I'm not a robot

Well, this looks awesome. Hopefully there's a wall mount option!*From Cult TV Man website Cool. What are the chances it'll include a lighting kit?EDIT: Oops, nevermind. Just looked up the kit description and it says it will have LED lights. Wall mount should be pretty easy to do yourself is if needed- Velcro tapes or picture mount Command Hook strips would both work I plan to mount it in the bathroom. Facing the toilet. Just in case guests come over. I wonder if there will an opportunity to add metal upgrades to the finishing? (Such as the speaker grille, etc.) I'm sure that the cottage industry folks will be creating all kinds of add-ons for this kit. would love to get this. Does anyone know any place that will sell this in europe? I just found out about this kit and I think it looks amazing and the price is greatAnd for you Hal experts, accurate or somewhat accurate?can't find any thread, so, wondering if anybody has built one, tips on the build, extra mods, adding speakers and adding wireless remote or via Bluetooth and tips of using colors I have one and looking at the prop in the film and online it seems dead on. That being said its pretty simple. My only complaint is I would have liked the front plate to be separate from the frame. Its easy enough to mask it, but theres always silver where it should be black and vice versa. THAT being said its still a super fast build. I love mine I have one and looking at the prop in the film and online it seems dead on. That being said its pretty simple. My only complaint is I would have liked the front plate to be separate from the frame. Its easy enough to mask it, but theres always silver where it should be black and vice versa. THAT being said its still a super fast build. I love mine Would it be possible for you to post some photos, based on which we could judge some of the details? In particular the lens, speaker grille, and logo. That would be helpful! Page 2 NICE. The ladder brings together the whole display, looks great. Page 3 I looked back through my post history to find the original thread. I cant believe I started this kit in 2010. After a couple of home reorganizations, a move, packing and unpacking , loosing parts and having buy a new kit to replace those parts, I have finally completed my 1/32 Viper MKII. I added photo etched parts to the cockpit, engine service panels, and engine exhaust. Added a tow/launch hook to the front landing gear, made from sheet styrene and Stainless tubing. I drilled out the gun and added a stainless steel tube for a barrel. I had to scrap adding the custom details I CNC machined for the side service panels, since this is one of the parts lost over the years. The photo etched kit did include some detail parts for those as well. I also added Steel tubing in the side panels for the Fuel/life support? ports on either side. The RCS Thrusters were partially drilled out to give some visual depth. Base paint is a grayish white with Fire red painted stripes. The kit decals, which are known to be brittle, had deteriorated quite a bit over the years, after I lost a few, I salvaged them with a clear coat before applying the rest. Weathering was a combination of salt and painted chipping, Tamiya brown and black panel line liquid and then layers of oil wash over top. Graphite powder was brushed on for RCS Thruster smoke and fuselage strikes. Im very pleased with how it turned out. It is probably a little dirtier than ever seen on screen, but I imagine this shows a viper during back to back missions with little time for maintenance between. If I had it to do over again I would add lighting but project creep is a big reason it takes me so long to complete things! I plan to 3D print a ladder and make a hanger floor display base at some point. If anyone has a 3D model of the ladder let me know. Last edited: Mar 4, 2025 I looked back through my post history to find the original thread. I cant believe I started this kit in 2010. After a couple of home reorganizations, a move, packing and unpacking , loosing parts and having buy a new kit to replace those parts, I have finally completed my 1/32 Viper MKII.View attachment 1911203View attachment 1911204View attachment 1911205View attachment 1911208View attachment 1911217 I added photo etched parts to the cockpit, engine service panels, and engine exhaust. Added a tow/launch hook to the front landing gear, made from sheet styrene and Stainless tubing. I drilled out the gun and added a stainless steel tube for a barrel. I had to scrap adding the custom details I CNC machined for the side service panels, since this is one of the parts lost over the years. The photo etched kit did include some detail parts for those as well. I also added Steel tubing in the side panels for the Fuel/life support? ports on either side. The RCS Thrusters were partially drilled out to give some visual depth.View attachment 1911197View attachment 1911198View attachment 1911199View attachment 1911200View attachment 1911201View attachment 1911202View attachment 1911220 Base paint is a grayish white with Fire red painted stripes. The kit decals, which are known to be brittle, had deteriorated quite a bit over the years, after I lost a few, I salvaged them with a clear coat before applying the rest. Weathering was a combination of salt and painted chipping, Tamiya brown and black panel line liquid and then layers of oil wash over top. Graphite powder was brushed on for RCS Thruster smoke and fuselage strikes.View attachment 1911218View attachment 1911219View attachment 1911221View attachment 1911222View attachment 1911223 Im very pleased with how it turned out. It is probably a little dirtier than ever seen on screen, but I imagine this shows a viper during back to back missions with little time for maintenance between. If I had it to do over again I would add lighting but project creep is a big reason it takes me so long to complete things! I plan to 3D print a ladder and make a hanger floor display base at some point. If anyone has a 3D model of the ladder let me know.View attachment 1911206View attachment 1911207View attachment 1911209View attachment 1911210View attachment 1911211View attachment 1911212View attachment 1911213View attachment 1911214View attachment 1911215View attachment 1911216 Dean O, There is a company in the UK, Cozmic Scale Models, that has two boarding ladders in 