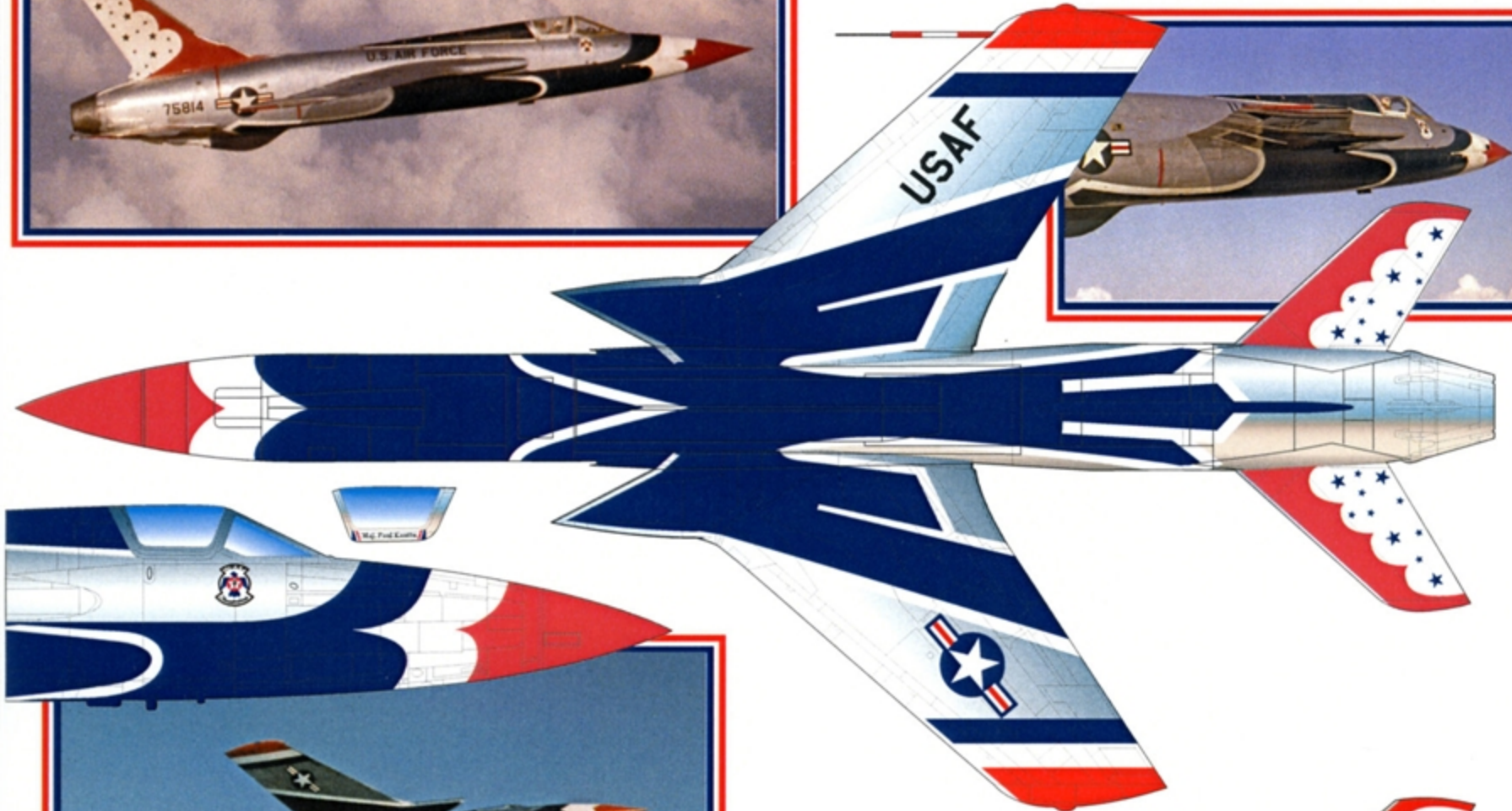
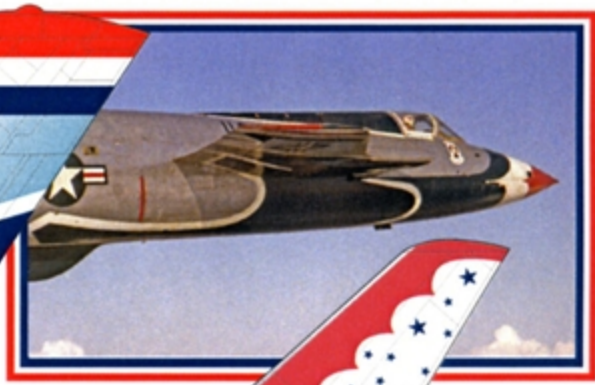


