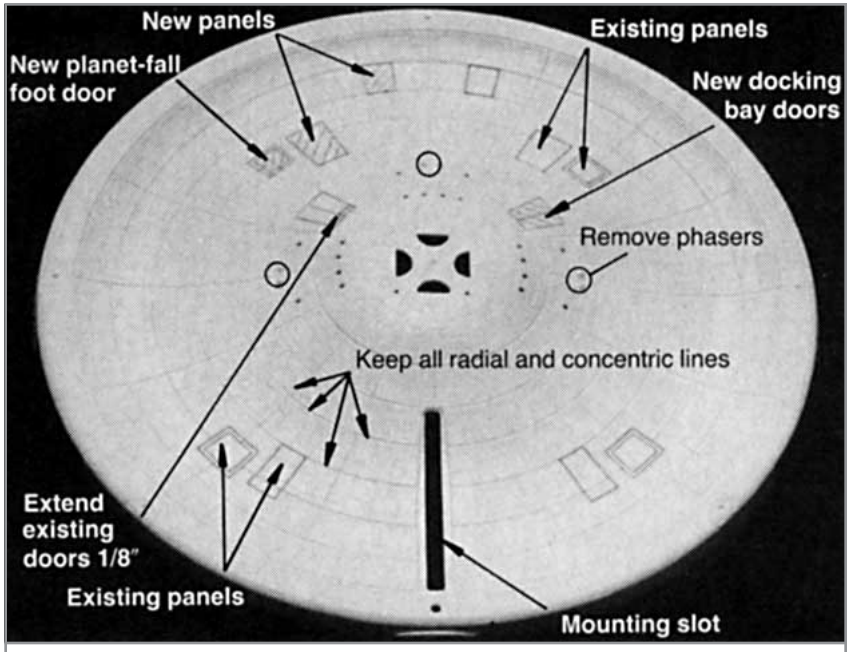


Figure 7: Scribe larger docking doors, scribe planet-fall feet and access doors, move phaser mounts to the outer section of ring.

access panel and planetfall feet should be located on rows four and five. The existing panels need removed and positioned forward 1 ring section. All feet and panels should line up with the rings on the back of the dish. The starboard side, row one, a panel has the beginnings of docking port doors, which you were to find and scribe out. Use your flexi-ruler to extend the two lines and the deflector grid line, which lies at a 45 degree angle to the hull midline, 1/8 of an inch toward the center of the hull. Using a compass, draw an arc connecting these three lines, and draw it around to the opposite port side panel. Using the flexi-ruler,

knife, and scriber create the two other needed lines to form another set of docking port doors. Scribe the arc to connect the bottom of the doors. You will have to fill in the bottom of the doors, the large access panel, and the foot.

Also, the phaser banks on the lower part of the dish need to be moved from "inside" of the first row, to outside of it, or inside the second row. It is just flipped to the other side of the line.

Clean out completely the windows on the bottom dish half with the Dremel bit. Put a glob of putty behind every window, but don't fill the windows. Cover the four large VIP lounge windows and bridge alignment holes with drafting tape. Glue the two dish halves together. You may need to putty the edge seam slightly, try not to get putty in the windows. Wet sand the edge until it is glass smooth. Be careful as to not put a bow on the edge; it needs to stay straight. The gaps between the dish halves, window sections and hull, and lateral docking ports should not show.

Scribe lightly with a knife only, lateral lines inside of the impulse exhaust. Test fit the piece to the hull and file it as necessary to fit properly, glue on. You will have to putty in the corners and knife or file this down to achieve a solid angle. There is a slight dimple on the bottom of the impulse exhaust you may also want to fill. Take the tape off of the VIP lounge.

We finally reach the bottom of the dish. The lower sensor dome (pc. 5) needs to have the 8 square exterior vents enlarged. Use a knife to cut and scrape them open, or if you are good with a Dremel, use a flat, then a pointed bit for the corners. Carefully cut the excess plastic from inside the snoots so only a thin sheet of plastic covers the hull illumination lights. Using a plastic Helix or Berol template and a mechanical pencil, if you have one, draw a 13/16 inch circle around the dome itself, and one 1 3/8 inch on the housing between snoots. With your knife, scribe the smaller circle, but extend the imaginary line of the four housing protrusions to the larger circle. Using a small square file, cut down the housing on either side of the protrusion. File the protrusions to a greater angle than the housing, but leaving about a millimeter of original protrusion. Cut or file the very top of this to make a circular housing with distinct edges ***(fig. 8)***. If

