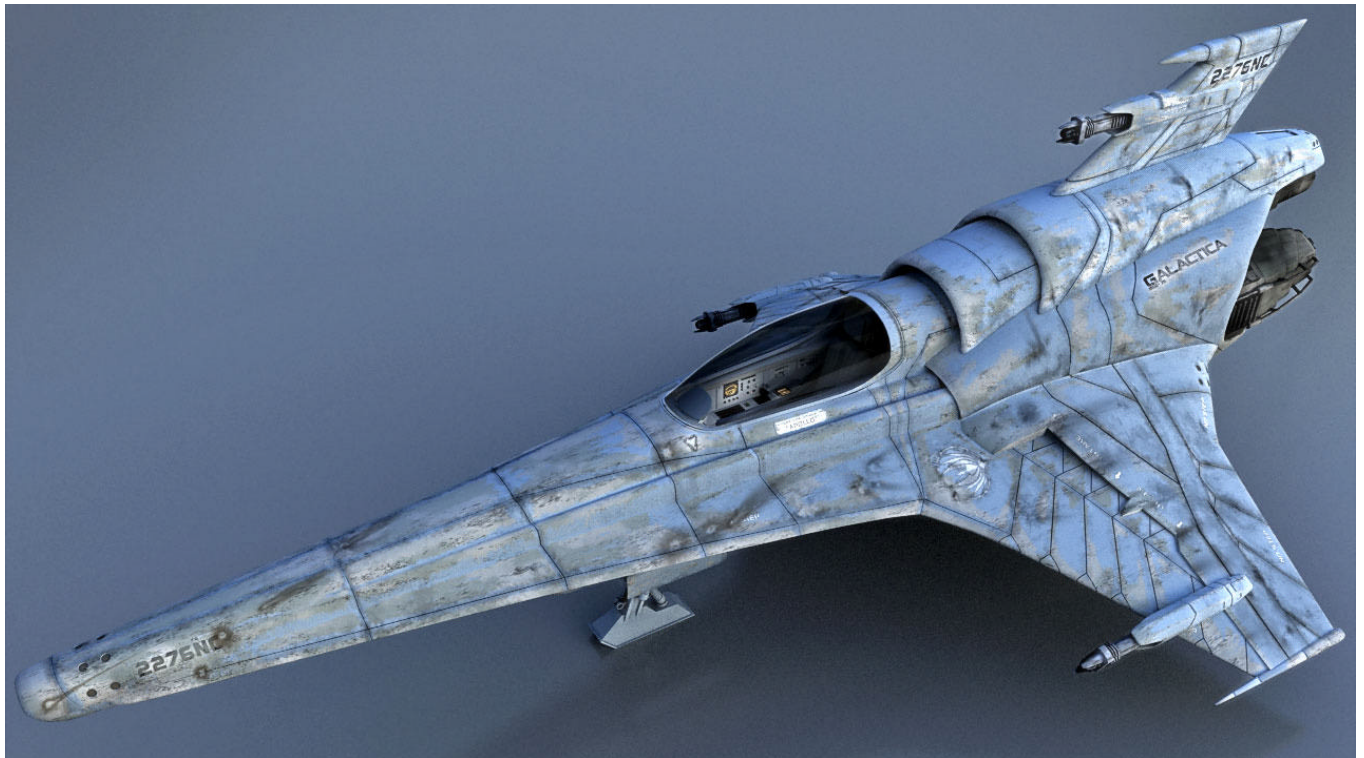


VIPER MARK VII

COLONIAL FLEET FIGHTER - 1:72 SCALE

The Viper Mark VII is the state of the art fighter of the Colonial Fleet. It is sleeker and more modern than the Viper Mark II. The Mk7 is designed for both space and atmospheric environments and is also highly dependent on computer systems for tactical, combat, and navigation. The Viper Mark VII is an ultra-fast superiority fighter without any equal and runs hotter than any other Viper model! Length: 9.9 meters (32.5 ft.); Width: 5.6 meters (18.5 ft.); Height: 3.0 meters (9.8 ft.)



©Image from ZOIC.

SPECIAL THANKS TO THE FOLLOWING PEOPLE FOR THEIR HELP IN THIS PROJECT!