F-105B Thunderbirds

F-105B

57-5782

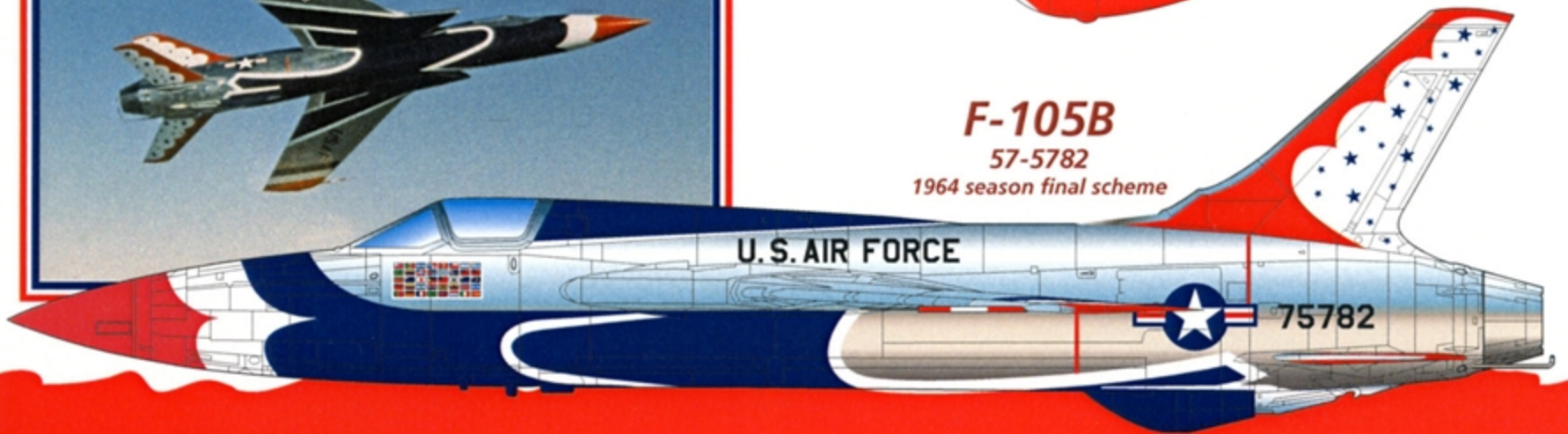
1964 preseason scheme



F-105B

57-5782

1964 season final scheme



**Cutting
Edge**

MODELWORKS

Special thanks to Brig Gen Paul Kauttu, USAF, Ret, '64 Team Leader
and Paul Stevens, Gen Kauttu's crew chief, for all their help

Masking Step 1 (color version)

Given the impossibility of making flat decals to fit these complex curves and shape, our BlackMagic™ masks allow you to create a "painted-on" look (because it's paint!) and avoid having to try to match paint colors to the colors of the decal.