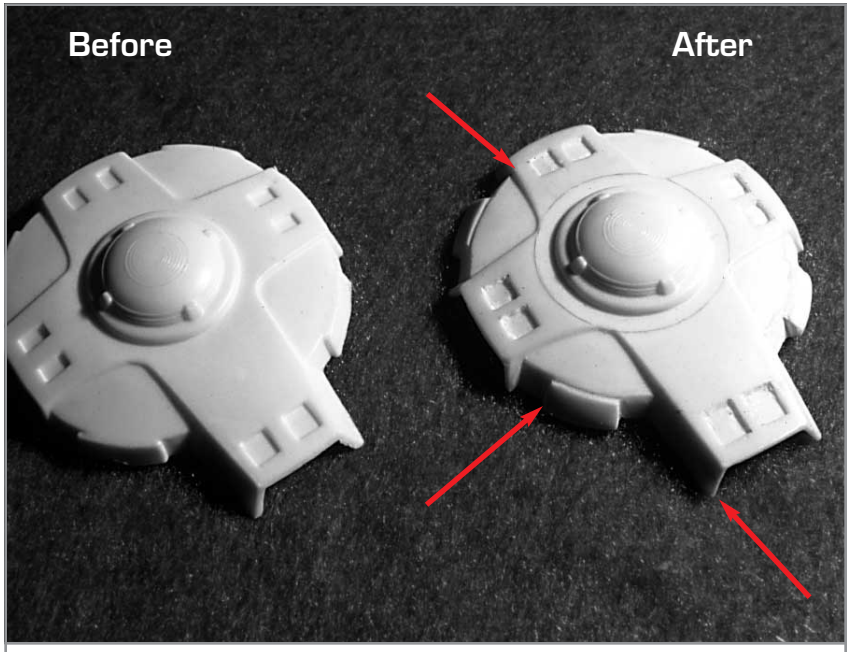


Figure 8: Before and After, Lower Sensors. File out nose, cut down outer ring. I didn't make a new bigger dome for mine.

you are good at casting, recast the lower sensor assembly, and modify the mold, making the dome itself wider (diameter of 13/16"), but no taller. Rebuild the four squares and detail lines, if possible.

You may now glue the bridge to the VIP lounge, but leave the sensor dome off. On to the next part.

THE NECK

Glue pieces 8 and 9 together. Build a 15/16" extension off of the top of the front tip, aligned with the separation line. With a squeegee putty the surfaces, and fill in the docking ports. Do not get putty in the photon exhaust (rear bottom). Clean out only the six windows on the photon tube assembly quickly. Using your scriber scribe out only the top hull separation line ***(fig. 9)***. Do not follow this around the front, but extend it straight out. Scribe out the short diagonal line and connect it to the top line. When dry, wet sand until glass smooth like the other pieces.

Using your 5/32 drill bit, make two new docking ports, one on either side of the photon assembly, in the filled hole. Take a 5/16" wide piece of tape and place it vertically 7/16" behind the very tip of the photon assembly. This is the vertical engineering shaft marker. Totally clean out the six lower windows, and drill new windows according to the marker, in the same configuration as before.

Using the patterns provided, make two new impulse engine intercoolers (see painting section). Scribe the lines on with a scriber, then glue them on over the old 'coolers. You may need to

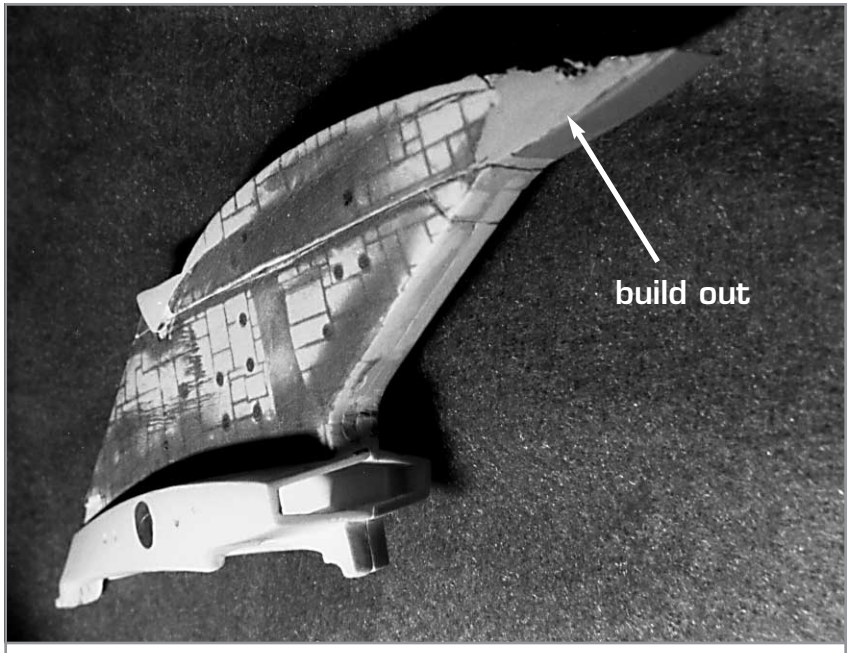


Figure 9: The neck is pretty decent, but build out this front area and fit it flush to the dish.

putty around the rear edges to achieve a "solid" look.

Cut off the little tabs on the back of pc. 10, on the front put two big globs of putty on the two squares. When this is dry, carve the putty in the shape of the new photon tubes ***(fig. 10)***. Don't glue this in now. Drill two holes beside the photon exhaust on either side with a tiny bit.