Alan Sinclair (landing gear illustration)
Bobby Wong (pilot pattern 'Little Lee')
Coby Lorang (assembly illustration)
Darren Bertrand (test kit assembly & photos)
Douglas B. & Jeremy J. (landing gear pattern)
Jim Botaitis (decals)
Tracy Brownfield

KIT CONTENTS

This kit contains 23 parts:

- 21 resin parts
- 1 clear canopy
- 1 sheet of color decals

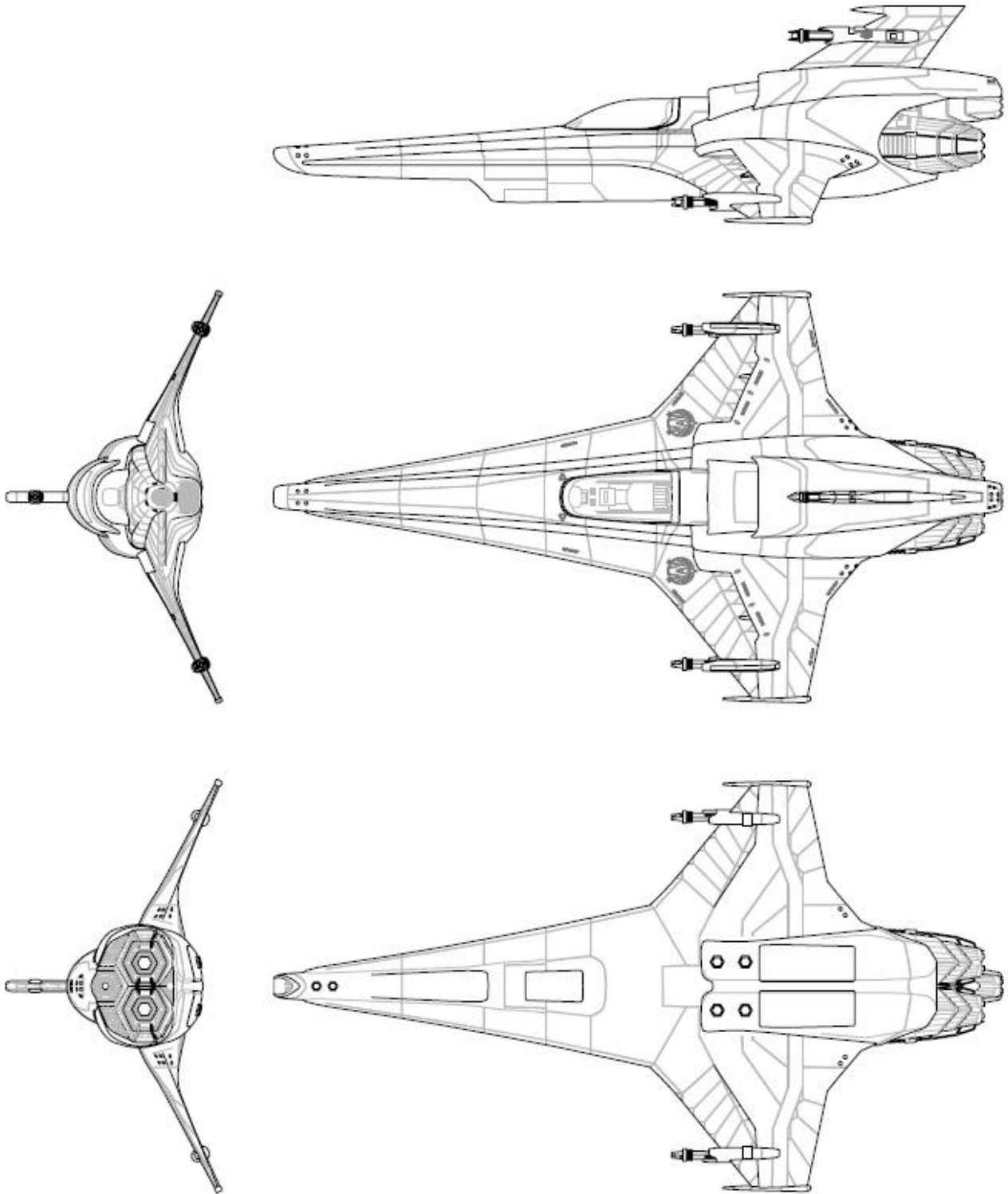


WORKING WITH RESIN

- Resin dust is harmful to your lungs so wear a protective mask when sanding. Wet sanding is recommended.
- Before handling resin parts wash them in warm (not hot) soapy water and let them dry. This step is necessary to remove the mold release agent used during casting.
- Resin must be glued with "super glue" (cyano acrylate glue) or alternatively epoxy glue.
- To glue parts together hold them in place and drip thin glue along the seam instead of trying to align the pieces with glue on them.
- If warping (distortions) occurs in some parts, use hot water or a hand held hair dryer to soften the area. Hold the piece in place and cool it with cold water. You may have to repeat this process more than once to correct the shape.
- Always use an appropriate primer before painting your resin model.

