

Rochester Model Rails

Dedicated to Quality Model Railroading

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ROCHESTER, N.Y.

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The ship *Grand Island* loads coal (which was brought up from Pennsylvania by the B R & P) at the Charlotte docks in Rochester, NY, for shipment to Coburg, Ontario, Canada, on Bob Willer's layout. The model boat is a *Sylvan* kit. *Photo by David King.*

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Modeling the Bath and Hammondsport Railroad

Part 4 - The Vineyards

By Dick Senges

Over the past 35 years I spent many summers at Keuka Lake which is located in upstate New York north of Corning, southeast of Rochester and southwest of Syracuse. Vineyards in this area started in the mid 1800's and the first winery was licensed by the federal government in 1860 – the Pleasant Valley Wine Company – which still exists today in the old Taylor buildings in Hammondsport, NY.

Drawing on first hand experience and books on the Keuka Lake/Hammondsport area, I designed a small vineyard located on the hill overlooking Keuka Lake just north of Hammondsport. It consists of several rows of grapes, two levels, wood posts, wire strung between the posts to support the grapevines, and the grapevines themselves. The posts are about 3" to 5" in diameter and spaced about 20 feet apart. Space between rows is about 8 feet.

To make the wood posts I cut 6" x 6" scale lumber into seven-foot lengths, 5' for above the ground and 2' for under the ground. I sanded the post to a round shape to represent natural wood post of various diameters remembering the goal of 3 – 5 inch diameter.

I determined the exact location for the vineyard and "planted" the posts in the ground using an ice pick and white glue. At the end of each row I put a 45-degree support post characteristic of many of the vineyards in this area.

The next step was to string the "wire". Here black elastic thread was used. I placed white glue near the top of each post and wound the thread around the post. At the end of each row I wound the thread around the post several times to make sure it was secure.

The next step was to create the grapevines. Since the vineyard represented about 400 vines, I decided to place the individual vines only on the front rows of each of the two vineyards. Real roots were used for the vines and glued in place. These are very realistic, as they are wood roots from trees and look just like miniature vines.

Lastly, I cut strips of *Woodland Scenics* poly fiber, sprayed on some glue and flocked with green ground foam. After the strips had dried, I stretched each strip attaching each to the posts and partially to the thread.
See photos on Page 3.



The vineyards on the hill just west of the Bath and Hammondsport Railroad at Hammondsport NY. Notice the individual grape vines and the wires strung between the posts. The posts were made from 6" x 6" scale lumber which were sanded down to 3" - 5" round posts. Support posts were placed at the end of each row at a 45-degree angle. The wire material is elastic black thread. The grape leaf material is *Woodland Scenics* ground foam glued to green poly fiber material stretched between the posts. The vineyard represents about 400 grapevines.

At the top of the large photo sits the Oil Creek Logging Company Heisler #1 with a logging caboose. The large stone building in the background is the Treyz Chemical Company and to the left is Smith's Sawmill. The track on the top right is hand laid code 70 rail on 300 scratch built log ties leading to the log dump of the Oil Creek Logging Company. *Photos by Matt Kovacic.*

Painting Backdrops with Ease

By David Barron

One of the easiest techniques to make your model railroad look larger than it really is would be to use forced perspective. In order to do this, we must think of what and how we are actually viewing nature. When we look out across any space, we see objects that seem to get smaller as the distance increases. We also see sky, trees, and in some cases, hills or even mountains. When we model nature, we must force these items to gain the perspective of those great distances. This is done using forced perspective.

The Sky

Let's first talk about the sky. A sky during a clear day is many colors of blue, depending on the amount of moisture, dust, smog, and dirt in the air. For simplicity sake, I have found that a color called Velvet Sky-Vinyl Acrylic flat house paint best matches the sky. I first paint the entire backdrop with this color and let it dry (using a roller). This provides a good base to start painting backdrops.