THE SECONDARY HULL

Glue pcs. 11 and 12 into 13 and 14. You may want to make some extra reinfocement on these parts, there is a lot of stress on

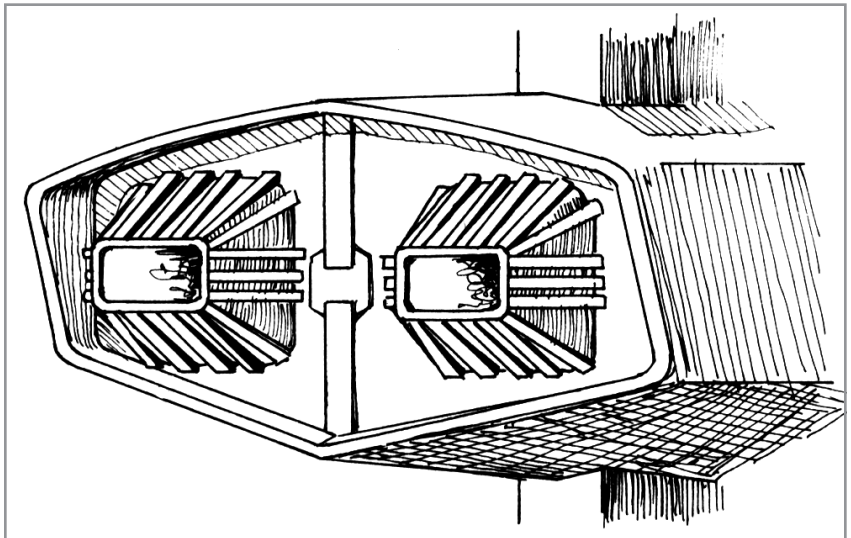


Figure 10: Photon Torpedo launch tubes. The center detail nurnie should be more like two pointed triangular planes.

them to hold the warp engines. Use a drill bit to open up the 12 windows on the bottom of the hull. Use a square file to make the 12 windows square, leaving a thin as possible separation between each.

Use your squeegee to putty the entire surface of the halves except: around the warp engine pylons bases, the eight maneuvering thrusters on the top (four each side). Do not scribe out the bottom deflector grid line rear half (from the 3 on 2 windows back), and the middle deflector grid line in the triangular grid piece. Do scribe out the lines formed by the upper inserted piece, but lightly. The forward vertical line should be in alignment with the forward vertical of the deflector grid, and the space field energy sensors should be scribed around also, with the rear end of it protruding into the deflector grid. The forward vertical deflector grid line extends around the entire hull. Quickly clean out the round windows only. Sand the surface glass smooth.

Drill out the two docking ports using the 5/32" drill bit. Scribe the new bottom deflector grid line so it is parallel to the others. You will then have to make a curved line to connect the bottom line to the upper corner. Using the tiny drill bit, clean out the round windows, and drill new oval windows. Beside the warp pylon base drill a hole on the interior side with a tiny bit, center it along the base.

Glue the two halves together, and putty the seam line. Sand. Glue the shuttle bay doors in.

The navigational deflector piece (which screws in) needs no work, but if you are good at casting pieces, make a new piece with a deeper dish. Maybe even go all out and make it clear! Do not glue this piece in.

WARP ENGINE PYLONS

Glue 17, 18, 19, and 20 together. Putty the surfaces, but do not get any in the vents. Putty the front and rear connecting seams (not inside the vents). Sand smooth. Make sure you shape the front and rear vent ports like rectangles with rounded ends.

THE WARP ENGINES

Glue 21, 22, 23, and 24 together. Cut the bumps off the rear top of the engines and off of the intercoolers. Putty the surfaces of the warp engines, except for the intercoolers and the flux chillers (lined). Sand the surfaces till smooth. Retain the same shapes on all surfaces, but on the top make another "hump" with the putty. In the front, square out the intakes on the bottom edge. On pcs. 25, cut off the extra tab on the rear, then glue them in the front of each engine, and putty around the horizontal bar. Take your time especially with the engines, because of their complex shape. With a tiny drill bit drill two holes below the frontal intakes.

PUTTING IT TOGETHER

Glue the neck onto the secondary hull, making absolutely sure that it does not lean to one side; and lean will be amplified when the dish is attached. Putty in the very corners of the photon/secondary hull seam. Build this into a 90 degree angle.

Glue the warp pylons onto the secondary hull. Test the angle of lean several times holding the warp engine, pylon, and hull together. File the pylon inserts down if needed so the warp engines will sit upright, and not sag or lean.

PAINTING THE ENTERPRISE

The Enterprise's paint scheme is rather unique. The different panel colors are actually representing different types of metal used in the ship. The original Enterprise was painted with a heat resistant coating, but the newer shields could resist heat better, and many top Star Fleet officials liked the intricate pattern of hues on the new ships.

The ship is overall a "pristine white" (white + silver) with many different shades of white/grey/green. Do not rush the painting, but don't poke either; I have found that drafting tape, if let sit too long will deposit adhesives on the paint and look

Access hatches every segment, proper decal placement. Aluminum squares on the dark ring around the obs deck.

very bad. I have written the directions as I painted them, but you may want to rearrange the order to suit your working style.

