

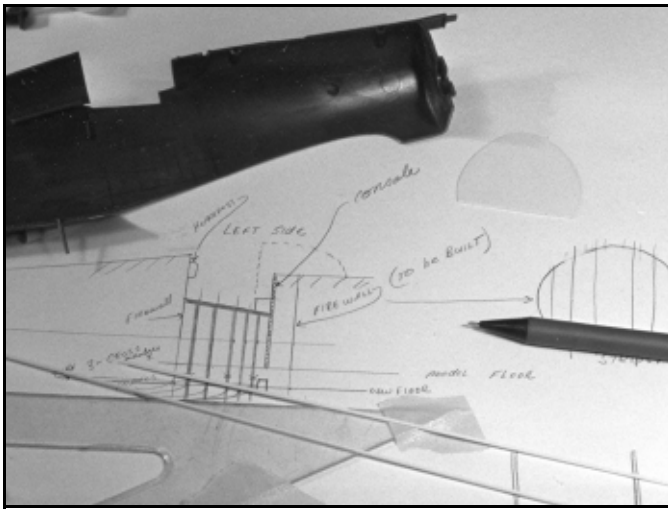


**IMPROVING AND SCRATCHBUILDING
AN F4U CORSAIR COCKPIT
BY
MIKE ASHEY**

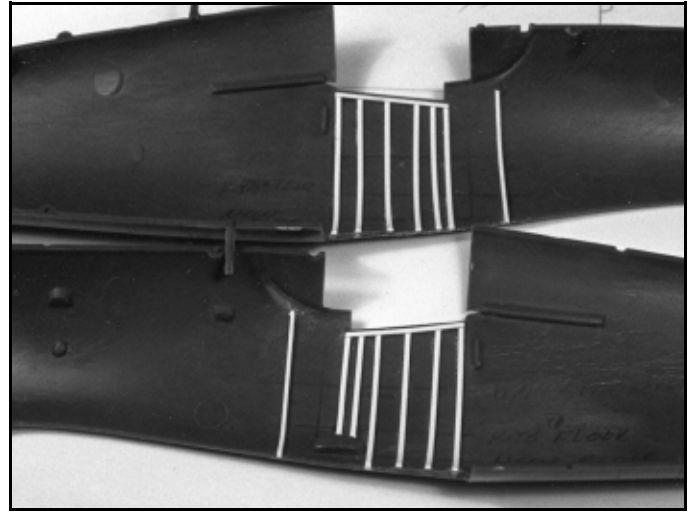
This article presents some basic techniques for improving and scratchbuilding a cockpit. For this project I used Model Technologies photoetch seat belt hardware and Waldron Products instruments. This project was completed long before Eduard starting producing pre-painted seat belts and pre-painted photoetch cockpit detail sets.

This project illustrates some of the basic techniques of scratchbuilding parts such as cockpit walls and associated details and seat frames, detailing electrical boxes, improving a console, and making seat belts. To help guide me throughout my scratchbuilding and detailing efforts, I used lots of photo documentation and drawings of a corsair cockpit to help me shape individual parts and add details.