32nd scale. I have both and I have photos below, I hope this helps.Don Dean O, There is a company in the UK, Cozmic Scale Models, that has two boarding ladders in 32nd scale. I have both and I have photos below, I hope this helps.Don Thanks, Those looks great! Im familiar with the v1 ladder but not the v2. I did not realize there were two different versions. Beautiful dirty thing. Love it. Great details and weathering! I had one but my daughter stole it for her display. Now theyre 100 bucks! Thanks, Those looks great! Im familiar with the v1 ladder but not the v2. I did not realize there were two different versions. Here is an image of the two ladders on set. These are my two painted, Here is an image of the two ladders on set.These are my two painted, Thanks for the pics! Ive never noticed the two different versions on any of my re-watches! Ive decided to make my own 3d model. I whipped this up in CAD just now to see how difficult it would be. I need to take a few measurements from the model and to get the right scale. I still need to work out scaling to adjust the rails and treads but Im happy with how it looks so far. Dean O,There was as .stl file out there but my link was dead. Not that you need it by the looks of it, frakking nice work sir. Yeah I found a mention of one STL that was on Shapeways but its gone now that shapeways is dead. Pretty sure thats the one I remember seeing. Ive got my model to a point that Im happy so Ill try printing it this weekend or next week and see how it comes out. I changed the expanded metal to a diamond plate and adjusted the shape and size of the steps and rails. That's an incredible build, Dean O. The love you have for the subject shines through. Yeah I found a mention of one STL that was on Shapeways but its gone now that shapeways is dead. Pretty sure thats the one I remember seeing. Ive got my model to a point that Im happy so Ill try printing it this weekend or next week and see how it comes out. I changed the expanded metal to a diamond plate and adjusted the shape and size of the steps and rails.View attachment 1912236View attachment 1912237View attachment 1912238 Dean, I have a Shapeways ladder, did you need any measurements from mine so it scales out right? I have the base at 35.14mm/1.3835 in width , 50.51mm/1.9885 in long.The ladder is 25.60mm/1.008 in wide and 77.05mm/3.0335 in tall at the peak. comparing mine to your, it looks like you are bang on with the angle of the steps. Dean,I have a Shapeways ladder, did you need any measurements from mine so it scales out right? I have the base at 35.14mm/1.3835 in width , 50.51mm/1.9885 in long.The ladder is 25.60mm/1.008 in wide and 77.05mm/3.0335 in tall at the peak. comparing mine to your, it looks like you are bang on with the angle of the steps. Thanks so much for those dimensions! Ill double check mine but I think they are pretty close. I drew this on my work CAD so these are rough measurements from the stl I exported to my iPad but pretty close. I scaled it based on measurements from the kit. This is my test print. I made a mess of the supports and accidentally put a hole through the base when slicing the model. I think the last step is at the perfect height but is a little too big. The second step is a bit too high over the wing, and possibly the whole thing is a bit too tall. Ill make those adjustments and print again. Looking frakking nice Dean !! Thanks! I made the changes to the model this morning and it looks much better. Plus a couple of other accessories. I also made a plug to attach hoses from the tank to the viper. Last edited: Mar 11, 2025 Here are some images of other equipment from the show, Thanks! I might make some of those too. I realize that I made the doors on the equipment chest upside down. They would not open upwards but down instead. Ill just glue them shut and be done with it. BTW, If anyone is interested in the STLs let me know. Finally got the ladder printed and cleaned up. There were a ton of unnecessary supports that made for a lot of clean up. Ill print another once I get the supports dialed in but Im very pleased with the size and shape of it. Page 4 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Thread starter Gregatron Start date May 30, 2025 Page 5 Some 15 years ago, I built a Polar Lights 1/1000 Klingon D-7 battlecruiser (with some accuracy mods) and a Starcrafts resin 1/1000 Romulan Bird of Prey. They turned out well enough, but, as time has gone on, Ive had an itch to redo them. Partly because the Klingon model has developed some cracks and damage (as well as my skillset greatly improving), and the Romulan ship was subsequently released by Round 2 in a far more accurate form than the resin garage kit. Id actually bought the Round 2 Romulan kit and assembled it not long after it came out, but its sat unfinished in a closet for years. Also, I came into the possession of three boxed Round 2 Klingon D-7 kits for free, given to me by a friend, and which have just been sitting in a closet for years. So, Ive decided to return to these models and do all-new builds. Heres where were at: 1) I did some seam work on the unfinished Bird of Prey, and also bought and installed the Green Strawberry photoetch set for the missing windows (and left off the other, studio model-inaccurate detail parts). The model is currently primered and ready to paint. Still debating what colors to go with. These days, most people seem to think a light gray for the base hull color, or that perhaps even the same gray-green as the Enterprise was used on the studio model (since the original script for Balance of Terror indicated that the ship was based on stolen Starfleet plans). The engine domes are another question mark. People have depicted them as white, red, orange, yellow, green, blue, or a blue-green, over the years. Blue and/or green seem to be what people lean toward, these days. Suggestions are welcome. 