I have created some painting guides, later in this document. They are not the last word in painting and designs. I have simply attempted to catch the spirit and general direction of the panelling. You can adjust the size, density, or hues of the patterns as you like. Try not to make the colors too pronounced either, from the distance you will normally view the ship, it should seem mostly white, with only barely discernable variation. Only close up examination should reveal how colored the ship really is.

Lastly, there is no diagram for the dish. Use the Aztec patterns and around the edges of the hull, randomize some squares. There is a bottom sensor dome painting guide, and you can use the same type of radial/square pattern on the top around the VIP lounge area.

1. Paint entire ship grey (primer coat) XF 54.

2. Paint warp flux chillers, warp intakes, pylon intakes and vents (these are not the grilles on the sides of the pylons) X 18 black. Mask with drafting tape.

3. Paint front of warp engines, pylon flush vents, front of pylons, impulse intercoolers, and warp intercoolers (very rear of engine, they look like the imp. coolers) XF 66, blue-grey. Mask with drafting tape. Hand paint the interior rib of the VIP lounge XF 66. Using XF 16 flat aluminum, paint three sets of two squares between the front sets of windows in the VIP lounge inner rib.

4. Paint a vertical stripe on the neck where the tape was, a stripe on each of the pylons on the interior, and a large area on the top of the secondary hull, around the front to the bottom, and on the nav. deflector piece with XF 21 sky (greenish) ***(see painting section)***. Mask these over and cut out the areas to be dark green. Put a few drops of black X 18 into your airbrushing bottle of XF 21 sky. Paint the dark green. Take off the mask and reapply a full mask for the all of green sections.

5. Touch up the areas oversprayed by the green with XF 54. Cut three 34" long pieces of frisket, 1/16" wide. Wrap them around the edge of the dish to form three evenly spaced, parallel lines.

They should reach around to the impulse engines. Mask the shapes beside the shuttle bay doors.

6. Paint the entire ship XF 2 flat white. This coat should not be totally white, it should be almost pale greyish (figs. D-H). Before your last coat of white, take the masks off of the XF 66 areas and dust them over to tone down the grey slightly. Mask the VIP lounge inner rib and windows. Use the masking guides and frisket all areas to stay flat white 1.

7. Paint the entire ship XF 2 flat white, this time a true white should be reached. Frisket all areas to stay flat white 2 according to the guides. Hand paint the bridge sensor dome and the lower sensor dome sky blue.

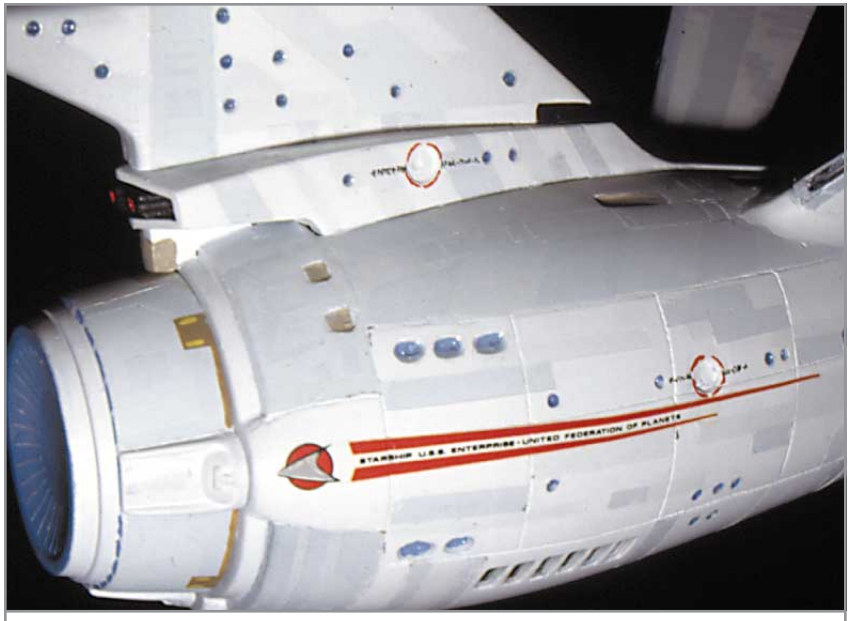
8. Paint the entire ship X 2 gloss white + a few drops of X 11 chrome silver making gloss pristine white. Just before you paint the last coat of pristine white, remove the masks over the engineering sections and dust them over to tone down the green. When dry remove all masks promptly.

9. Mask around the impulse deflection crystal and navigational deflector. Set your AB nozzle to the thinnest possible line and paint sky blue. When dry, use a round ended knife and lightly scrape away the blue paint on the ridges inside the nav. deflector so they are white. Hand paint the domes on top of the warp engines sky blue. Use a 10/0 brush to paint the second ring on the nav. def. blue, in the proper sequence. Paint three horizontal lines on the grey panel beside the shuttle bay doors. Put a drop

Shuttle bay doors detail

of sky blue in all the window holes except the eight square windows on the starboard aft of the dish: paint these black.

