THE MODELS OF IAN WEEKLEY...REVISITED

- A Northern Italian Village

By Paul Davies

In *WI300* I presented an article the "revisited and reimagined" the wonderful work of the late Ian Weekley, I chose three of my favorite Ian Weekley models, and two of them were shown in that issue (the English Manor House and North American Palisaded Fort). Thanks to the restrictions of page count, the editors were forced to "bump" my third choice to this lovely web-download. I hope you enjoy it as much as the others.

For my final choice I selected the North Italian village that featured in *Wargames Illustrated 19*. The original model was designed for 15mm figures and constructed using plywood, thin balsa and card. As I wanted this article to cover several different scales as well as historical periods and geographical locations I decided that I would design my model for 1/300th scale. This reduction in scale meant that there was a change in material and for this project, I decided to use card from which to build my village.

Obviously card buildings are nothing new. I'm sure that some readers will remember the Superquick® range of card building kits launched in the 1960s for model railway use, and there are currently several companies designing card building kits on a wide range of subjects, not just buildings, but also ships and aircraft too. For more information take a look on the Internet to see a few of the possibilities in card modelling. To get you started though, take a look at one of my favourite card modelling sites:

www.papershipwright.co.uk

One of the major advances for modelmakers since the original Ian Weekley articles were written has been the widespread growth in PCs, software and, of course, the Internet. When I started designing this project I decided to combine all three and include PDFs of the buildings that you can print out and adapt yourself.

The procedure of creating these buildings started, as usual with research, some scribbles on scraps of paper, followed by time spent manipulating various building designs on computer. I then built 'test' models out of card just to check that the basic proportions looked 'right'. With correctly proportioned models, the next stage was to add the detail. This process could be an article in itself, but the general procedure involved searching down suitable images from the internet and blending them in with my plans which I'd created in Adobe Photoshop. And for anyone out there who balks at spending the proverbial 'arm and a leg' on software, you don't have to use Photoshop. There are several software packages available that will work as well. You can try Adobe Elements for example. You can get it an early version

on eBay for less than £20 if you're lucky! Incidentally my version of Photoshop is 5.5, which has been around for years and is available relatively cheaply if you shop around. Sure, its not the latest program but I've been using it professionally for years and have never found that it lacked anything I needed.

The 'cladding' of my buildings with texture and detail was achieved thanks to a truly magnificent website that I cannot recommend enough; CG Textures:

www.cgtextures.com

I mentioned more about this site in the building of the fortified manor house.

THE PLANS AND MATERIALS

The plans can be found on the *Wargames Illustrated* website in a separate PDF. Is a mention below, you'll want to print those out on a thicker paper, and you might not want to waste that paper on the instructions too.

As far as the material is concerned, I suggest that you use the heaviest weight material that your printer will accept, probably about 210gsm. You can use matt photo card for the very highest quality but you need to be cautious. In some cases, when you score photo card you crack the coating which can affect the image. And of course you can vary your results by altering the colour balance on your printer.

Northern Italian Village - Wargames Illustrated 19

I have problems with some of the card buildings that are available for downloading. To my eye, they are simply too sharp. If you relate the distance at which you are likely to be viewing these 1/300th scale buildings on the wargames table to the 'real' world, you simply would not be able to see much fine detail, and I've tried to simulate that effect in my 'plans'.

CONSTRUCTION PRINCIPLES

These buildings are incredibly simple to assemble, but remember to always use a sharp blade when cutting out card models, particularly in this scale. A burred edge will look awful. And be careful when you are making the 'score lines'. Cut too hard and you'll finish up with two separate components. I know that it's not expensive to print out another sheet but why give yourself extra work?

To reduce the white edges of card, once each component is cut to size, run a black marker pen along the edges, and inside folds. Also 'colour in' the underside of the roofs, about 5mm in from each edge. Always allow time for the ink to dry. Some marker pen inks will turn a particularly nasty green if it mixes with pva glue! If in doubt, allow plenty of time for the ink to dry.

ASSEMBLING THE BUILDINGS

BUILDINGS 1 - 10 - The construction of each building starts with assembling the walls followed by the roof. Score the inner lines of each building, cut out the walls, glue the flap and assemble the walls. Taking measurements from the 'walls' cut out a roof. Score the roof apex to ensure a clean fold. Glue the roof onto the wall. And that's all there is to assembling most of the buildings.
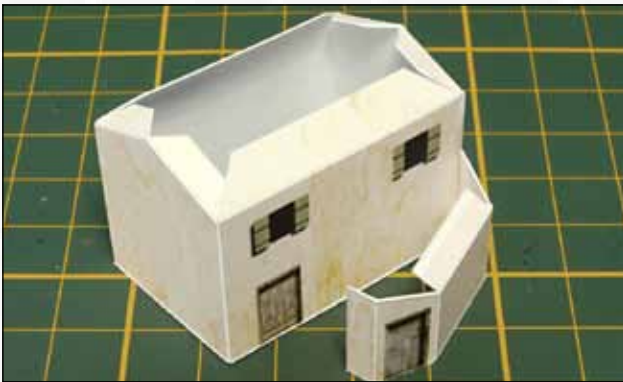
BUILDING 11 - This building is slightly different because it incorporates an integral 'lean-to'. Assemble the basic building first.

