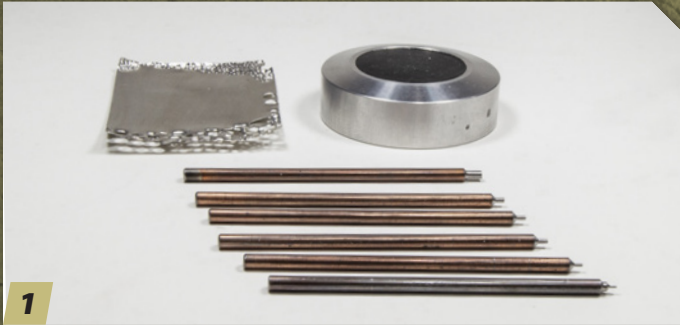


SNAPSHOT

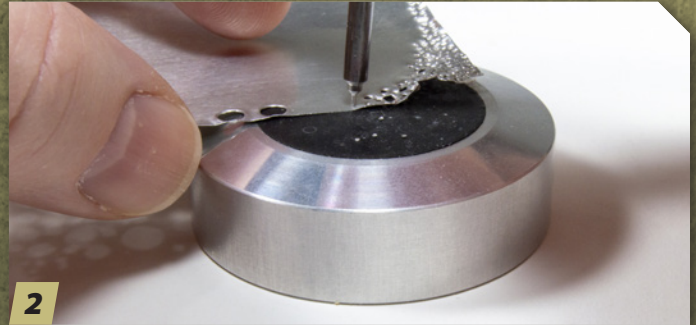
PUNCHING AND PLACING RIVETS

RIVETING? Well, maybe not that exciting, but if you are looking for a simple technique for adding rivets to your model, at least this may be interesting. With simple tools and a bit of practice, it can be accomplished quickly and add that extra bit of missing detail.

By Robert Raver



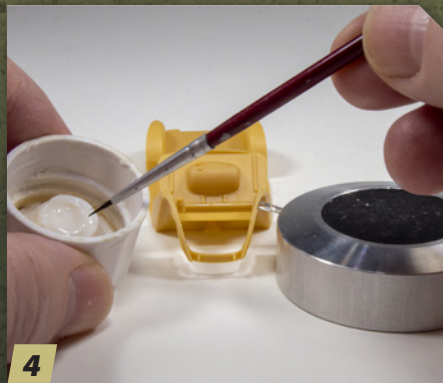
1 I use UMM-USA rivet punches and the hardened rubber block that comes with the UMM MultiShape Punch Set (No. UMM10). You can punch rivets out of thin aluminum sheet, plastic, or even photo-etched metal.



2 To make the rivets, simply press the punch through your chosen material (I'm using aluminum sheet) and leave them on the rubber block. The rivets are tiny and can be difficult to pick up with tweezers. But don't worry!



3 To apply the rivets, you will need acrylic gel medium (I like Winsor & Newton Acrylic Matt Medium), a fine-tipped paint brush (size 0 or smaller), and water.



4 Position the rubber block close to the model and use the acrylic gel right from the cap after shaking the bottle. Wet the tip of the brush with a tiny amount of acrylic gel.



5 Apply a tiny dab on the model where you want to place the rivet. This will create a spot for the rivet to stick and unload a bit of acrylic gel from the brush.



6 Use the brush to pick up a rivet. The brush should have just enough acrylic gel so the rivet clings to it.



7 Carefully place the rivet onto the spot of acrylic gel on the model. The rivet should stick to the model. The gel will dry after a few minutes, holding the part in place.

With this approach, you don't have to worry about glue. If you mess up, wipe off the rivet and gel with water and try again. Remember to clean your brush with water to keep the acrylic gel from clumping the bristles. You can also use water to dilute the acrylic gel for a thin, securing, coat over the rivet after the initial placement is dry. And there you have it: Riveting! **FSM**