10. Cut all but 1/32" of the pins off the top of them. Using a medium Dremel grinding bit shallow out 12 phaser positions on the dish and 2 at the end of the dorsal detail line above the shuttle bay. Super glue these in place facing up, away, and at a 45 degree angle from the deflector line it sits on. Paint the phasers and the squares they sit on Polly S earth yellow. Paint the metal pin stub XF 54 grey. On the upper phasers outline the box with a thin red line (use a 10/0 brush for this). Paint the triangular thrusters on the dish earth yellow, down to where they meet the set of three hull lines. Use a 5/0 brush with regular yellow to paint on two small rectangles on the edge of the thruster, and drop a bead of yellow inside the holes on the top and bottom for



The hull coloring. Mine is a little too vibrant here.

light simulation. Paint the outside corner of the warp intercooler (the white one) with earth yellow, putting a rectangle of yellow on the outside, and a dot on top and bottom. Cut 2 small squares out of paper and glue the to the port side of the dish to simulate access doors. Paint the entire door unit earth yellow, with a vertical yellow stripe one either side of the door.

11. Paint the small square under the photon tubes flat tan. Mask a thin ring around the end of the nav. deflector piece, and paint it flat tan. Also to be flat tan are the eight maneuvering thrusters on the top of the secondary hull.

12. Mask off four squares on the nav. def. piece, paint them earth yellow, with two yellow rectangles in them. Paint the blob under the shuttle bay earth yellow, and put a red dot on it.

13. Paint the photon exhaust X 18, and the photon tubes and back plate flat black, with the tube ridges gloss black, and the interior red. Glue this in now. In the impulse exhaust, first paint it black, then paint in some orange-red, but don't completely cover the black around the edges. On the lower sensor dome, paint black inside the drilled out squares and around the hull illumination lights.

14. Put drops of red paint at the previous position of bumps cut off, to simulate running lights (warp engines, dish, bottom of secondary hull). Use red to simulate tractor beam emitters above shuttle bay doors.

15. Make a mask and put it on the bottom of the warp engine hold section and hand paint it with XF 16 flat aluminum.
16. With a knife, scribe the engineering separation lines on the pylons and neck. Hand paint on the 16 little squares on either side of the warp pylon engineering section XF 21 sky.

17. Hand paint XF 66 blue-grey around the warp engine flux chiller first stage.

18. Mix 2 parts rubber, 1 part copper, and 1 part flat black together. Use this to paint the flux chiller first stage.

FINISHING UP

Glue the warp engines on the pylons (make sure they sit straight). Epoxy the dish onto the neck. You may need to trim the impulse 'coolers for this. Make sure the dish sits perpendicular to the neck. Putty around the seams if necessary to achieve a crisp corner. Repaint the areas if needed. Make a rectangular mask that extends from the impulse 'coolers to the edge of the deflector grid on the dish. Paint this XF 66 blue-grey. Put drops of Micro-Kleer in all the windows, even VIP lounge and botanical garden (on bottom of secondary hull).

You will need to paint some XF 66 along the edge of the impulse coolers, and extend it all the way to the front of the neck. A square is painted on the dish that goes to grid line 1.