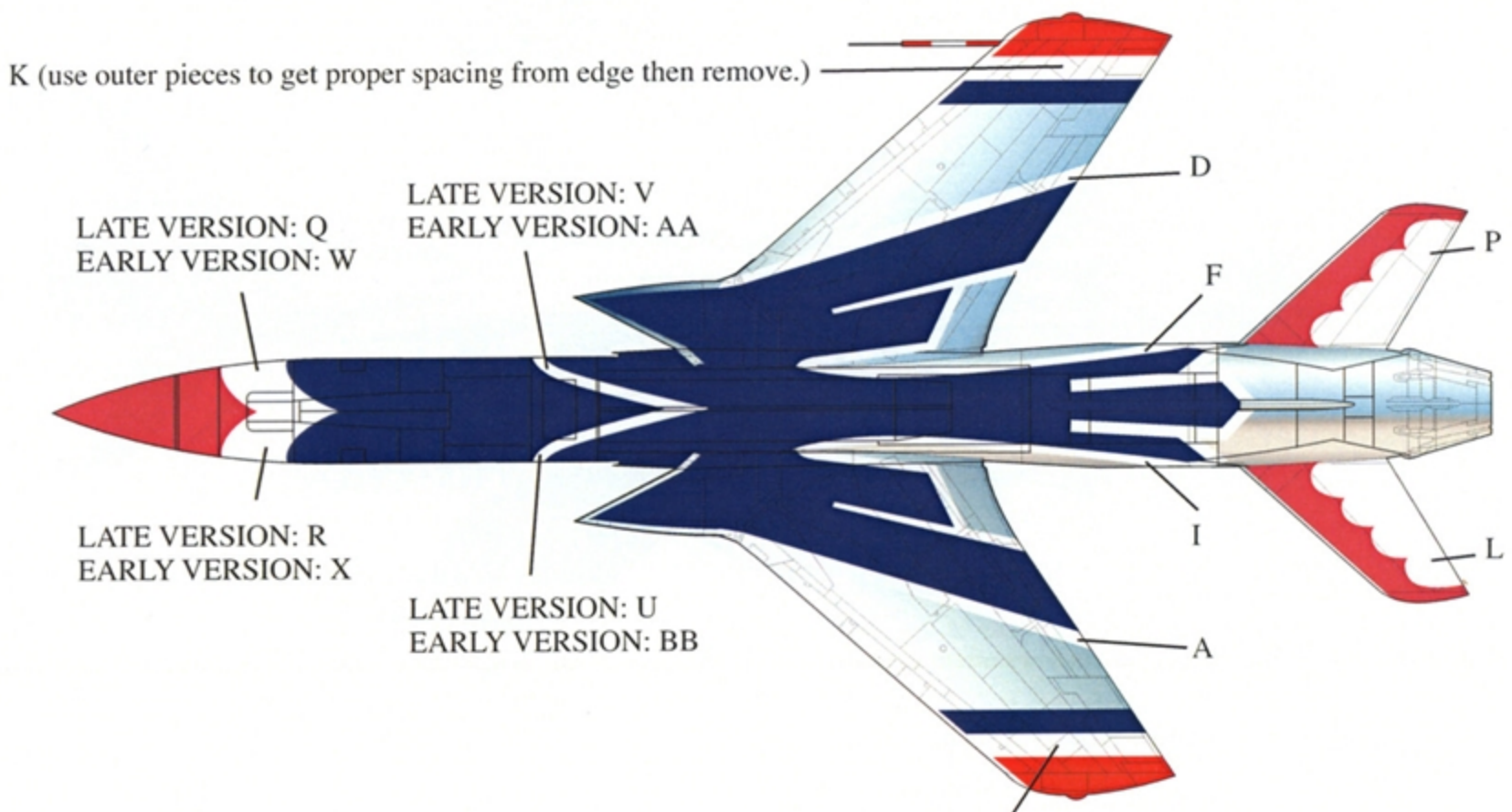
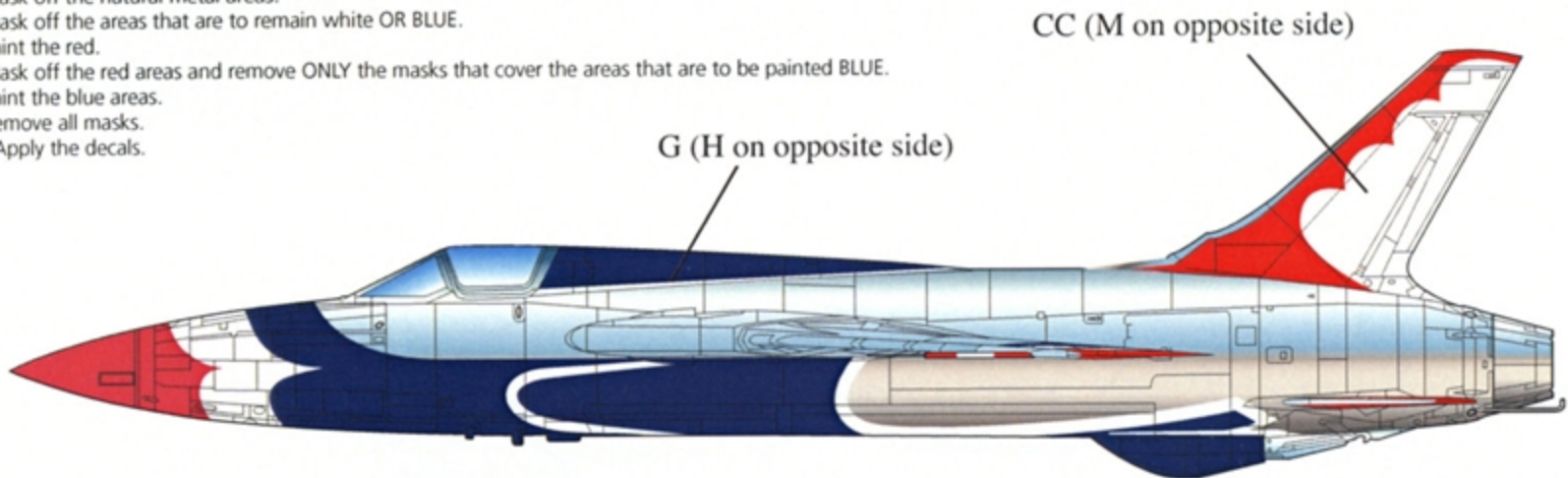
Our BlackMagic™ masks give you the option of a preseason version of the scheme, with the low dip in the color line under the cockpit and different nose scallops, or the final version as used during the short show '64 show season. There was also a third, interim version of the scheme, it was worn for a very short period and I don't like it and I don't feel like making masks for it. If you inexplicably insist on modeling the interim scheme, you can adapt our masks to your nefarious undertaking--but you're on your own!

The masks are "handed," that is there is a left and a right (or a top and a bottom). Follow the mask lettering system carefully.

There are several ways to skin this cat. Remember that every mask can be used as a "positive" or "reversal" in the sense it can either block paint from going underneath the mask or prevent paint overspray inside the mask's opening. The most important thing for you to do is thoroughly understand the process and sequencing of the method you wish to use. In other words, THINK IT THROUGH before you start!