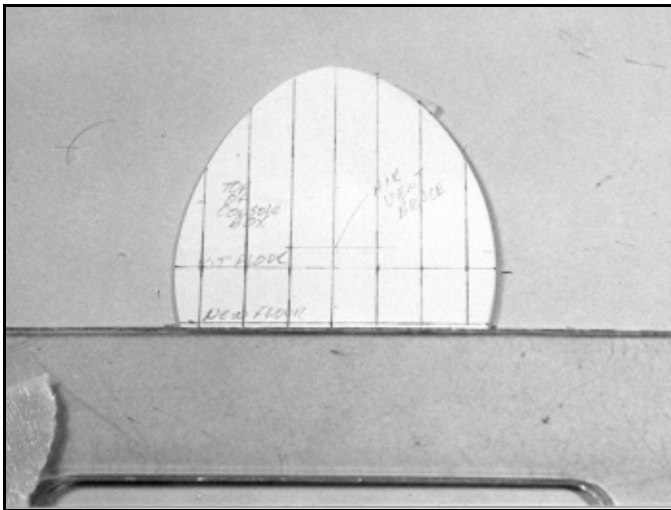
HAPPY SCALE MODELING



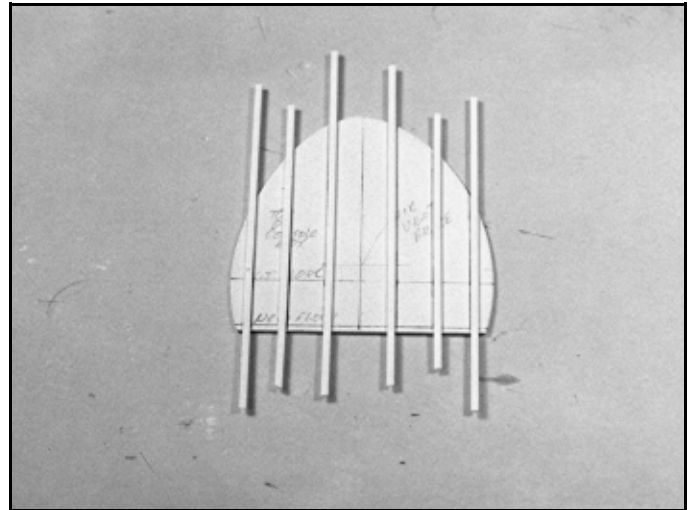
To help visualize what details to add to the cockpit, sketch out the details. This will help you plan your scratchbuilding efforts and you will also have a record of how you did it.



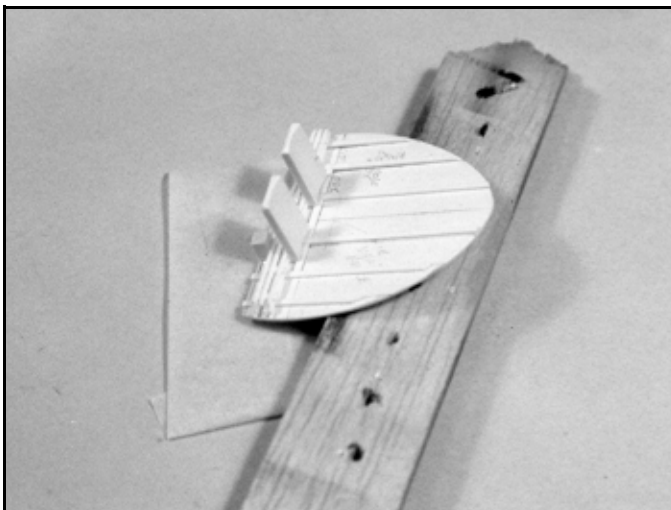
I drew the locations of the side stringers onto the interior fuselage area and then carefully superglued them into place one at a time. I duplicated my work on both sides of the fuselage as I progressed.



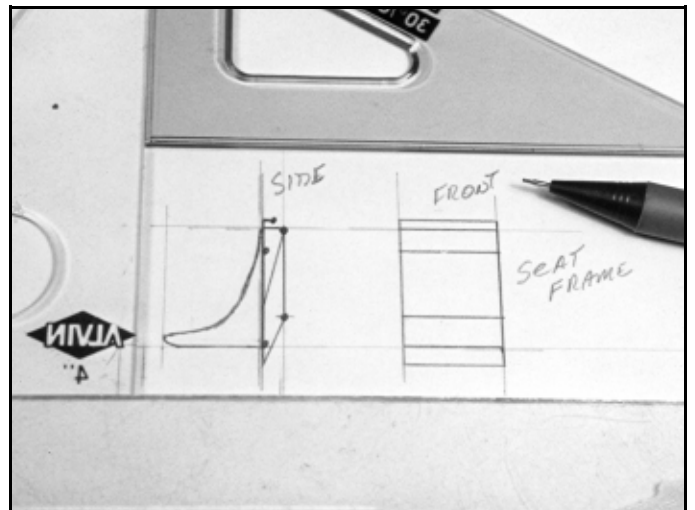
Drawing part locations helps you correctly position additional details. I used drafting triangles these lines.