2) I also recently acquired the Romulan Battlecruiser version of the Round 2 D-7 kit (based on the remastered version of The Enterprise Incident, with the bird decal for the underside. I plan on using this model as a test bed for accuracy mods on the Klingon version. To that end, Ive been 3D modeling a series of replacement parts, to be printed in resin. Some are more accurate to the D-7 filming model, and others to match the AMT tooling model. I figure the tooling model-style parts can go on my Romulan build(s), since those details never appeared onscreen on the Klingon ships, and the slight differences and tweaks make sense for a Klingon design built by Romulans. The parts are as follows: *A shorter cylindrical tower to sit behind the bridge, since the kit version is too tall. One version matches the filming D-7 model, with the extra greeblie and the round pinhead detail on top. The other is plain and smooth, like on the AMT tooling model. * The round pinheads which were on the rear bridge platform and either side on the main body. *A replacement for the sensor hole tunnel piece on the head, with the antenna details added in. *The alternate nacelle half-round grille detail seen on the AMT tooling model and the original AMT model kit, designed as one piece to be trapped in-between the nacelle halves. I made a digital mock-up of the nacelle based on caliper measurements of the kit parts to ensure a proper fit. In addition to these upgrade parts, Id also like to tweak some of the other issues with the Polar Lights kit, such as thickening up the main body with sheet styrene, shortening the top overhang/roof of the hangar deck structure (which sits too far forward on the kit), and slimming down the platform behind the bridge. Im aware that the kit has some scaling problems, too, but if anyone can point out any other glaring inaccuracies in the kit, it would be appreciated. 3) The actual Klingon D-7 build, with the aforementioned mods and drop-in parts (but with the stock kits nacelle grilles, based on the filming model). 4) For the other boxed D-7 kit, I havent decided. I could go with the Trials and Tribble-ations/Greg Jein models look, the STAR TREK: THE ANIMATED SERIES Romulan D-7 look (which the earlier Polar Lights/Round 2 kits include decals for), or redo my previous Romulan Bird of Payne model, this time with the accuracy mods and drop-in parts. Although that would require getting a new set of decals, and Im not sure if JT Graphics is still in business. Thoughts and suggestions are welcome! Meanwhile, I buttoned up the filling and sanding and blending of the photoetch window strip on the Bird of Prey, then gave it a final primer coat. Next up is a light preshading treatment via an acrylic wash to make the windows pop and add shadow areas to the nooks and crannies, then painting the rear engine vents aluminum, masking those, and painting the base color.Of course, I still have to decide WHAT color for the hull. White? Light gray? Light green? Enterprise gray-green? We'll see. As usual, I'm aiming for accuracy, so I need to recheck the available reference. I would pick a color that works well with the giant bird decal underneath. It looked all sorts of different colors depending on the lighting in the show so I would go with what looks best on your shelf... In doing research for accuracy mods on the D-7, I was reminded that the little ramp platform behind the Bridge is too long on the Polar Lights kit. Sure, I could just file and sand it down, but getting the rear bevel angle and the length correct and consistent on several builds would be a bit tricky. So, Im now modeling the ramp, as well. I used the rear tower Id already built, and created a mock-up of the Bridge bubble (based on measurements of the kit part) to get everything lined up and scaled properly to match the reference images. That way, I can just remove the stock tower and ramp, sand the upper Bridge platform flat, and install the new parts with minimal fuss. Realistically, I should just model the entire upper Bridge platform and all of its details, but that would be a lot of work. Better to just modify the thickness of the kit platform and then plant on more accurate parts. Last edited: Jun 2, 2025 I decided to also create a new hangar roof piece (minus the front pegs and interior detailing), since the kit part is about 3.5mm too long, facing forward. Sure, I could just shave it down, but, once again, getting the beveled edge/length right and consistent for several models would be tricky. This will ensure consistency. I cut apart and modified the Bridge platform, using reference photos of the studio model. The curved front half was lowered by about 1mm, and the rear deck by about 1.5mm. I also sawed off the rear tower and the ramp. My replacement tower is designed to slot into the hole left behind, and the remaining footprint of the stock ramp will help will aligning tge replacement. Everything is glued together, except for the Bridge bubble. Looks rough, but once properly putted and sanded, the assembly should look more proportionally accurate. Painted the rear engine tubes on the Bird of Prey. Once dry, Ill mask those off and paint the base hull color. Buttoned up the last tweaks on the D-7 replacement parts (sensor tube, hangar roof, Bridge rear tower/ramp, engine grilles, pinheads), and ordered them to be printed in resin. Should be arriving in a week or so. I masked off the Bird of Prey's engine endcaps, and painted the body a mix of Tamiya White tinted with Light Gray. Looks right to my eye. An off-white that looks grayer in certain lighting. And the preshading makes the lines and details subtly pop. In terms of the Romulan Bird of Prey, one possible look is to have the top of more accurate models perhaps recessed into the very large, inaccurate AMT originala battleship perhaps Decaled the Bird of Prey. annoyingly, despite my having the wings and body decals on the Bird of Prey properly aligned, they slightly pulled away from each other as the decals dried, leaving teensy gaps between them. Gonna have to cover them with a Gundam marker.Worse, the trailing edge of one of the wind decals started flaking a bit, despite my covering my bases by coating the decade-old decals with liquid decal film. Gonna have to touch the spot up to hide it. Sealed in the Bird of Preys decals with a glosscoat. Meanwhile, I still need to decide what to do with the nacelle domes, in terms of color and finish. On a somewhat-related note, Im also working on a Klingon D-7 for a friend (with no mods or custom parts), and, based on James E. Smalls research, sprayed it with Tamiya Pearl Light Blue and Pearl Green. At first glance, (predictably) the colors looked way off, due to their being pearlescent. But then I gave the model two heavy coats of flat clear to tone down the pearl, and I have to say that the colors are a