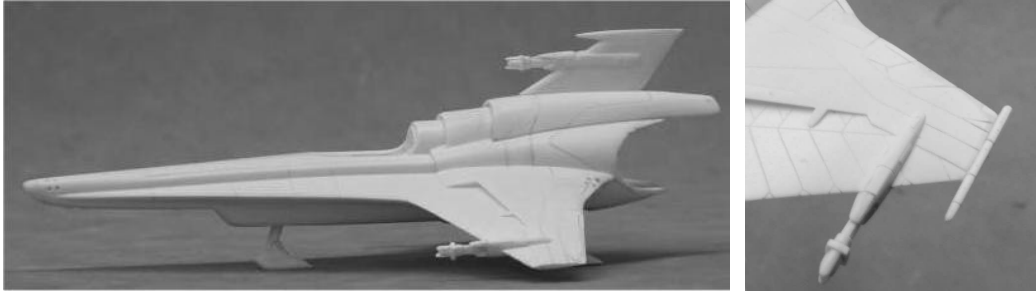
ASSEMBLY

- Prepare the parts by removing flash, mold seams and imperfections. Fill any apparent holes, seams and scratches.
- Refer to the illustration below and to the original arts (CGI s) in this document as a guide for parts and decals positioning.



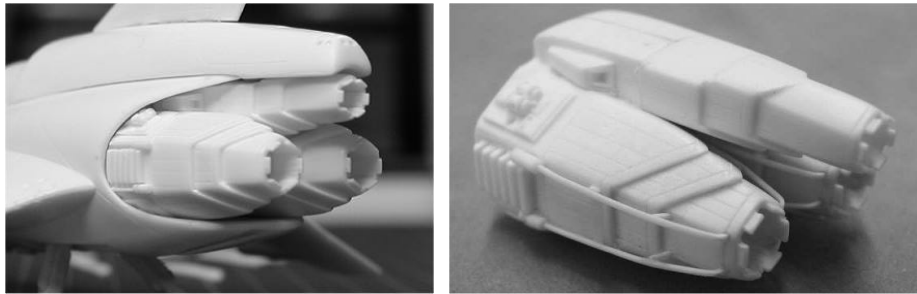
(1) Fuselage

- Glue the top engine cover to the fuselage and the fin to the cover.
- Glue the two (2) wing antennas at the tip of each wing and the three (3) canon barrels to the wings and the fin.
- If not installing landing gear (for in-flight mode) glue the three (3) landing bay panels (doors).



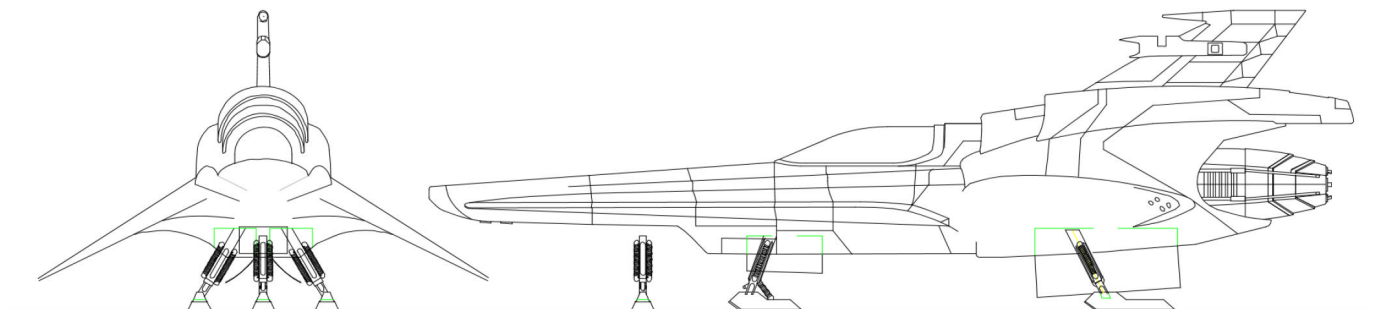
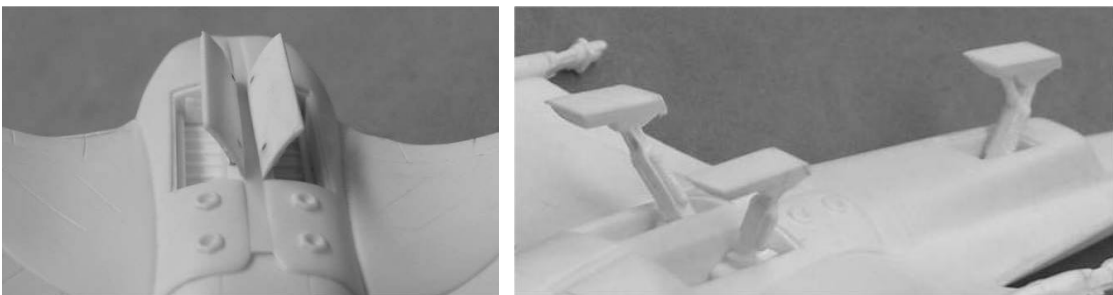
(2) Engines