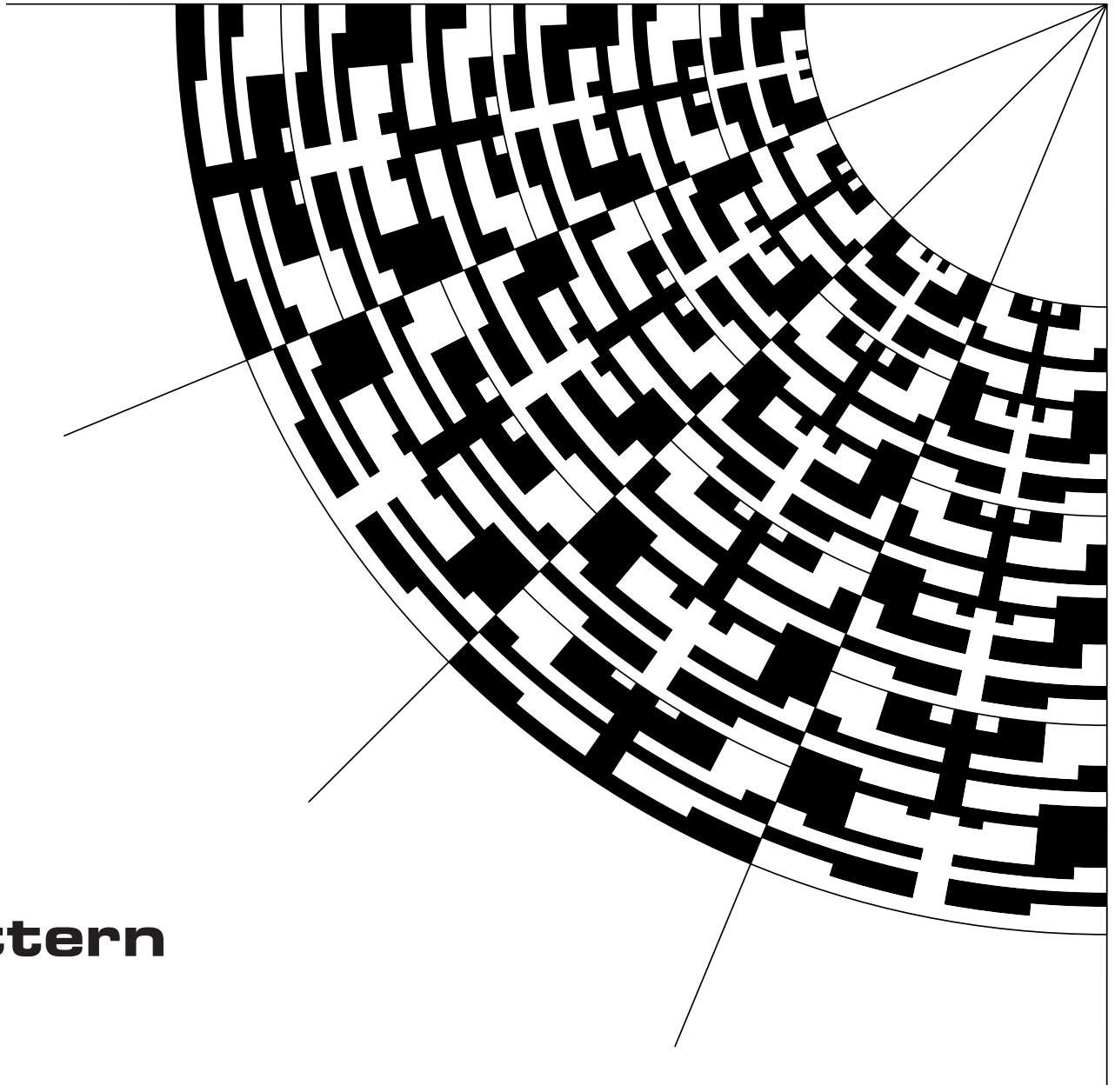
Apply all decals using decal set. for the large NCC-1701-A on the dish, cut all the letters apart separately and trim off the excess decal plastic. The top NCC-1701-A should be placed on the third deflector ring out, not the second, as shown in the directions. The bottom is placed on the third also. Cut the boomerang shape out of decals 9 and 10 before applying, and when the decals are dry, paint the area in with XF 54. Decals 6 and 7 should be placed on either side of the access door and docking port on the dish. The decal that reads "Starship USS Enterprise" should be placed to the left of each port. Now that your docking ports are smaller decals 5 will not fit properly. Either cut out the excess decal between arcs or paint on the lines yourself. In either case, use a 10/0 brush to paint on the tiny words on both sides of the ports: NCC-1701-A (port) Enterprise.

From your second decal sheet, cut the word Enterprise from decal 3. Cut a slit going halfway down the decal between each letter. Place the decal on the lip under the shuttle bay doors. Using the thin red decal strips, closely outline the VIP lounge rib. Use decal set and take your time, straight decals don't bend too easily. Put a red stripe above and below the saucer separation line on the neck piece.

WORKING WITH FRISKET

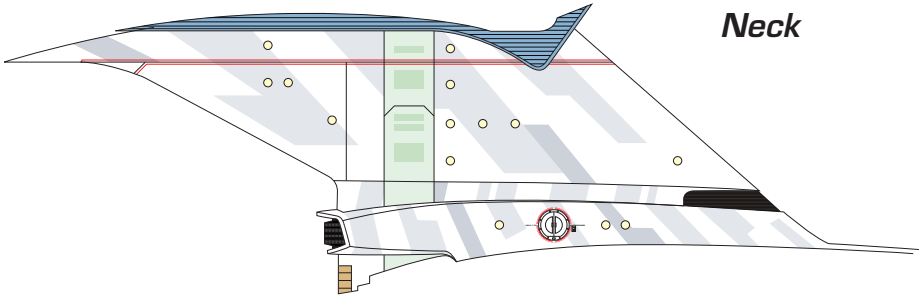
When cutting the frisket patterns for the dish sections, always use a sharp, new blade. Cut mostly with the tip only, and do not overcut into the next section. The 1/4 of the pie deflector grid frisket pattern provided can mask 1/2 of the saucer, so copy this page at a 1:1 ratio (don't enlarge or reduce). Don't overcut, make all corners crisp so you can use the "discarded" part of the pattern for the next slice of pie. Cut only two to four squares at a time, immediately sticking the excess frisket in its new position. Putting frisket on and taking it off is a very time consuming job, but well worth it. Apply frisket and paint the same day, then take it off within 48 hours.

Hey now, it's that famous Aztec pattern. You'll have to print this out and enlarge or reduce it to fit. The overall pattern also should have some variation in it, so you can use a randomizing geometric effect. The other parts of the ship also use the randomizing square and rectangles, depending on the shape of the hull.