pretty darn good match for the studio models. For my own build, I may still end up doing custom color mixes, but its nice to know theres a rattlecan option. Last edited: Jun 9, 2025 I wonder if there are zip-a-tone/ screentone decals for simulating a models look on old TVs.Glow-in-the-dark models need such decals so light can bleed through. Resin upgrade parts are on their way. Should arrive in a few days.Meanwhile, I have to decide whether or not to strip the Romulan Bird of Prey and start over. The bird decals have some annoying flaking going on. D-7 upgrade parts arrived. Printed in resin, theyll require minimal cleanup. Im absolutely thrilled at how well they turned outright down to the tiny antennas in the replacement sensor tubes. Started test-fitting the parts. The upper Bridge tower and ramp were glued on. The sensor tube needed some sanding to fit. The pegs for the new hangar roof needed to be trimmed a bit. And I cut the appropriate slots into the nacelles to fit in the new grilles. But, overall, the look and fit are excellent. Just a bit more tweaking, then the appropriate gluing, filling, and sanding. Since the AMT tooling model was never filmed, it seems appropriate for the Romulan version to be based on it, in terms of the fine details. Last edited: Jun 18, 2025 Started assembling the D-7. I still have to thicken up the main body with sheet styrene before I go any further. Now Im sort of going back and forth on what to do with the D-7s main body. At first glance, the 1/1000 kit just looks too slim. In the past, Ive bulked it up with sheet styrene. Upon closer inspection, though, it seems more like the problem is that the curvature of the upper hull isnt steep/tall enough.Hmm. Heres what Im talking about, using a photo of the filming/Smithsonian model and a (flopped) promotional photo of the kit. I now think its less a case of the body being too thin than it is the that upper bodys curvature is more shallow on the kit, and the angles on sides of the bottom body where they transition to the belly are too soft. This might take a lot of work to correct. im almost thinking than a few small strips of styrene and a lot of putty to blend them might make it work. Maybe even just sanding and reshaping, rather than adding material. Or maybe its just not worth bothering with. I just saw this on YouTube from Randy at VoodooFX. Unboxing of the model. I had no ideas this was coming I think that this news was in another thread already...saying that, I think that, for a desk-display-model, it's a great way to satisfy the 2001 crowd.Seems that the face is quite accurate (since we had the pics of the original and its details). Some scaling is difficult to achieve due to the scale, but if someone would be ready to add some accuracy, it would be fun to do. I think that this news was in another thread already...saying that, I think that, for a desk-display-model, it's a great way to satisfy the 2001 crowd.Seems that the face is quite accurate (since we had the pics of the original and its details). Some scaling is difficult to achieve due to the scale, but if someone would be ready to add some accuracy, it would be fun to do. I thought I'd seen it here as well but I did a quick search and couldn't find anything. I figured it can't hurt to post this front and center so it has some visibility. Glad you posted this. I'm excited for the kit. Interesting that they chose not to open up the windows. The plastic should light up nicely, but masking will be a little tedious. I'm exploring ways to light up the model and mount it on a mechanism to make it rotate. It'll be a fun problem to solve. Glad you posted this. I'm excited for the kit. Interesting that they chose not to open up the windows. The plastic should light up nicely, but masking will be a little tedious. I'm exploring ways to light up the model and mount it on a mechanism to make it rotate. It'll be a fun problem to solve. You're braver than me I was just thinking of replacing the tensing cable with thinner ones (maybe my wife's hair) You're braver than me I was just thinking of replacing the tensing cable with thinner ones (maybe my wife's hair) Replacing the wires is a must for sure. I found this electric motor with a slip ring to power the lights during rotation. I need to investigate further, but something like this should work. Amazon.com Interesting that they chose not to open up the windows. Thats a polite way to put it. Id call it disappointing.Its such a shame that Round2 or someone didnt go for the 2001 licence. Compare the new Round2 studio series TIE fighter, and the decisions they made in designing it (sharp crisp moulding, key decisions to simplify both painting and lighting, close fidelity to the original models), to the stuff that Moebius have been putting out under that licence :/ Last edited: May 19, 2024 Replacing the wires is a must for sure. I found this electric motor with a slip ring to power the lights during rotation. I need to investigate further, but something like this should work. Amazon.com Probably placing a rod through the whole thing...Thanks for the link, btw I don't know if I'm going to cut the windows I still have shivers down my spine thinking of the 240 windows I cut (by hand) on my "studio scale" Space Station I have some doubts about the scale... Moebius states that the model is in 1:2600 scale and that the diameter is 35cm. But if that were the case, the size of the station would be 910 meters, while Wikipedia and other sources state a diameter of 300 meters (984 feet). Furthermore, a human of average height at 1:2600 scale would be just over half a millimeter tall (!!!) and the station windows would be as big as a cinema screens... Has Moebius confused feet with metres? With a diameter of 35cm, the model should be 1:857 scale. This isn't meant as a criticism, but does the accuracy of the scale really matter? The station model is supposed to be in scale to the tiny Orion that comes with it, so that's the only comparison that needs to be made. To be honest, even on the original, the comparison in scale between the windows on the station and the size of the Orion seems cheated. This isn't meant as a criticism, but does the accuracy of the scale really matter? The station model is supposed to be in scale to the tiny Orion that comes with it, so that's the only comparison that needs to be made. To be