- Glue the top engine nozzle to the main engine bloc. Do not glue the engines subassembly to the fuselage before painting.
- To add even more details and realism, use stripes of styrene (plastic) or small metal rods to make the vector controls (rods) on each sides of the two main engines.



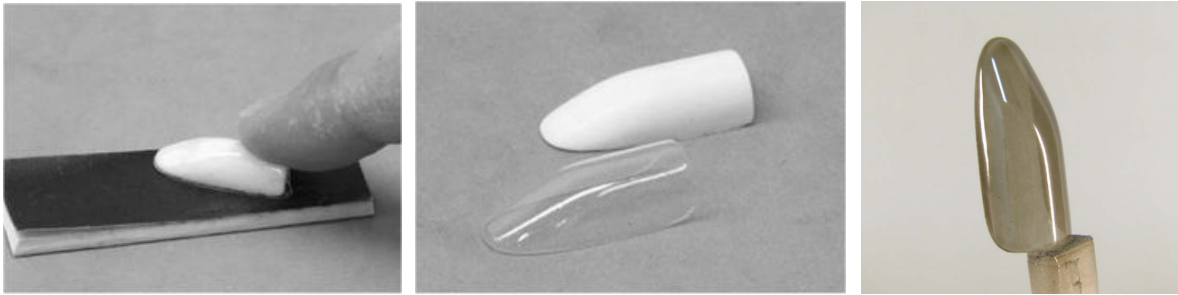
(4) Landing gear

- Use the illustration below to position the landing gear correctly. Rear struts are very FRAGILE so handle with care.
- Adjust the fit of the landing gear but do not glue them before painting.
- Glue the rear landing gear panels to the inner edge of each bay at an angle of about 45 degrees.
- Cut the front panel in half (along the grooved line) and glue each part to the outer edge of the front landing gear bay.



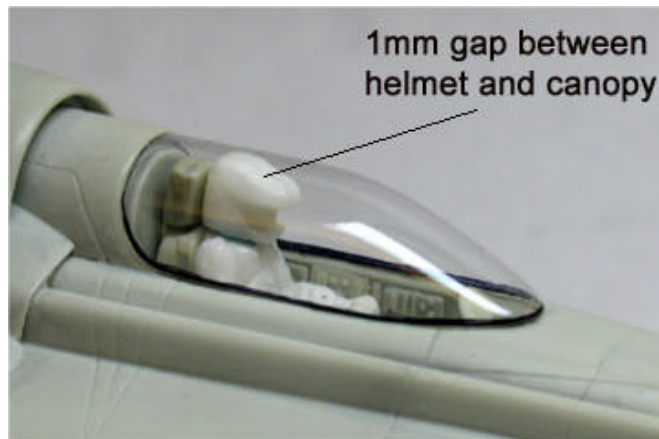
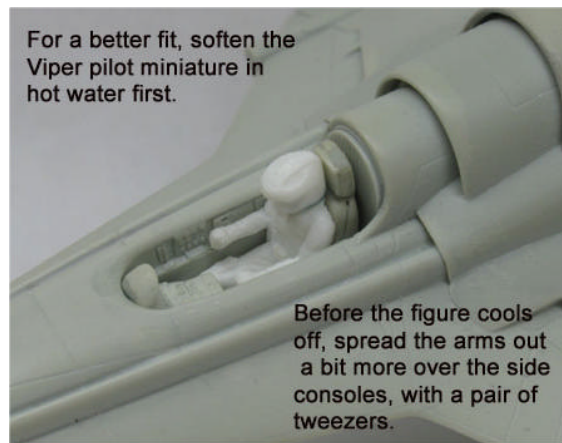
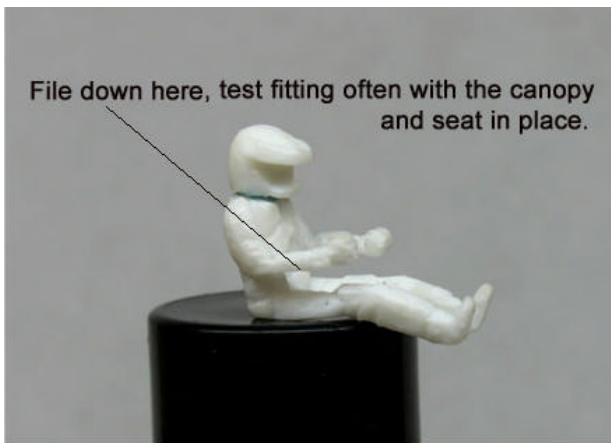
(3) Cockpit, canopy and pilot ('Little Lee')