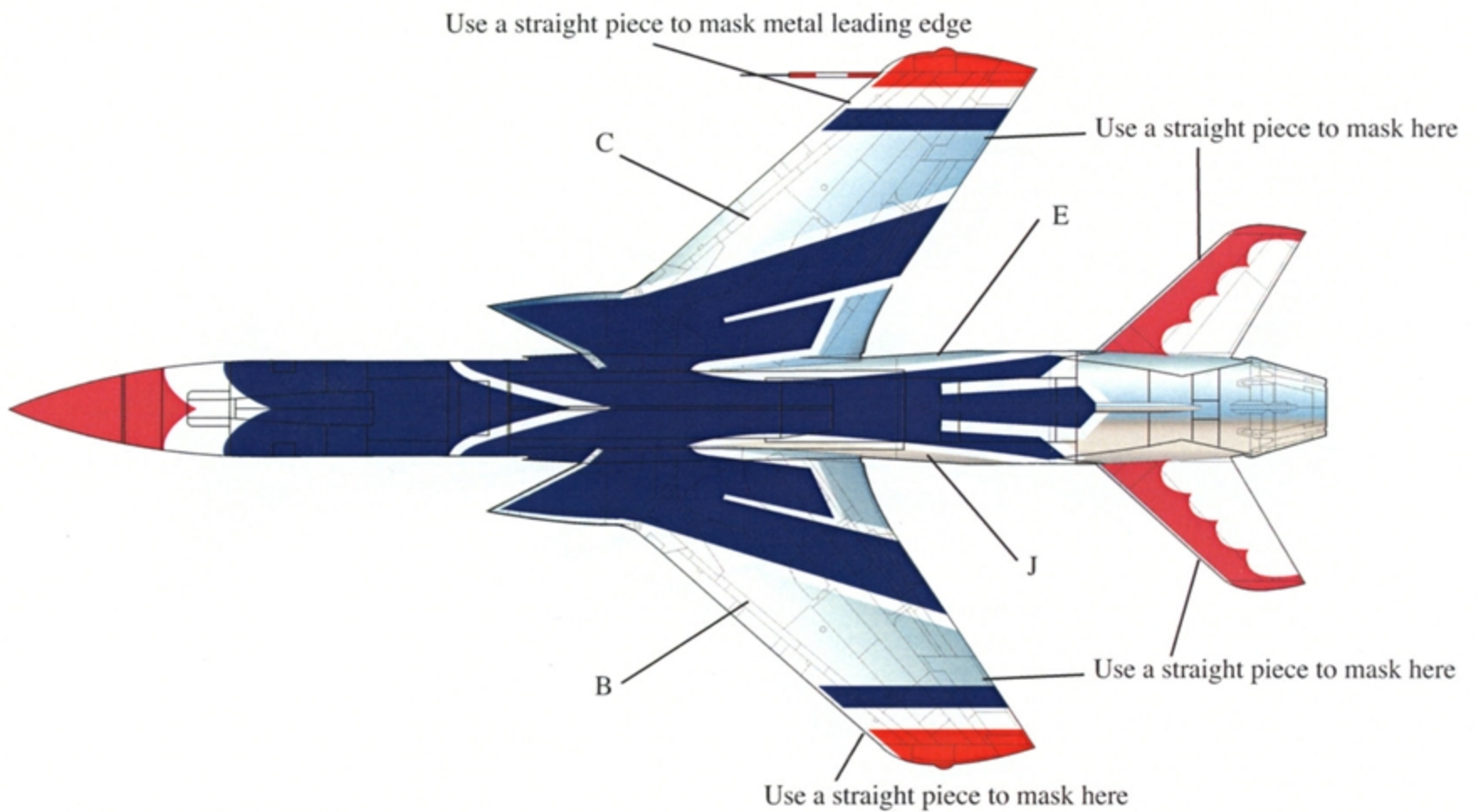
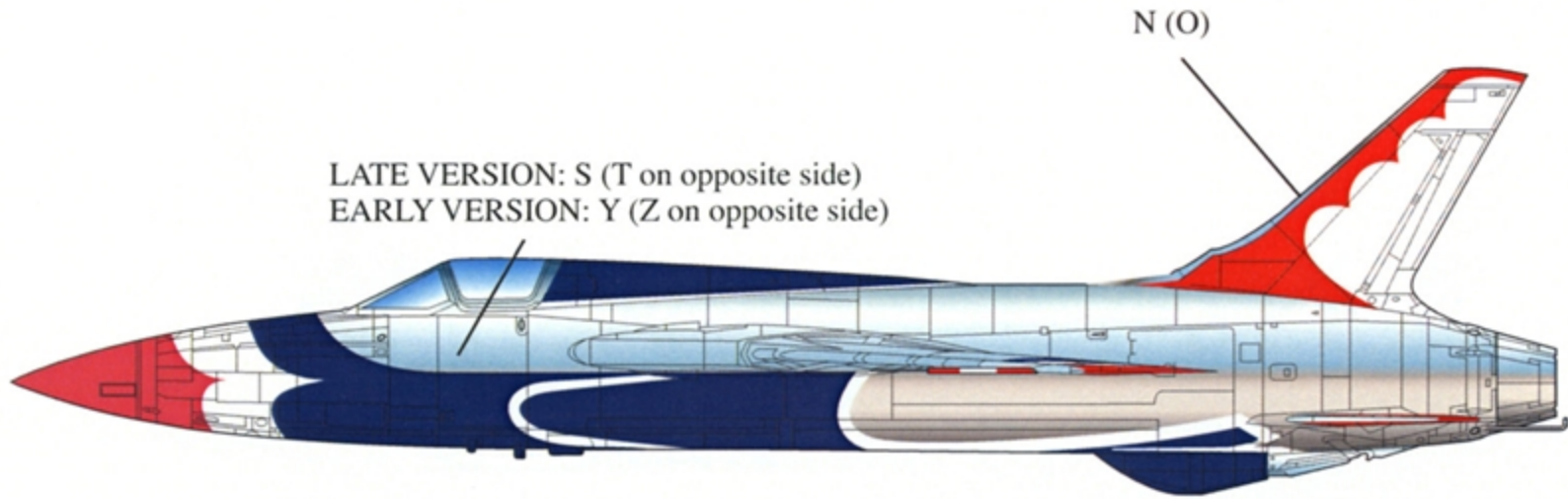
One possible method is shown here, with both color and black and white versions of the instructions. Note that we've provided TWO versions of the graphic instructions, one in color and one in black and white. They portray the same process, but the graphics are different because people process information differently. Use the version you understand best. In this alternative, you will follow these steps, in order:

1. Paint the areas that will be white first.
2. Apply the masks outlining the ENTIRE area that will be red, white, or blue.
3. Apply your natural metal colors.
4. Mask off the natural metal areas.
5. Mask off the areas that are to remain white OR BLUE.
6. Paint the red.
7. Mask off the red areas and remove ONLY the masks that cover the areas that are to be painted BLUE.
8. Paint the blue areas.
9. Remove all masks.
10. Apply the decals.

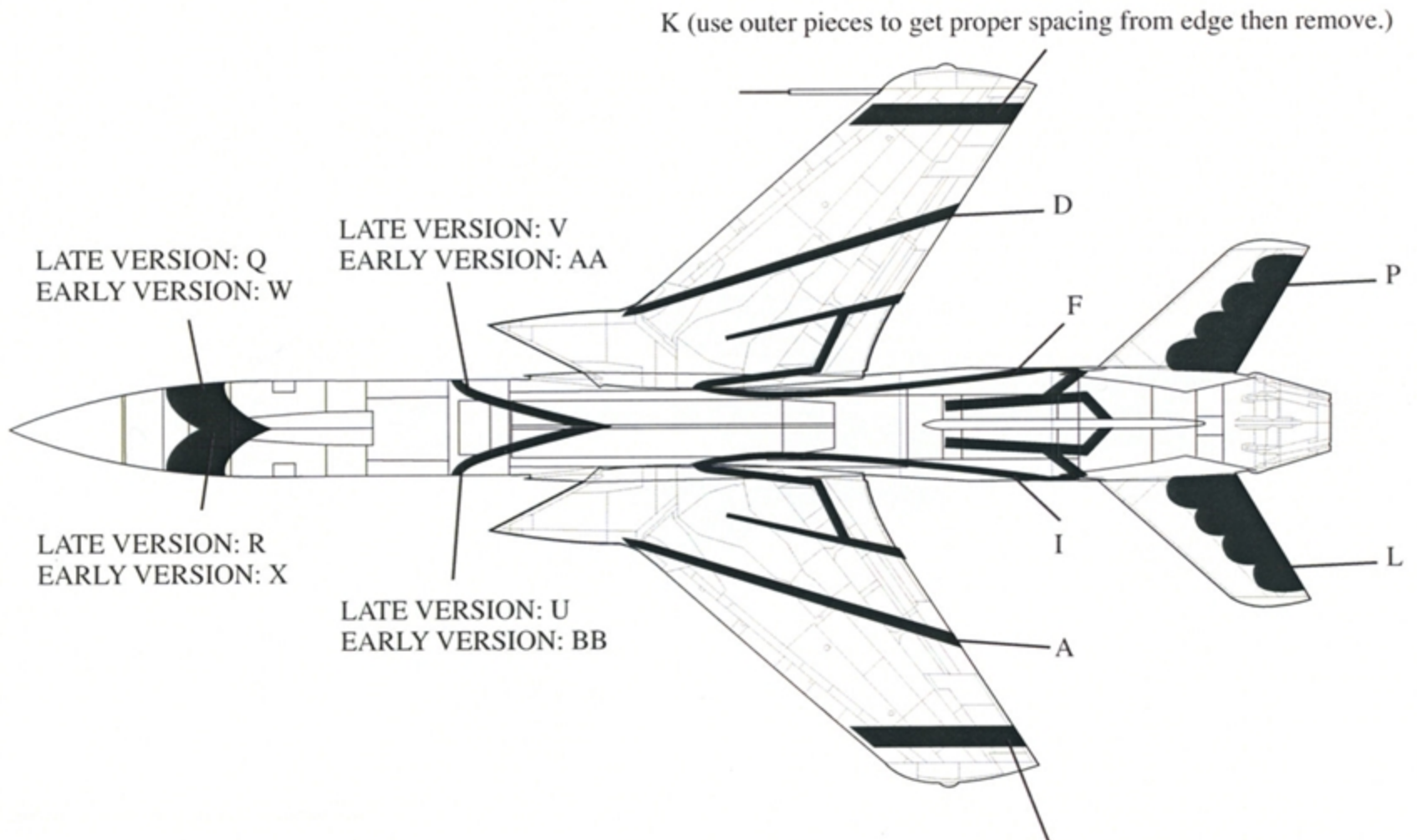
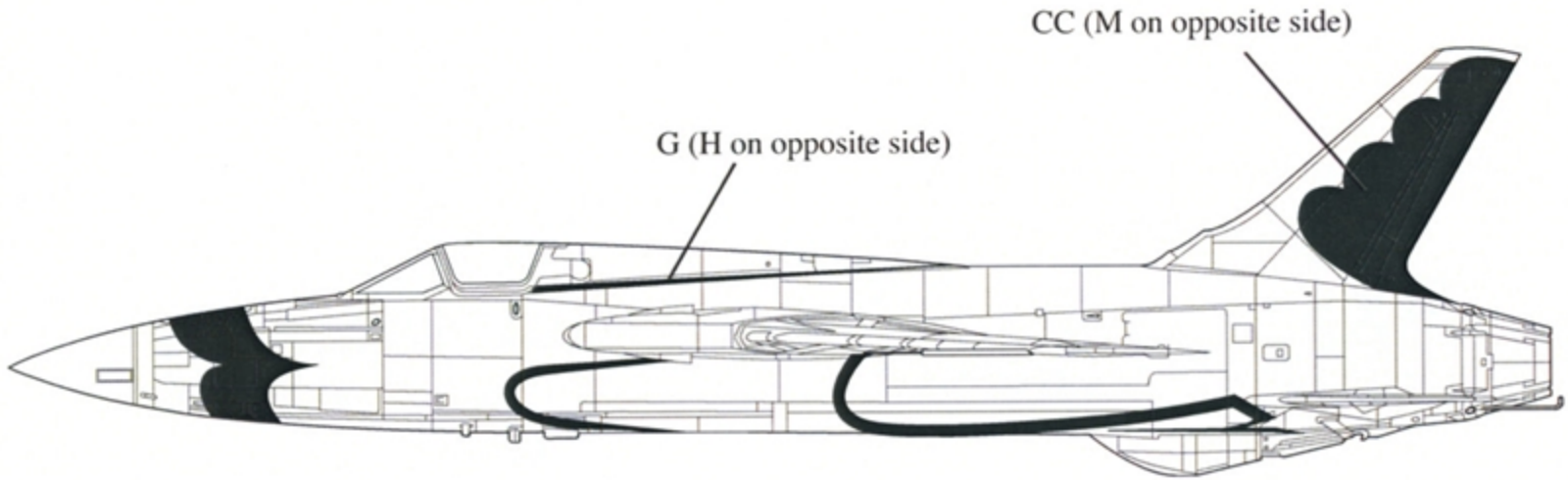