honest, even on the original, the comparison in scale between the windows on the station and the size of the Orion seems cheated. Yes, absolutely! Orion's windows are "too big" compared to the ones on the Space Station 8 footer model. If you look at the interior set, the windows' scale relative to human's should not taken for model scaling. This is what I'm thinking for a stand to house the slow rotation motor and the slip ring for the lights. I want something to hold it securely as it moves and thought to myself, "Why not make the support the Monolith?" The curved based will mimic the curve of the Earth without being too intrusive. Another option would be to use the Mobius HAL-9000 kit instead of the Monolith as the support. That could look cool. There was a Howard Johnson (Ho-Jo) comic dated from the film's release that gives a different size of 600 feet (182.88m) which seems a tad off... This is what I'm thinking for a stand to house the slow rotation motor and the slip ring for the lights. I want something to hold it securely as it moves and thought to myself, "Why not make the support the Monolith?" The curved based will mimic the curve of the Earth without being too intrusive. Another option would be to use the Mobius HAL-9000 kit instead of the Monolith as the support. That could look cool.View attachment 1823256View attachment 1823257 I like it. As for me, I think that a self hovering one would be cool, as to not masking any parts of the station. I like it. As for me, I think that a self hovering one would be cool, as to not masking any parts of the station. If you can figure out a way to make it self hover, you'll officially be RPF's resident god/genius! I think mounting it through the rear hub makes sense since that's how it was on the original and there's no official documentation (I could be wrong -- I'm sure I'll be corrected) that there is a second landing bay there anyway. I always assumed the hub opposite the landing bay housed the station's fuel cells and power reactor since it clearly wasn't solar powered. If you can figure out a way to make it self hover, you'll officially be RPF's resident god/genius! I think mounting it through the rear hub makes sense since that's how it was on the original and there's no official documentation (I could be wrong -- I'm sure I'll be corrected) that there is a second landing bay there anyway. I always assumed the hub opposite the landing bay housed the station's fuel cells and power reactor since it clearly wasn't solar powered. Members here made several overing training remotes: The actual model was either mounted at the front (finished ring) for shot showing the red landing bay at the "under construction ring...or at the rear (unfinished ring) with the "plug": i.e. same face/landing bay, switched to the front of the model with landing lights on. Indeed - and there are companies which make high-end magnetic levitation devices used for expensive product marketing in high-end shops and trade shows. They're capable of lifting considerably more weight than the affordable toys used for the training remotes, and to a greater height. I looked into those for a project, but they're really expensive and so I dropped it. One device I looked at can lift up to 10kg in weight, which is pretty amazing. But it cost about 5000 in 2016. Yikes!You'd have to put a bunch of rare earth magnets into one of the hubs, and the station would only be able to float horizontally, but it'd be doable if you wanted to throw enough money at the problem. Last edited: May 25, 2024 So I finally finished the Moebius Jupiter 2. Below are some of the gallery photos, plus a link to the full gallery. Also a video of the final build is available below. Full animated pulsating wall beam lights, random slow speed blinking computer lights controlled by Arduino, and a couple motors for spinning Translator console and main computer console. As well as working activated flashing alarm system. Sound effects as well with rotating fusion core, alarm system and random sound bytes. Activated by base buttons or 4 button remote control. My final reveal video of the Moebius Jupiter 2 model build is now live on my YouTube channel as well. Last edited: Aug 31, 2020 I've been watching this build on YouTube (and all of your other ones) and all I can say is wow! UPDATED with full video of all animated and working LEDs and sounds. Love your builds. You've set another extremely high bar for the rest of us to try to reach. Well my friends, during the Covid 19 "stay home from work" time I'm just binge building. I gotta say I'm rather enjoying it. The Mobius 1/6 robot has been in the stash for nearly 2 years, so here we go. The steps for integrating the lighting during the build as well as the PE has been a challenge but watching some youtube has helped. The brain was a bit fiddly but I think I've got it. I'm hoping that's the worst of it. The lack of illustrations in the Tena instructions has been a hindrance but that's the challenge I reckon. Hey. How about you simmer down with your productivity and stop making the rest of us look bad Hey. How about you simmer down with your productivity and stop making the rest of us look bad LOL, I got a lot of time on me hands. The girl is still working a few days a week but she comes by and hangs out from Saturday evening till mid day Monday. obviously while she's here I don't get near the work bench...and why would I? Otherwise, I ain't got nuthin to do had to hack out this panel so I can slip in a piece of that light diffuser stuff, it took a bit but I got it. I managed to complete the head but can't do any light test till I set up the control board and attach the power supply. Hopefully tomorrow You are on a roll!Very cool subject. Looking forward this This build is going to look so cool! Looking forward to seeing it completed. It's turning out great, wish they had the one piece glass bubble when I built mine, too late now..... Not sure if anything I did might help,but some of the pictures from my build can be found here, hope it give you some ideas, it was a fun build, love WIP pics..... LOL, I got a lot of time on me hands. The girl is still working a few days a week but she comes by and hangs out from Saturday evening till mid day Monday. obviously while she's here I don't get near the work bench...and why would I? Otherwise, I ain't got nuthin to do Yeah, I