If you paint the entire wall up to the ceiling, you should add clouds to get the best overall effect. There are three different types of cloud families -- cumulus, cirrus, and stratus. We are most familiar with the low level cumulus or puffy clouds that give us the summertime showers. Let's talk about the way we actually see these clouds. As a child, we painted clouds by using white paint; remember how they looked a little strange? That's because we painted them like they were receiving light equally from all sides. The sun plays an important role in the way clouds look and act. As the atmosphere heats up, it also rises and as it lifts, it carries moisture upward. As this moisture cools, it condenses and forms clouds. That's why you will see most clouds with a flat base -- that's the altitude where the moisture condenses, or becomes saturated. The upward movement of the air is what makes the clouds keep growing up to altitudes that exceed 40,000 feet above sea level.

Let's get back to our fair weather, puffy little clouds. To paint these, you will need a minimum of three colors -- velvet sky blue, titanium white, and either neutral or Payne's Gray. A good stiff fan-type paintbrush that you can stipple (jab paint) with, not a soft brush, is best. First, determine where the sun is supposed to be in your room, and paint the whitest portions of the clouds in that direction. The darkest sections of the clouds will be on the opposite and bottom side of the clouds from your imaginary sun. When painting the clouds, don't start making the same patterns, leave them irregular and different sizes. Go outside and look at clouds. See how they puff up at different points but tend to grow from the center? If you are painting the wall, start at a position about 20 degrees above your normal eye level (as you look at the layout), and jab paint where you want a cloud. Remember that the cloud will be irregular at the top, but mostly flat across the bottom. Paint the top edges and about half way down into the cloud with the titanium white.

Next, mix up some of the gray and white, about 50/50. Jab-paint this on the bottom and side away from the sun. Again, keep it irregular. Blend it into the white with light jabs at the meeting points. This will make it look like puffs on your side of the cloud. Now, mix up some of the straight gray and even up the bottom of the cloud and farthest section of the clouds (from the sun). Voila, a cloud!

Sometimes clouds have rain in them. Before they rain, they get real dark nearest the bottom as the water vapor blocks out the sunlight. The bottom also starts to become irregular as the vertical winds start to come down with the rain. On my western layout, I have a single cloud with this rain depicted as virga, rain that evaporates back into the atmosphere before it hits the ground. It is isolated, and I have a single environmental sound tape that has a thunderstorm in the distance to help create the illusion. Someday, I plan to add a strobe light behind the wall, using an old throwaway Kodak camera, and small holes in the wall, to simulate lightning in the clouds.

The Paint

Under the clouds, we have land, hills, and mountains. Our farthest mountains should have a blue or gray tint that is caused by moisture and dust in the air. Mountains are irregular and have no real pattern, they tend to overlap, as we see them, and with the sun in mind again we can put shadows on them. Paint the vanishing point about eye level and position the mountains about 10 degrees above that. As the mountains get closer, they start changing to a light green, and finally to the darkest colors into the foreground. The closest greens behind our forests should be the darkest and almost a blackish green. This would depict a dense forest and the associated shadows. This gives us a good base to put our foreground forest up against (see Figure 1 below).



Figure 1 – Painting mountains and trees.

The Trees

To paint foreground pine trees, I use a roofer or carpenters square and a couple of different styles of brushes. I start out by determining what I want to depict. Some of the trees on my layout are only an inch tall, while others are nearly 22 inches tall. The shorter ones are in the distance and are of the regular Christmas tree style, and the taller ones are close up redwood trees. I started out by painting the blackish green background trees as a form only, with everything the same color. Only the tops of the trees are depicted.

Next, paint all the trunks in place with various shades of brown, raw sienna with various mixes of black added. I use a square as a rule and guide to assure that the trees will be straight up and down. All the trunks are started at the bottom and worked upward to a decreasing diameter point. Remember that the bottoms of the trees just don't go straight into the ground; they tend to spread out, kind of like us humans! Add bark and protrusions with lines of dry brushed black, gray, and white highlights. Next, add branches like a ladder on both sides of the tree, evenly decreasing in length until within a few branches of the top. Next, lightly highlight the sun lit side with dry brushed white and gray on both the trunk and the tops of some branches.