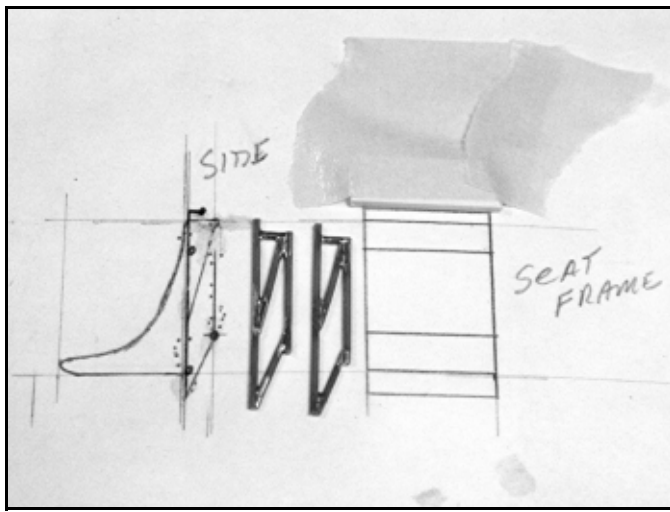
The firewall stringers have been added and now its time to add another layer of details. The stringers were cut and the edges sanded smooth.



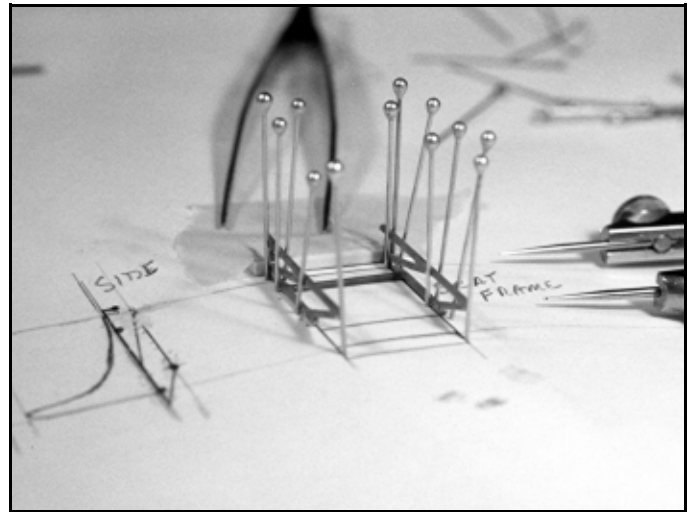
I added hydraulic plumbing and foot pedal rests to enhance the appearance of the firewall.



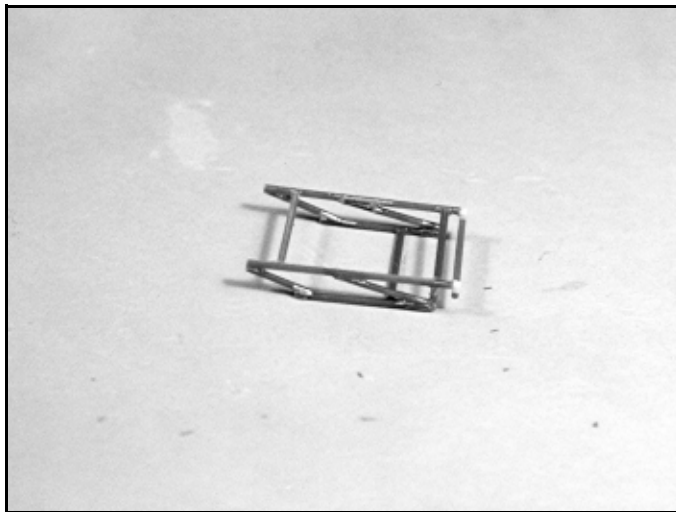
I carefully measured the seat and then drew front and side views of the frame.