K (use outer pieces to get proper spacing from edge then remove.)

Masking Step 2 (color version)

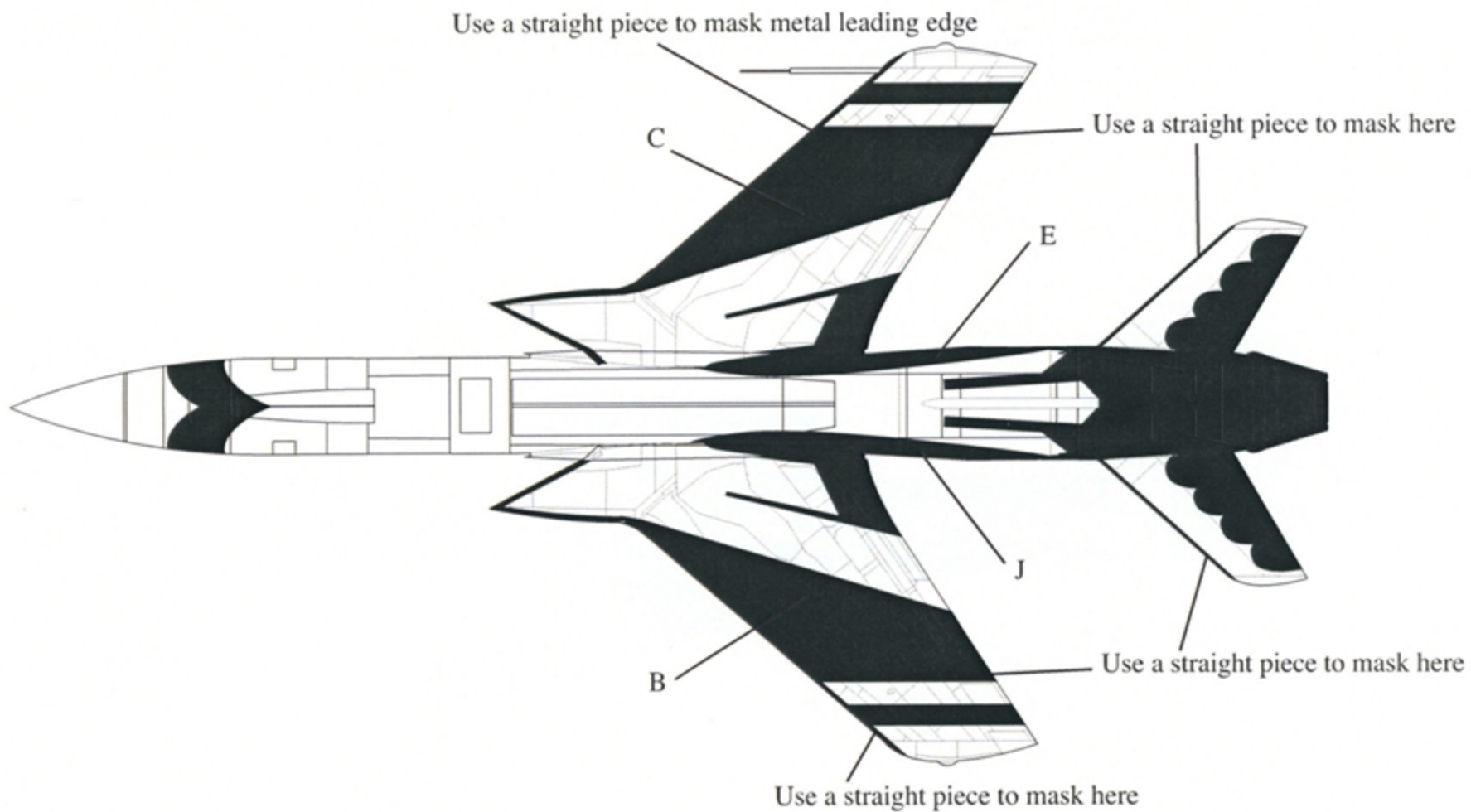
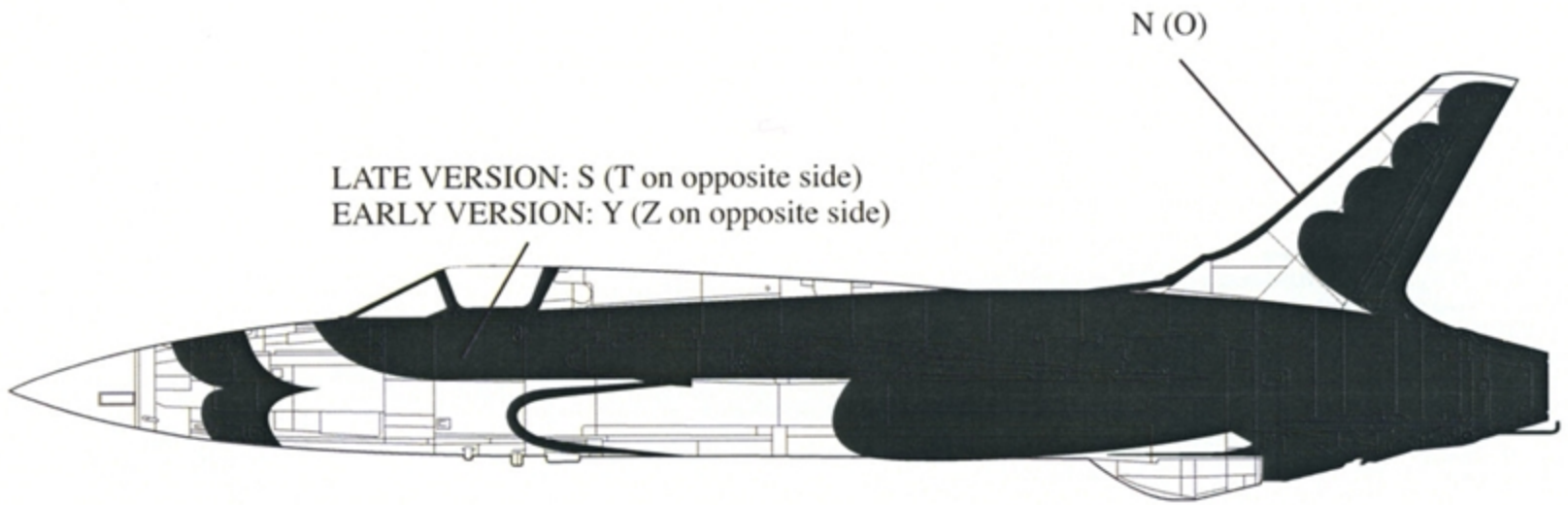


Masking Step 1 (B/W version)



K (use outer pieces to get proper spacing from edge then remove.)

Masking Step 2 (B/W version)





BlackMagic™ by...



Canopy and Wheel Hub Masking Sets

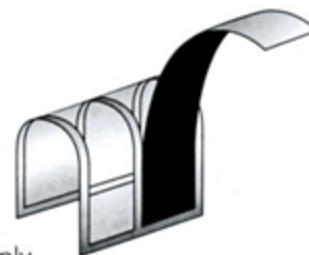
Painting clean frame lines on canopies has been a perennial problem for scale modelers. To help you out, Cutting Edge is proud to offer our BlackMagic™ line of specialized painting masks. Each BlackMagic™ set has been exactly test fit to the model it's designed for before it was released for sale, so you can count on your mask set fitting properly. Most canopy mask sets also contain masks for the difficult task of painting the wheel hubs. Many Black-Magic™ sets are available for camouflage patterns (including Luftwaffe splinter schemes), D-Day invasion stripes, large scale insignia, etc. Contact Meteor Productions, Inc., or see our web site at <http://www.meteorprod.com> for more details on the hundreds of BlackMagic™ sets currently available.



Use the tip of your scalpel or Xacto to lift the corner of a mask. DO NOT lift from the middle of an edge as it could stretch the mask.

"Flat" Canopies

For "flat" canopies, begin by aligning one corner and side, then carefully apply the remainder of the mask.



BE CAREFUL not to stretch the mask as you apply it!



Mask off the canopy interior with tape or other materials. Paint the interior color first, then the exterior color.



Remove the mask by GENTLY picking up a corner.