Now comes the best part -- adding all the little pine needles to the branches (see Figure 2 below). With a single hairbrush; no, not really! With two colors, Hookers Green and Chromium Oxide, you can paint all the branches. Lightly jab paint or fan brush trying to leave some of the branches that you previously painted still visible. Lightly jab or fan brush the paint right over the brush. I first paint the Hookers Green and then put the lighter Chromium Oxide over the tops of the Hookers Green branch paint like the sun is shining on it. Next, you can highlight above the Chromium Oxide with white, mixed with the oxide, slowly building up the branches with the lightest shades on top of each bough. Vary this treatment over all the trees, not on each and every tree. I was able to paint three 20-foot walls with this technique in less than a week, start to finish.

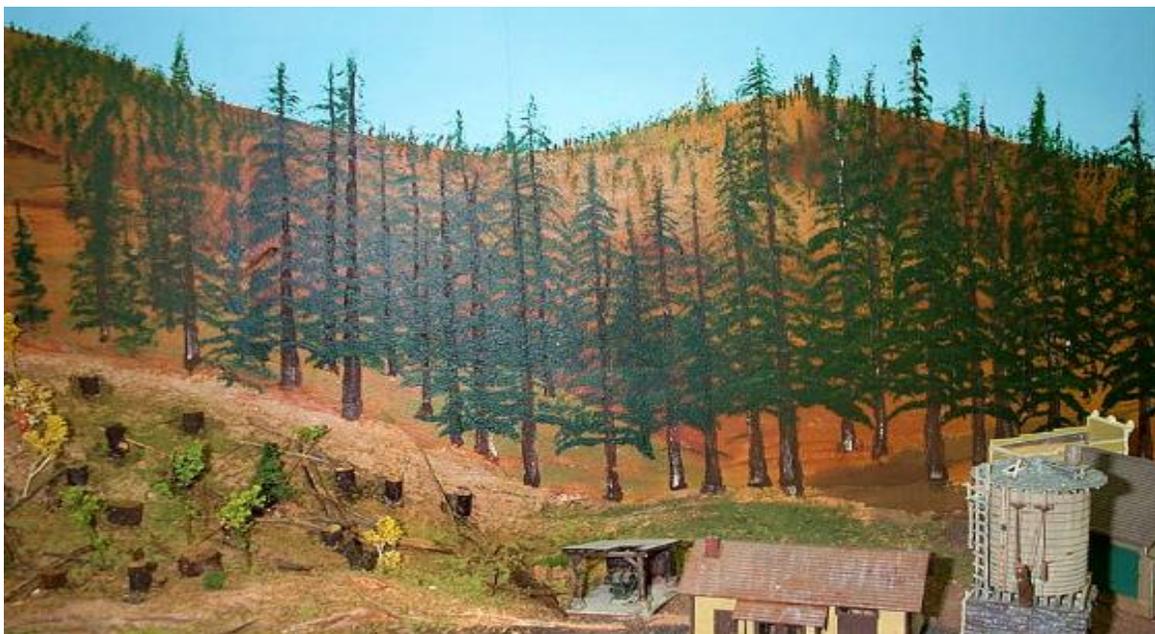


Figure 2 – Close-up trees.

The Perspective

There are many ways to force perspective. Perhaps the easiest way is to start decreasing the size of man-made objects, so they appear to get further away from us. Many model railroaders, in one scale, will use smaller scale structures in the most distant sections of their railroad to force perspective. This helps the illusion of greater distance by fooling the eye.

What do we do if we are limited in the distance we have to work with, say 24 to 36 inches? Obviously, even a three-dimension structure is going to be difficult to force perspective. We want to run our trains, so they have priority on the layout over structures. Why not use flats of structures on the wall or backdrop behind where the trains run? I found color pictures in railroad magazines, took them down to a commercial color copier, and had reduced color copies made. Then, I cut them out and glued them to the walls as part of my backdrops. These copies were around three dollars a print, which is cheaper than building a structure. Take a black pencil and darken the paper edges after cutting the copies, and the edges will not show. After the basic backdrop is painted you can attach these cutouts in place with white glue. You will have an instant town or structure on the wall in forced perspective. Now, blend it into the foreground scenery by using a couple of trees painted on the cutout or add three-dimensional trees and structures in front of it. These background structures will look better than you ever imagined.