Once the main walls have been glued, glue the 'lean-to' to the main building, and add then the roofs.
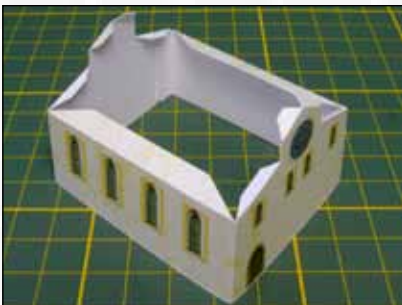
THE CHURCH - Following the previous procedures, start by gluing together the Main Church Building.

Glue the Church Inner Walls to the Main Church Building. The easiest way is to slide these two walls into position from underneath. Cut out and score the Church side roofs. Note that the flaps

fold downwards and are glued against the Church Inner Walls so that they butt up just below the positioning line under the windows. Glue the roofs in place.

Assemble the Church Porch and glue it into place.

Score, cut out and glue together the Church Tower and Church Tower roof. Glue the tower to the Main Church Building.

The completed church building. Quite nice, isn't it?
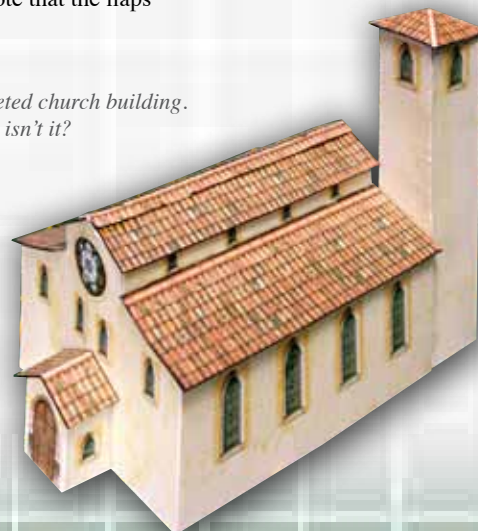
You should now have twelve buildings in front of you. Although Buildings 9 and 10 can be used on their own, my intention was that they could be added to other buildings to give them more individuality.

And if you decide to glue the buildings to a base either individually or en masse, then you can add more detail; empty barrels, bushes etc.

A TREE LINED AVENUE

Well, not actually the avenue, but the trees at least. The main material you need to source is Oasis®, which is the material used to hold the stems of flowers in place in dried flower arrangements, and readily available from most garden centres. Its

available in two colours; a sort of grey-brown colour or green. I use the former, but if you want to save a bit of time, I suppose you could use the green variety instead.

I wanted to create my impression of poplar trees, so I cut the Oasis® into

square section strips. Mine were about 15mm square. If your chosen tree has a significantly different profile, then you'll need to create a different basic shape. There are many useful sites on the internet that will help you when it comes to designing your tree.

Cut the strip into short pieces equivalent to the rough height of your finished tree. I cut mine to about 30mm high.

Cut away at the corners of the block to create a tapered shape.

Progressively shave away at the block until you have created a reasonable tree shape.

Carefully insert a length of cocktail stick into the bottom of the tree. Coat the tree with pva glue and then dip it into suitably coloured flock and set aside to dry.

Paint the cocktail stick to represent the trunk of the tree. If in doubt as to the best colour, take a look at the internet. Poplar trees appear to have quite pale trunks, so I painted the trunks black followed by a dry-brush of pale grey.

You can either base the trees individually or in a line. I decided on the latter, but the procedure is the same. Cut a length of thick card to the appropriate size. To prevent the card bending which is an almost inevitable consequence of painting or gluing on one side, coat one side of the card with pva glue. Once its thoroughly dry, turn the card over and make a hole for the cocktail stick. Cut the cocktail stick to size and glue it into the hole.

PVA the base and sprinkle on fine sand. Remember, when working in this small scale, the materials you normally use for basing 28mm figures may be too overscale. Paint and/or flock the base to match in with your terrain, and you'll soon have a selection of 1/300th scale trees to be proud of, and, most importantly, at very little cost!

The buildings and trees built in this project have uses beyond warfare on the ground…

And that's it. You've now got a generic small south European village together with a tree-lined avenue.