CAUTION:

- These masks are for *expert* modelers only. Each set has been exactly fit tested before it went on the market, but it is possible to misapply them if you don't know what you're doing! Read and understand the instructions. If you've never used BlackMagic™ before, you might want to experiment with some scrap material before applying your first set.
- Sharp knife points and clear parts are not a match made in Heaven. Be very careful not to scratch your clear parts as you apply and remove the masks!
- SWEATY PALMS! No, we were not kidding when we said on the BlackMagic™ header card that sweaty palms are a required tool. Remove some of the tackiness of each mask by pressing the sticky side against your palm before applying it to your model. DO NOT press it to your forehead, as it is undoubtedly too oily and will leave a residue on your model. DO NOT press it on the back of your hand, as it could pick up small hairs. Speaking of residue, in the unlikely event slight adhesive residue is left on your model after you remove the masks, take it off with "Goo-Gone" adhesive remover (available at hardware stores). Be sure to test the Goo-Gone on a test paint strip to ensure it does not discolor the paint.
- Some professionals have had good luck applying masks by pre-wetting the area with water with a little liquid dishwashing material added. When dry, wipe off the residue.
- Burnish the edges of the BlackMagic™ with your fingertip—DO NOT use a sharp object as it could stretch or tear the mask.
- Like all such material, the material your BlackMagic™ set is made from has a shelf life of about a year if stored *outside* the closed zipper bag it was shipped in, but lasts indefinitely if kept airtight. So, keep it in the bag until you're ready to use it.
- We've tested BlackMagic™ and have found you can safely leave it on your model for several weeks without leaving excess adhesive residue. But be smart—put it on, spray your model, and take it off as quickly as you can to ensure you're happy with the results.
- Adhesive tapes like masking and scotch tape can lift paint chips off poorly prepared surfaces when they are removed. Although BlackMagic™ has considerably less adhesive than most masking and scotch tapes, you still need to properly prepare your model before painting.

... proudly presented by:



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<http://www.meteorprod.com>

Bubble Canopies



The loose ends will wrap across each other. Be careful to align the ends to give a smooth, straight masking line.



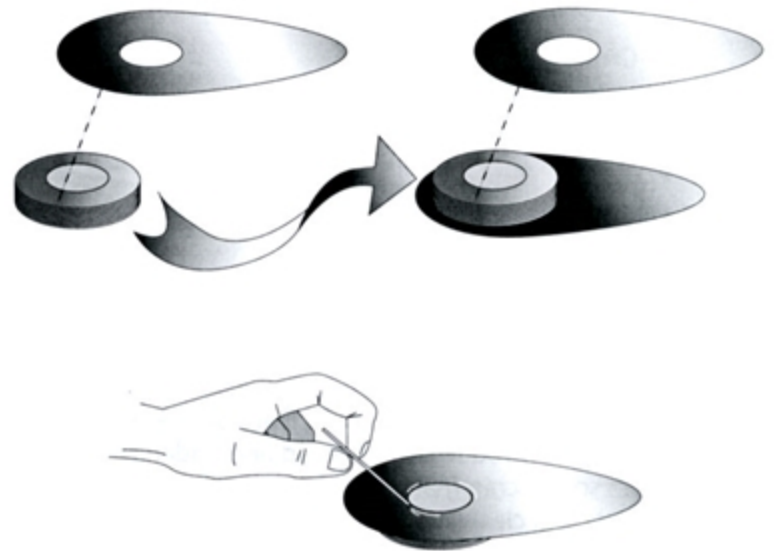
Mask off the interior of the canopy with tape or other materials.



Wheel Hubs

NOTES:

- It is extremely common—on both injection molded kits and in resin sets—for the two sides of the wheel hubs to be different sizes—sometimes dramatically different! We have designated the two sides the “hole” side (where the wheel axle fits in) and the “disc” side (without a hole for the axle), and have marked an “H” and “D” on the BlackMagic™ backing material. In some cases the axle goes all the way through the wheel hub and both sides have “holes.” In this case, we could not mark the different sides on the backing material.
- SWEATY PALMS! No, we were not kidding when we said on the BlackMagic™ header card that sweaty palms are a required tool. Remove some of the tackiness of each mask by pressing the sticky side against your palm before applying it to your model. DO NOT press it to your forehead, as it is undoubtedly too oily and will leave a residue on your model. DO NOT press it on the back of your hand, as it could pick up small hairs. Speaking of residue, in the unlikely event slight adhesive residue is left on your model after you remove the masks, take it off with “Goo-Gone” adhesive remover (available at hardware stores). Be sure to test the Goo-Gone on a test paint strip to ensure it does not discolor the paint.
- Some professionals have had good luck applying masks by pre-wetting the area with water with a little liquid dishwashing material added. When dry, wipe off the residue.



1. Paint the tires black.
2. Check the BlackMagic™ backing material for an “H” (hole side) or “D” (disc side) identifier. To double-check your mask, hold it STICKY SIDE UP over the wheel hub to ensure you have the proper mask.
3. When you’re sure you have the right size mask, carefully place it over the hub, sticky side down.
4. Use a FLAT, WOODEN toothpick (not round and not plastic!) to gently but firmly burnish the mask down around the hub’s base.
5. Apply the proper size BlackMagic™ to the other side of the wheel.
6. Ensure the circumference of the tire is masked off to prevent overspray.
7. Spray the hub, keeping the tip of your airbrush perpendicular to the center of the wheel.
8. Leave the BlackMagic™ on until the paint is dry.
9. Run a thin black wash around the joint between the tire and hub—and you’re done!