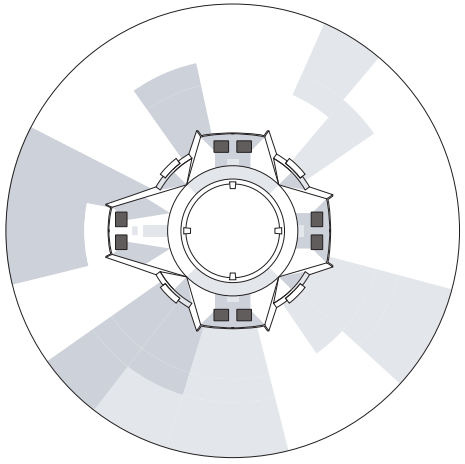


Zoom in real close and the detail is excellent…

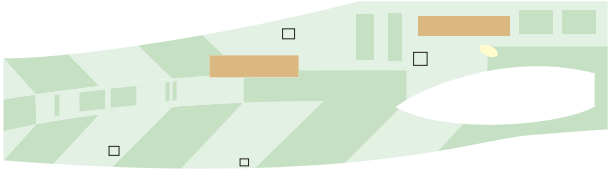
Aztec Pattern

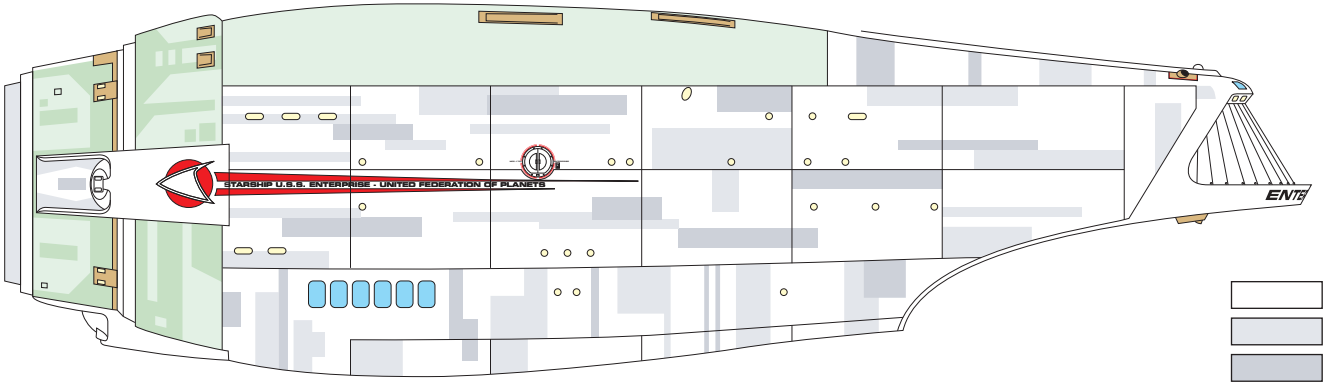


Neck



Lower Sensor Dome



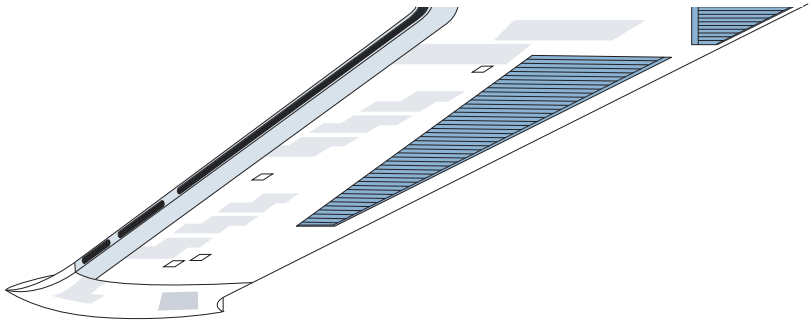


Secondary Hull

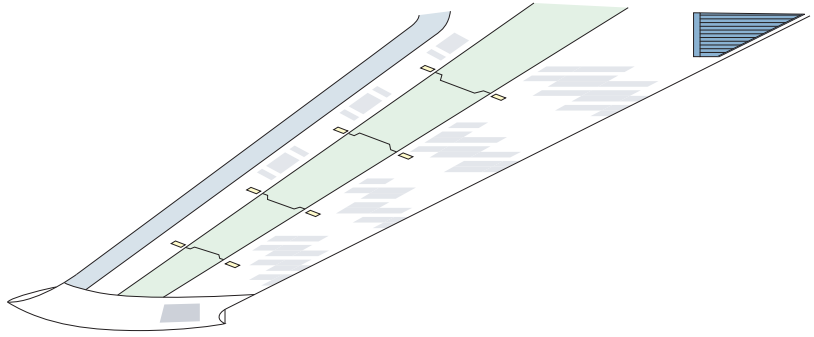
Zoom in real close and the detail is excellent...