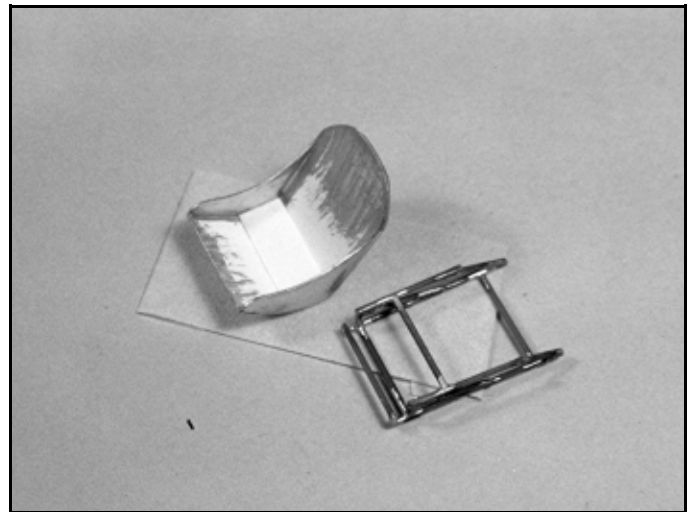
I made the side frames first with small diameter plastic rod and I used pins to hold everything in place for gluing.



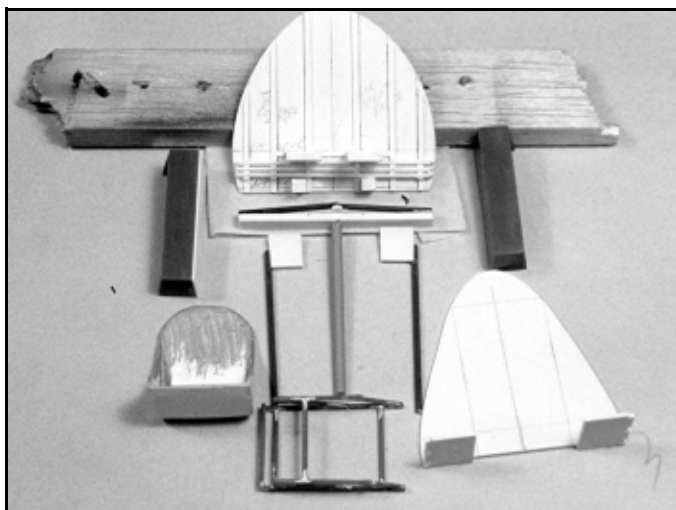
The method I used for pinning the parts in place for gluing is the same technique that modelers use when building balsa wood airplanes.



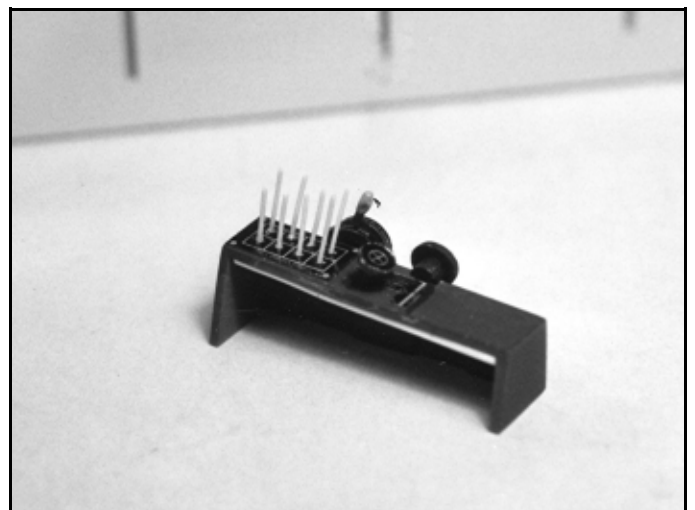
The frame is now complete and I added a few extra drops of super glue to each connection point for added strength. I actually build three seats frames and then decided which one was the best.