feel that. I have my kiddo on my days off, and currently I'm waiting for the USPS to find my led's for my frankenstein build. So productivity is slow. I did however, buy the OLD revell 1:32 corsair model, which I plan to completely redo with scribed paneling and rivets, aftermarket everything. While the parts are actually for the 1:32 Tamiya kit, I'm sure I'll be able to make them fit. ok, well...the mouth piece turned out well, cutting it out was tedious but the acrylic sheet cooperated. I masked off the leg accordions and shot the inside with black so future lighting won't come through. I thought I was being pretty clever by cutting ultra thin evergreen sheet to veneer the track housing seams...then of course I REALLY fracked up the silver body parts. The satin clear I used on the J2's was fine, but it crinkled on the robot Same paint, same clear...only thing I can figure is I didn't let it dry long enough. Soooo, gotta get some easy-off oven cleaner and strip it off and do it again, ARGH I too used thin Evergreen, I had no interest in trying to sand down those nasty seams, nothing wrong with a little cheating.... I too used thin Evergreen, I had no interest in trying to sand down those nasty seams, nothing wrong with a little cheating....View attachment 1289670 oh, dude...the mating surfaces were fracking horrible! Uneven as you might see in a crappy kit. I had to sand and file enough for the evergreen to lay flat! big disappointing surprise Say dude, where are those pics of yours? I'd like to see your build before I do something else stupid Say dude, where are those pics of yours? I'd like to see your build before I do something else stupid The best place to look for the pictures are at Bob May's home page in the Picture Page,, Pictures Page, It's at the middle of the page under " Teslabe's B9 Robot Model Build", I'm sure HobbyTalk has long since taken the photos down. The videos of the build can be found in my youtube channel "teslabe7701", click on the video option at the top of the menu to open all the videos and be sure and scroll down, they are old videos. Took a good part of the day to get it scraped, sanded and reshot but I managed to save it. While it was soaking in oven cleaner I got some LED"s wired and stuck in place. Also made some lighting separators to prevent bleed through. couple more days... But, I widh I had thought to string some FO up into those red and yellow do-dads...woulda been pretty easy and looked cool That silver color is pretty nice. What paint is that? Great looking build so far. That silver color is pretty nice. What paint is that? Well, I had been using a valejo acrylic silver on the J2's and it worked fine...but it crinkled on this. I think either I had thinned it too much or not let it dry long enough, or both. Believe it or not, what I reshot with was Testors 1451 aluminum buffing metalizer only I didn't buff it. I did two lighter coats and let it go and didn't buff it, just wiped it good later. Worked out well...thank God Page 2 From what I could tell in that one pic, it is a nice surface and pretty convincing metal look From what I could tell in that one pic, it is a nice surface and pretty convincing metal look I think it's pretty close to what it's supposed to look like, but who knows. I have all the B&W episodes but it's been decades since I've seen one of the color episodes. Ehh, it works for me Ok, it's getting close to being done. Got a message from work that we're going back May 1st so my binge building will be winding down. What I did in image one and six was cut slots for the wiring to pas through the torso. there was a small glue in retainer pin to hold these together but the lower outer piece had a warp to it so I found a tiny screw and washer to join the two. I put the sound module in the left track but had some trouble positioning so I removed the inner track cover and hacked out an access. I got it all together with the speaker down there as the wires to the speaker was only like an inch long, you could barely hear it. Soooo, I took a chance that I could fish a pair of wires down through from the top and I got lucky. Now the speaker is up just below the head assembly, much better. Once I tested it I found that the light blocks I made weren't getting it done. the two 5mm LED light below the mouth was bleeding up on the sides. So I cut some thin pieces of evergreen, painted the black and glued them in place. Now there is nothing by a full red glow when it talks. All that left is to attach the iddy-bitty wires for the lights in the glass dome and assemble the arms. well that wraps up this one. I messed up a bit with the lights in the head. in the process I lost 2, the one that illuminates the finger spoke things and one in the upper brain. well at 3 still work. the sound was still really muffled so I drilled a bunch of holes around the outside edge of the acrylic where you can't really see them, it's better but not what I would have liked. I should have scratched up a stand for it and mounted the speaker there. oh well. I seem to mess up something on every build. I think you did a really nice job on this build! Fantastic job, I love this kit and you really did it justice..... Looks amazing! What a cool piece I agree with everyone amazing job and details just capture the eye when looking at it. Great clean work. Love me some Robot. Thanks my friends, most appreciated! Looks like I'm going back to work next Monday, finally. I'm gonna see if I can squeeze in one more build. Revell simple Simon snap-tite Imperial Shuttle. Seems pretty close to 1/72 and does the AT-AT I was encouraged to acquire. Love all the lighting! That's a lot to fit in to a small model. That robot looks fantastic! Probably a lot better than the one they used on the actual show. I have never seen any other build come out better than that one! Well done. I have never seen any other build come out better than that one! Well done. What? Well I really appreciate that, thank you. I have to say though that I'm one of those self deprecating yahoo's that don't take compliments very easily because I know where my shortcomings (with my modeling) are. There's some guys here that do some incredible things way beyond my skill level, but I am learning from them...maybe I don't suck as bad I think I do Beautifully done, looks spot on! Ok guys, I need some information on accuracy and ease