Painting Guide For Hull Sections

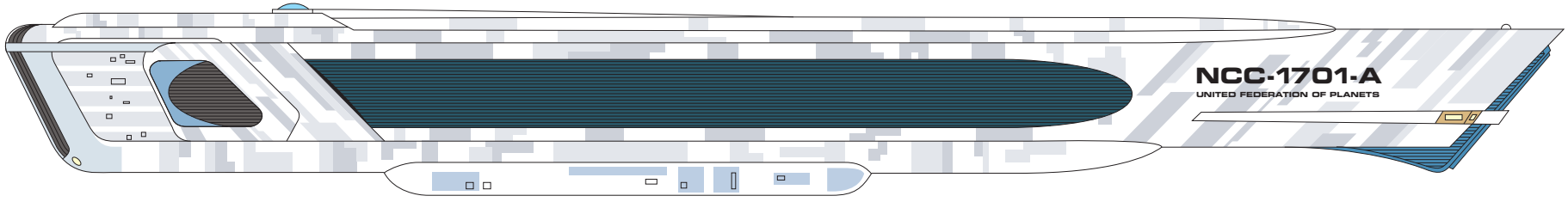
- PRISTINE WHITE
- OFF WHITE 1
- OFF WHITE 2
- DK ENGINEERING GREEN
- LT ENGINEERING GREEN
- ALUMINUM/SILVER
- EARTH BROWN
- YELLOW/LIGHTS
- LT BLUE GREY
- BLUE GREY
- DK BLUE GREY
- RUBBER
- BLACK



Warp Pylon Outer



Warp Pylon Inner



Warp Engine

- PRISTINE WHITE
- OFF WHITE 1
- OFF WHITE 2
- DK ENGINEERING GREEN
- LT ENGINEERING GREEN
- ALUMINUM/SILVER
- EARTH BROWN
- YELLOW/LIGHTS
- LT BLUE GREY
- BLUE GREY
- DK BLUE GREY
- RUBBER
- BLACK

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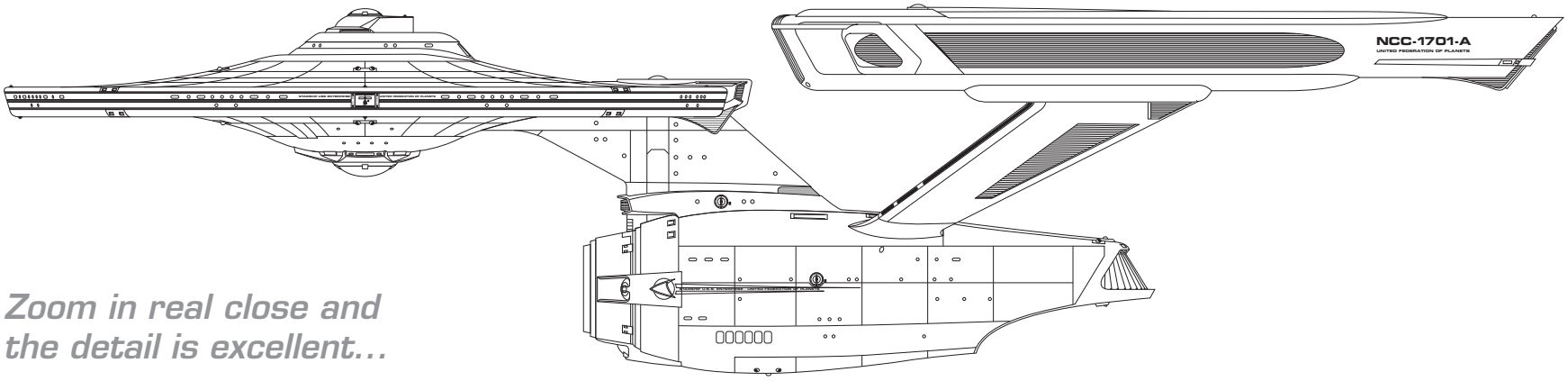
Painting Guide For Hull Sections

MEET CHRIS PAVEGLIO

Chris's love of space and science fiction started at four when his parents took him to see "Star Wars". His neighbor introduced him to Star Trek at eleven, and he's been an avid Trekker ever since. He says, "I like Star Trek because there is so much background information. Every aspect of the entire universe is thought out." Chris has built models of every form of transportation, but enjoys starships the most because of their majestic look. For the future Chris plans on building a USS Excelsior model in scale with the Enterprise, and eventually an entire fleet of Star Trek ships.

Hey that's pretty heavy stuff there. Now I am 25, and I haven't built a whole fleet of ships. I am a graphic designer, and am getting into 3D graphics. I've built the original Enterprise in Lightwave and am doing animations with it. I am so proud that many modelers consider me an expert on the E, and its details. I hope this article can help you out. There's many small details to be looked at and fixed... I just paid attention to as many as I could. If you want to make any corrections to my masterpiece here, send me an email and I will update this article when it warrants.

To all of you, us- Thank you for your support and let us keep the faith and frienship of Star Trek alive.



Zoom in real close and the detail is excellent…

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Mr. Scott's Guide To The Enterprise, Shane Johnson; Pocket Books, 1987

Original printing of article by FineScale Modeler, Kalmbach Publishing; Waukesha, WI, 1992

"Star Trek" films, Paramount Pictures; Hollywood, CA, 1979-1990

Enterprise Cutaway Poster, David Kimble; 1986

Photos by Chris Paveglio, additional photos by Kalmbach Publishing, illustrations by Chris Paveglio

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