- Using a sharp hobby knife carefully cut the canopy directly on its molding form (resin plug). Cut progressively and test-fit often. Use a sandpaper to make the final adjustments.
- For a great shiny look, dip the canopy in *Future Floor Wax* two or three times, let the excess drip off and let dry for a couple of hours. To obtain a tinted effect, airbrush the canopy with *Tamiya "Smoke"* paint before dipping in *Future*.
- The pilot fits very tightly inside the cockpit. Test-fit and adjust the pilot on its seat with the canopy in place. There should be a 1mm gap between the canopy and the helmet. Remove (sand off) some material from under the seat, helmet (neck) and/or pilot body if necessary. *See indications below.
- Glue the head (helmet) to the body of the pilot.
- For ease of painting, do not glue the seat, pilot and console yet. IMPORTANT, the pilot will have to be seated before fixing the instruments console (once everything is painted).



***To get a better fit of the pilot**

- Flatten down the back of the figure's arms, by no more than 1/3mm.
- File down some material from under the arms.
- Softer the figure in hot water to get the arms to conform against the sidewalls.



PAINTING & DECALS

- Refer to the references throughout this document for painting and decals emplacement.
- Before applying paint, apply a thin coat of primer and correct the imperfections that may still be visible. Apply another coat and lightly sand with 400 (or more) grit sandpaper. Test fit every subassemblies one more time to ensure that everything will fit together properly once painted.
- Color chart below was used to paint the test kit pictured in this document.

Color chart

Sections	Colors (Federal Standard code)
Fuselage	Sky Blue (FS15200)
Engines, canons, landing gear	Euro Grey (FS36081)
Cockpit consoles	Lt. Ghost Grey (FS36375)
Cockpit seat, floor, rear panel	Euro Grey (FS36081)
Pilot suit	Marine Corps Green (FS34052) , Dark Drub (FS24091)
Helmet	Gold (FS17043)
Tinted canopy	Smoke (Tamiya)

Applying decals

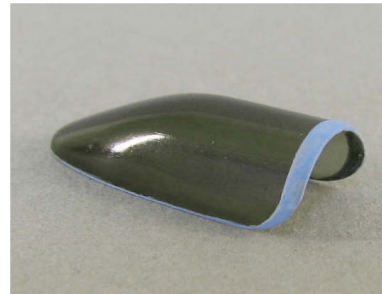
- Before applying decals give your model a coat or two of gloss clear. Decals settle down much better on a glossy surface. A good and cheap gloss finish is *Future Floor Wax* thinned with 40% isopropyl (rubbing) alcohol.
- Carefully cut out each individual decal using a sharp hobby knife or scissors.
- Soak decal in warm water for about 10 to 15 seconds and lay the decal on your work surface for about 15 to 30 seconds.
- Pre-wet the surface (using a setting solution is recommended) then slide or push the decal off the paper backing into position on your model - DO NOT peel or pull.
- Smooth decal surface, expelling any air bubbles and blot dry with a cloth or *Q-Tip*.
- Allow decals to dry overnight then apply a coat of flat or semi-gloss clear over the model to seal decals.

FINISHING

- To enhance appearance apply a black or gray wash. Typically, mix 4 parts of thinner with 1 part of paint.
- Glue the remaining parts (subassemblies) together. DO NOT use super glue to fix the canopy as it might become clouded.
- You can enhance the weathering even further by applying pastels in some areas like nozzles, thrusters, canons and intakes. Artist's oils are also very useful to simulate damage and engine abuse.
- Apply a coat or two of semi gloss clear to seal the final finish. Don't forget to mask the canopy first to preserve its glossy finish.



FINISHED KIT EXAMPLE



REFERENCES (CGIS)



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More great references can be found on ZOIC website at www.meshweaver.com/frames/Portfolio/htms/zoic2.htm