of build. I am considering a Jupiter 2 build in the future and wanted everyones opinion on Moebius vs Polar Lights. I plan on lighting the kit, and doing a detailed interior with figures etc... I have seen a few third party enhancements for the Moebius Jupiter 2 but nothing for the Polar Lights??? Are these kits basically the same or does one stand out for detail or clear parts to ease lighting it or screen correctness etc.... I looked for a thread on this topic but found nothing. Your comments would help me make the correct choice. If I were to do one for myself I'd go with the Moebious one.I had the PL one but sold it. Moebius' J2 is considered by many to be more accurate than Polar Lights' J2. Moebius' J2 is also larger, which many modelers find makes it easier to light. I haven't built the J2, but in my experience the parts fit of Moebius' kits is far superior to anything Polar Lights ever produced. And the Moebius kit is still readily available; the Polar Lights kit has become a collectible of sorts, and will likely cost you as much as (if not more than) the Moebius kit. All things considered, the Moebius kit is a far better option. Some of the same people worked on both the Polar Lights' and Moebius Jupiter 2s. Of the two, the Moebius is more accurate in many ways. Moebius didn't compromise the shape of the ship overall in development, and the interior has better proportions, more detail. It's a much better kit overall as a result. It's a really big model, however, so you're going to have to consider that as part of your build. The biggest accuracy complaint I've heard with regard to the Moebius kit is the landing gear. Instead of following the design of the 4-foot studio miniature, they matched it to the 1:1 set used with the actors. Basically this means a difference in thickness of the parts, but the shapes are so darn close (and it looks good) that I can't be bothered to correct it. The Polar Lights Jupiter 2 is a lot of fun on its own, and has the lower deck (although it's a different scale, the result of scale issues and the fact that the damn thing wouldn't fit anyway). It's smaller, which may be to your liking, and has a top lid that can be easily removed to show off the interior. The overall shape of the Jupiter 2 is not 100% accurate, but it's really damn close. I can tell the difference between the two, and I wouldn't call myself a dedicated accuracy freak on all things Jupiter 2. Go with the Moebius one, keep a PL kit as a collectible. By the way, the big Jupiter 2 fans are over on Hobbytalk:Science Fiction Modeling - HobbyTalkMoebius Models - HobbyTalk Do a search for Jupiter 2 in those threads and you'll be flooded with information, discussion, accuracy issues, lighting, mechanized legs, etc.I should add that the Moebius kit is superior to the PL kit for lighting, especially the interior. In the PL kit, the hyperdrive on the bottom (the bit with the light chaser) is one clear piece. As a result, it's a ***** to mask and paint. In the Moebius kit this is presented as two pieces (with two options - fins or no fins). I've built the PL J2 but have the Moebius (J2, Chariot, Pod) still on the shelf waiting for motivation. The PL needs a lot of work to accurize that Moebius took care of. The PL hull shape is spot on to the 3' filming miniature. Ron Gross saw to that. Last edited: Mar 29, 2011 Thanks everyone for the information. I will most likely go with the Moebius version and it will have to wait until I finish my PL Enterprise and my 1/350 Space battleship Yamato. I was just starting my research for this project to be in my que. I'd go with PL becauseA) easier to store or display after it's doneB) more of a challenge to get just rightBut that's just me.:love Thanks! It's a great kit.I did a lot of extra Scratch-Building/Detailing to this kit. Don't tell me you somehow fit a power core on the lower, lower level....lolI have a 17" Japanese B9 Robot model, but no vehicles. I would have sold my young soul to have a J2 as good as yours.:cry I just won an auction on eBay for the Polar Lights Silver Chrome Jupiter 2 (1 of 5000). It cost me $41.00, which I thought was a pretty good price compared to some of the prices I have seen. I believe there are lighting kits available as well for this model. Anyone have recommendations on the best place to get the lighting kits? Thanks. The fit so far seems good with the Moebius kit and the lighting options are open to one's imagination. There is a lot of space. The only thing I find a bit annoying is that the Moebius J2 kit is 1:35 scale but the Chariot, Pod and Robot are all 1:24 scale. It would have been nice to get them all the same scale even if it cost a little detail-wise. The only thing I find a bit annoying is that the Moebius J2 kit is 1:35 scale but the Chariot, Pod and Robot are all 1:24 scale. It would have been nice to get them all the same scale even if it cost a little detail-wise. Moebius is producing a Chariot kit, a Pod kit, and maybe a B-9 kit in 1:35 scale. Last I heard they were planned to be mixed media kits including styrene, resin, and photoetch parts, but that may have changed. They were supposed to be available in early 2011, but got pushed to possibly May, 2012; the last comment I read from Frank at Moebius regarding the delays was, "There has been very little interest in these on the distributor side, so they have fallen behind, with no incentive to 'rush them to market'." Page 2 Chriss Doll, Long time no see! Dude, you took a boatload of pictures at Wonderfest 09 and I know you put them up, especially of the products that I had at Tracy's Federation Models table, you know my products and the ID4 ship that I built for him... What happened to those pictures? I looked one week and they were there and then later they were all gone. Do you still have shots of all of those pictures that you took of my products while I was working for Tracy..... My Wife remembers you... I've tried to get ahold of you.... By the way, the big Jupiter 2 fans are over on Hobbytalk: Science Fiction Modeling - HobbyTalk Moebius Models - HobbyTalk Do a search for Jupiter 2 in those threads and you'll be flooded with information, discussion, accuracy issues, lighting, mechanized legs, etc. I should add that the Moebius kit is superior to the PL kit for lighting, especially the interior. In the PL kit, the hyperdrive on the bottom (the bit