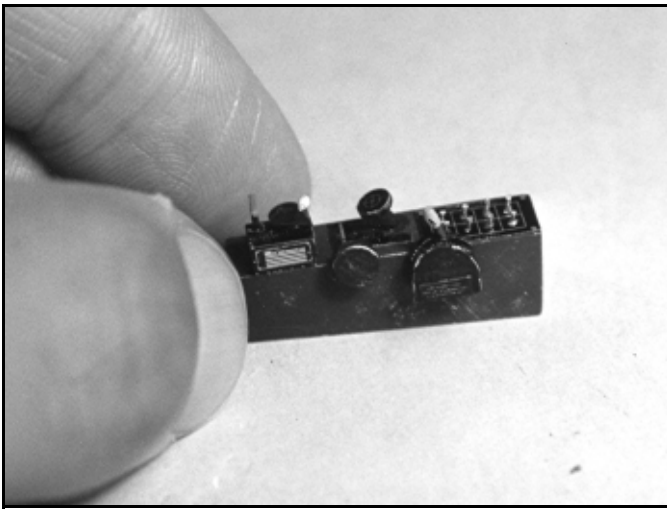
The seat was scratchbuilt using the same method that is presented in the article on scratchbuilding a Wildcat cockpit.



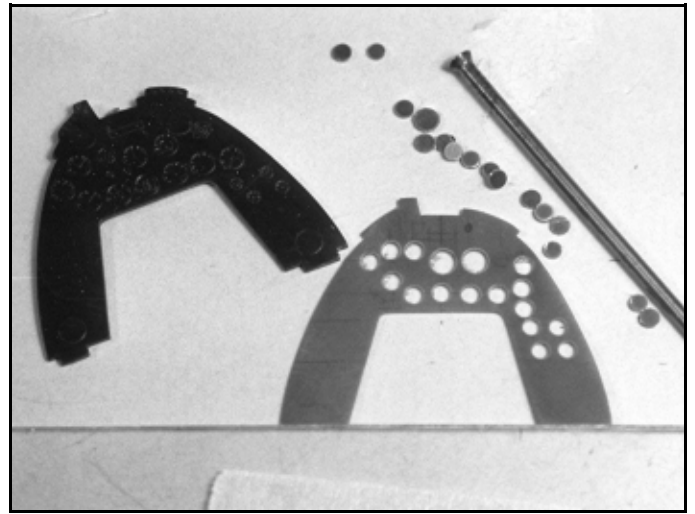
The cockpits side electrical boxes (dark plastic color) were cut from the kit parts. They were sanded smooth and extra sheet plastic laminated to the sides to make them slightly wider.



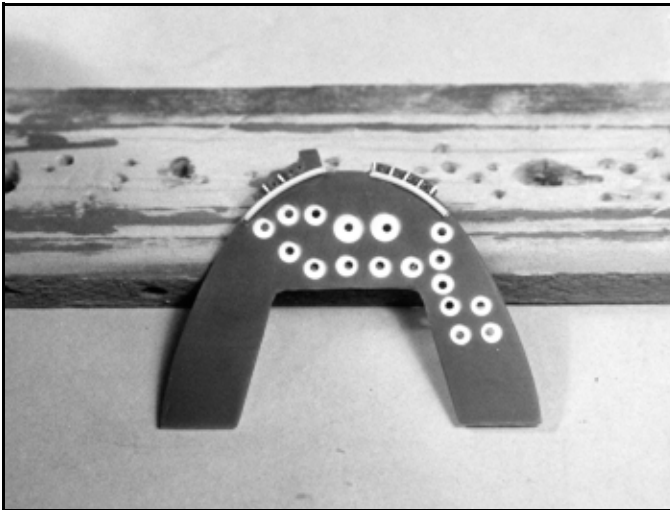
I used Waldron placards for the cockpit side details. I drilled out the switch locations and glued small diameter rod into the holes.