If you' are not happy with your results, remember you can repaint the wall blue and start over. I guarantee you will get better with each try. Good luck and have fun painting! For more detailed information, see David Barron's website: www.sierrascalemodels

***Doctor Dick's
Presentations***

November 18, 2004

***“History of the
Oil Creek Rail Road
1860 - 1868”***

NOTICE

Buffalo Model RR Club *Robbed*

At some point between Friday night (6/11) and Monday morning (6/14) a person or persons broke into the Model RR Club of Buffalo and stole hundreds of pieces of equipment from the HO layout. The majority of the equipment stolen was of modern models and roads, (CR, CSX, CP, Soo, NFRC (club road)) The perp took 28 locomotives, and around 300 freight cars (We are still counting them).

Notable items stolen included a 30-car Somerset coal train and a 20-car ML train composed of custom tagged Walthers Autoracks. In addition, every single Double Stack and TOFC flat car, enough for 320 car trains, was taken. The perp even took all the containers and trailers that were being used as scenery in the intermodal yard. All the locomotives had DCC installed except for a few dummy engines.

A few buildings including a *Walthers* Walton and Son Lumberyard and a *City Classics* Roberts Road Mobile Home were also taken.

The club is still in the process of documenting all the stolen merchandise and is cooperating with the Town of Tonawanda Police Department to find the thief.

The main reason for this email is to alert all modelers in the Western New York area to be alert. Most if not all of the equipment stolen was not boxed which may make it tougher to sell or more suspicious at local train shows.

Thank you for indulging me for a few minutes.

Best Regards,

Brian J. Carlson P.E.
President of the Model RR Club of Buffalo
<http://buffalocentral.railfan.net/>
Brian J. Carlson P.E.
Cheektowaga NY



Ask Doctor Dick (The Scenery Doctor)

OCRR@frontiernet.net

Bill writes: I have heard of a material for making model trees called "*Forest in a Flash*". Can you tell me what this is and how to use it?

Doc: "*Forest in a Flash*" is a product of Jane's Trains, 8221 Ferguson Road, Dallas, TX 75228. (Website: www.forestinaflash.com) It is a peppergreen-like material that Jane colors various shades of green. *The Tool Man* (Website: www.hobbytools.com) also sells this product.

Materials:

Forest in a Flash tree material
Acrylic paint – brown, black, gray, green
Wire – 18–30 gauge
Floral tape* - any color
White glue
Acrylic-latex caulk – tan
Plastic wrap

Process:

1. Procure *Forest in a Flash* material (a hybrid Peppergreen treated material)
2. Remove the large leaves
3. Separate into smaller sprigs
4. Paint the smaller stems all the way to the flower heads with acrylic paints
5. Arrange clumps of sprigs – 3 to 5 into a tree-like shape
6. Wrap floral tape* around trunks
7. Insert wire into bottom of trunk and glue in wire
8. Cover a block of foam with plastic wrap and insert tree into block
9. Apply caulk to trunk of tree simulating trunk and allow to dry
10. Apply caulk to bottom of trunk simulating roots and allow to dry
11. Paint the trunk with various acrylic colors simulating tree trunk color
12. Let dry and plant tree

* Masking tape also works well here.

Medina Railroad Museum

All is well at the Medina RR Museum. The building is 34 feet x 300 feet, an old NYC freight station located in Medina, NY, between Rochester and Buffalo, 15 miles north of the NY Thruway.

They have installed an *NCE* DCC wireless system. Works fine but only for about 25 - 50 feet so additional receivers (antennae) will be installed soon since the signal must travel 100 feet. Also, they are running *Broadway Limited* engines and plan to purchase more. With this combo, they really are now state of the art in operations and it runs and sounds great!