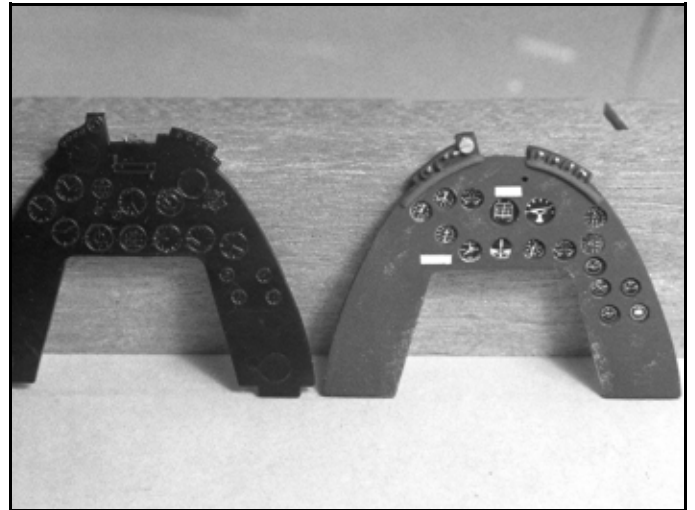
The rod lengths were cut to length with snipers and painted silver.



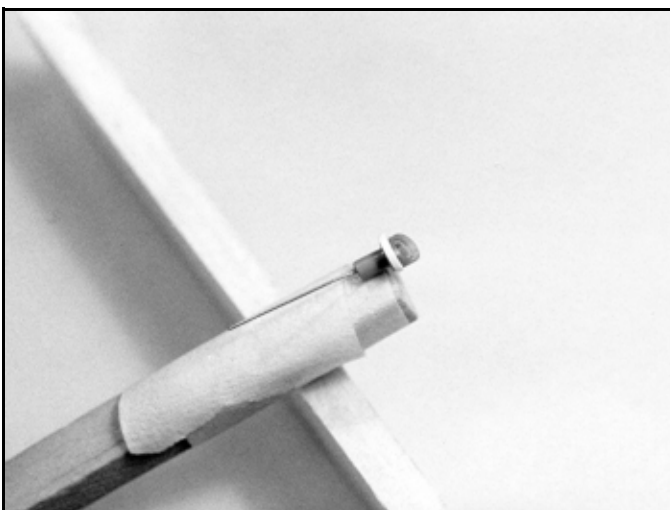
I used the kits console for super detailing. I thinned the plastic by sanding. I then drew the locations of the instruments onto the face of the plastic then punched them out with a Waldron Punch tool.



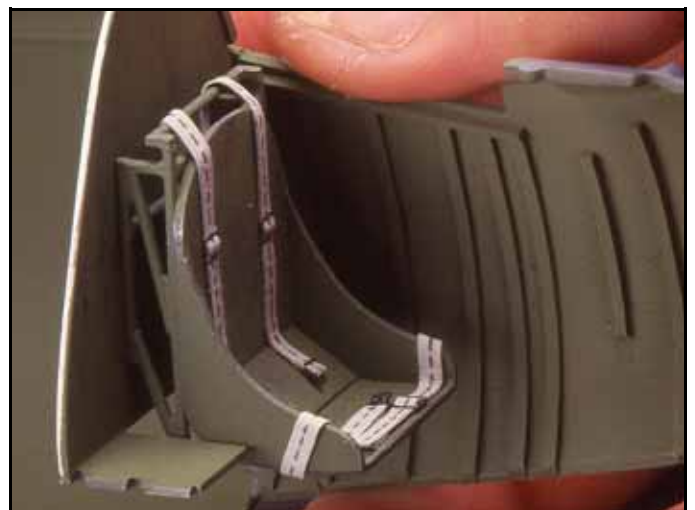
I added the switch frame detail and then made a backing to hole the Waldron instruments. The holes are for allowing the white glue to seep out the back when I attach the individual instruments.



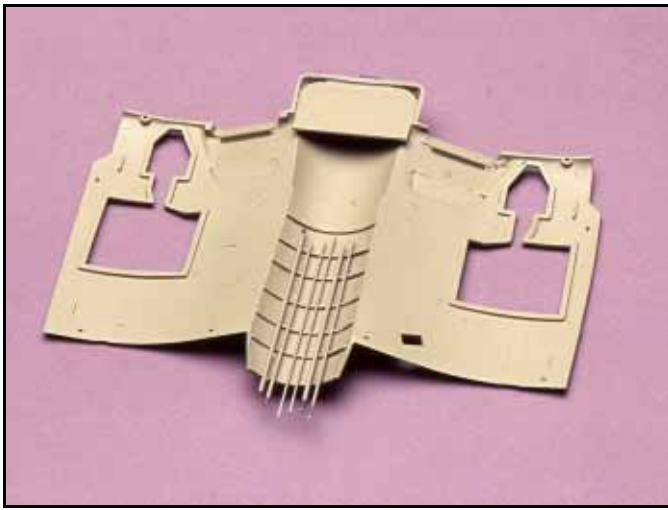
There is quite a difference between the kits console and my new one. There is not way that painting the molded on instrument detail could achieve the same level of realism that individual instruments can achieve.



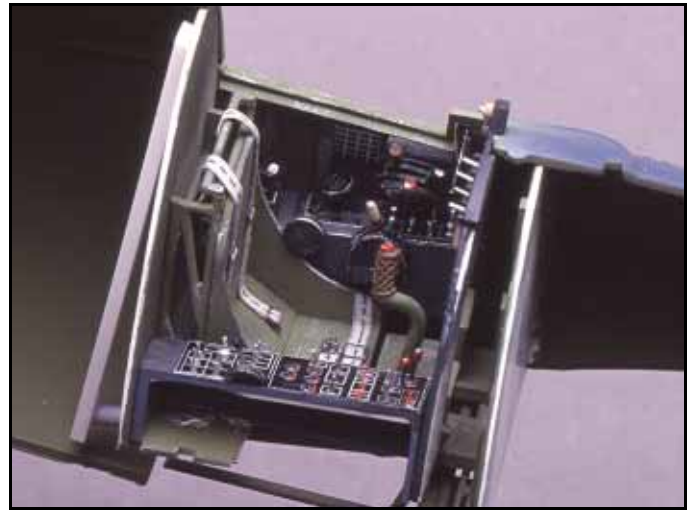
I made the gun sight from different diameters of rod and drilled out the top for the reflective lens. The electrical cable is a single strand of thin electronics wire colored with an indelible marker.



The seat belt buckles are from a Model Technologies detail set. The belts are two layers of masking tape. they were painted with acrylic flat white paint. The stripes were made using a fine point drafting marker. Photo by G. Johnson.



I also added framing and plumbing to the inside area of the lower wing part. Since the Corsair had no floor these details needed to be added. Photo by Glenn Johnson.



I detail painted all the small parts and used the tip of a round toothpick to add tiny drops of paint for indicator lights. The throttle assembly was made the same way as described in scratchbuilding a Wildcat cockpit. Photo by G. Johnson.



Note how the different colors make all the details stand out. Photo by Glenn Johnson.



Note that there is no floor. The details added to the inside bottom of the wing will help enhance the inside area and make it look busy. Photo by Glenn Johnson.



Note how the silver switches help enhance the appearance of the side panels. The bright colors also help your eye pick out all the other details.



The adjustment dial to the left of the gun sight was made from a disk punched out with my Waldron punch tool. Note how the reflective lens adds realism to the gun sight.