The scenery has expanded greatly and much of it in the east end is complete. The layout is 14' x 204' (2856 square feet) so it will take awhile to complete all of the scenery. The main bridges and trestles in the east end are now complete and installed. The *Envirotex* for the rivers and the large lake will be installed soon. The Erie Canal, the canal boats, and large boats are all done and on the water. More trees have been added to the 1830's area.

Much of the track work is complete and the very large yard is finished. Track is *Micro Engineering* Code 83 with *ME #6* turnouts. No turnout motors yet but *Tortoise* machines are slated for the future. Very long 100 car trains run every day and look great.

General train displays and RR antiques expand each day in the Museum and are worth seeing. See their website: www.railroadmuseum.net



Abbott Junction



King's Canning

The 'Model Railroad Post Office' - # 6

By Norm Wright

Located in the Leeward Islands in the West Indies, southeast of Puerto Rico, Antigua and Barbuda (a former Associated State of the United Kingdom) is now an independent nation. In 1979, to commemorate the International Year of the Child, the country issued a set of four stamps depicting a child's hand on various toys.

Shown here is the **train stamp** (the other three pictured a sailboat, a toy rocket, and a small motor car). In this instance, the Antigua stamp (left) was issued on April 9, and overprinted "BARBUDA" in a reissue on October 24, as shown beside its "twin."

The Scott catalog numbers are: Antigua stamp - # 540; the Barbuda stamp # 397.



**GUIDELINES FOR GOOD
PHOTOGRAPHIC COMPOSITION**

or

**HOW TO MAKE GOOD PHOTOS
BETTER**

by Leaf Shutter

Guideline No. 10

Scenery with People

People included with a scenery picture should be less than one-half the height of the frame and should be looking into the picture.



Don't Forget to Visit the

www.railroadmuseum.net

Coming Next Month

Modeling With Super Trees

Resurrecting Old NiCds from the Dead

Ask Doctor Dick (the Scenery Doctor)

Bath & Hammondsport RR – Part 5

The Cincinnati Union Terminal

Rochester Model Rails

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[Recommended Train Events for 2004 – Updated 6-25-04](#)

June 26 – 27	Rochester, NY – Finger Lakes Live Steamers Annual Open House
July 3	Medina, NY – American Military Weekend, Medina Railroad Museum
July 3 - 4	Galeton, PA – PA Lumber Museum Bark Peeler's Convention
July 5 – 15	Buffalo/Rochester/Geneva, NY area - TAMR National Convention
July 9	Brockport, NY – TAMR model RR clinics, Seymour Library
July 17	Rochester, NY - Model Railroaders Run Day - Finger Lakes Live Steamers
August 4-8	Chantilly, VA - N Scale Collector's Convention 4 th – 7 th - N Scale East Convention 5 th – 8 th - www.nscalecollrctor.com
August 19-22	Durango, CO – Railfest 2004 – Durango & Silverton Narrow Gauge RR
August 21-22	Rochester, NY - Diesel Days at the Museums: NY Museum of Transportation and Rochester & Genesee Valley Railroad Museum
September 1-4	Santa Clara, CA - 24 th National Narrow Gauge Convention
September 11	Welland, Ontario, Canada – International Division Meet
September 25 – 26	Rochester, NY – Finger Lakes Live Steamers Fall Meet
October 24	Rochester, NY – RIT Train Show and Sale
November 6 – 7	Syracuse, NY – Train Show at Fairgrounds
November 18	Rochester, NY – NRHS Meeting – “History of the Oil Creek Rail Road”
November 14	Batavia, NY – Train Show/Sale at Batavia Downs

For a detailed listing of events, go on the Internet to:

WWW.CAORM.ORG

Shows

Look for dates and location

WWW.RAILROAD.NET

Events

Look for date and location

WWW.GATS.COM

Great American Train Show

Show Schedule

Month of Year

Look for your city

WWW.TTOS.ORG

Calendar

Month of the year

Look for your area

WWW.GSMTS.COM

Great American Model Train Show

Dates and Events

WWW.TRAINS.COM

Schedule of Events

Events

WWW.MODELRAILNEWS.COM

Events

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Events