with the light chaser) is one clear piece. As a result, it's a ***** to mask and paint. In the Moebius kit this is presented as two pieces (with two options - fins or no fins). Page 3 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Thread starter Gregatron Start date May 30, 2025 Page 4 Some 15 years ago, I built a Polar Lights 1/1000 Klingon D-7 battlecruiser (with some accuracy mods) and a Starcrafts resin 1/1000 Romulan Bird of Prey. They turned out well enough, but, as time has gone on, Ive had an itch to redo them. Partly because the Klingon model has developed some cracks and damage (as well as my skillset greatly improving), and the Romulan ship was subsequently released by Round 2 in a far more accurate form than the resin garage kit. Id actually bought the Round 2 Romulan kit and assembled it not long after it came out, but its sat unfinished in a closet for years. Also, I came into the possession of three boxed Round 2 Klingon D-7 kits for free, given to me by a friend, and which have just been sitting in a closet for years. So, Ive decided to return to these models and do all-new builds. Heres where were at: 1) I did some seam work on the unfinished Bird of Prey, and also bought and installed the Green Strawberry photoetch set for the missing windows (and left off the other, studio model-inaccurate detail parts). The model is currently primered and ready to paint. Still debating what colors to go with. These days, most people seem to think a light gray for the base hull color, or that perhaps even the same gray-green as the Enterprise was used on the studio model (since the original script for Balance of Terror indicated that the ship was based on stolen Starfleet plans). The engine domes are another question mark. People have depicted them as white, red, orange, yellow, green, blue, or a blue-green, over the years. Blue and/or green seem to be what people lean toward, these days. Suggestions are welcome. 2) I also recently acquired the Romulan Battlecruiser version of the Round 2 D-7 kit (based on the remastered version of The Enterprise Incident, with the bird decal for the underside. I plan on using this model as a test bed for accuracy mods on the Klingon version. To that end, Ive been 3D modeling a series of replacement parts, to be printed in resin. Some are more accurate to the D-7 filming model, and others to match the AMT tooling model. I figure the tooling model-style parts can go on my Romulan build(s), since those details never appeared onscreen on the Klingon ships, and the slight differences and tweaks make sense for a Klingon design built by Romulans. The parts are as follows: *A shorter cylindrical tower to sit behind the bridge, since the kit version is too tall. One version matches the filming D-7 model, with the extra greeblie and the round pinhead detail on top. The other is plain and smooth, like on the AMT tooling model. * The round pinheads which were on the rear bridge platform and either side on the

potential of 2001 kits, the only way for them to make money is to use this inferior-quality tooling and manufacturing. Or maybe they think these low-end kits are good enough, advanced model makers enjoy fixing all the flaws anyway, and that 2001 fans are a captive market. The fact that they released the Space Station V kit without window cutouts does suggest a rather condescending attitude.I have no idea! All I know is it makes me a bit sad at such a missed opportunity. Yes, we're a captive market for sure, albeit small compared to other types of popular Sci-Fi kits on the market. If, 2001 fans/model makers want something out of the beaten paths, then we'll have to go to garage kits and the other problems they can bring (lack of updates, long delivery time, small quantities and quality problems to name a few).The only 2001 garage kits released were: the Aries-1B, the 1/6th EVA Pod and the 45" Orion shuttle by various people.I don't see anybody doing a bigger size Moonbus or anything else (models) related to the movie. Well either I'm really unlucky or there's some quality control issues with Moebius kits, out of 3 Moebius kits 2 I had issues with. The Cylon raider was my first Moebius model purchase ever and was perfect, the 2nd kit was TOS Colonial Viper and came with a flawed canopy, it had a small black piece embedded/molded into clear plastic, 3rd kit was the TOS Galactica with a missing part, part was approx. 1 1/2" square inch hull panel. I purchased hundreds of kits and never had a single part missing, this includes many garage kits with tons of loose parts in bags, what's more frustrating is Moebius charges a fee to get replacement for missing/damaged parts regardless if its their fault or not, the worst part is they don't know when they can send the parts as apparently they can't access the warehouse at the moment:eek I heard Pegasus and Revell have some of the best customer service when it comes to part replacements, anyone with similar experiences?Gerardo Last edited: Mar 3, 2015 I never had any problems with them as far as defective or missing parts. I lost a part and had it replaced, and that was an easy experience... promptly delivered. of course I found it after the replacement arrived... typical.Jedi Dade Anecdotally, I have had good experiences with Revell (USA) but poor with Revell GMBH - but that was in the past (more than 8 years.) Pegasus is a (relatively) small operation and much easier to reach someone in their operation for a personal discussion even over the phone. Mobeius kits I have purchased have never had any QA issues that I've seen, so I have not attempted to work with them. Seems the first place to go with a problem such as you've described is the place of purchase - many times these days, the manufacturer wants the distributor & retailer to act as their agents in resolving 'returns and defects' issues. Best customer service I've ever had was back in the day with Monogram, who earned my loyalty time and again with their fine, courteous and prompt assistance with parts issues (which were not usually QA problems, but my own fault.) Given the number of their kits in my stash, I'd say they got a good return on their investment! I'd say, keep trying and keep your cool. The staffing 'depth' of some of these manufacturers these days is rather shallow, as they are operating with thin margins. Missing parts are rare because of the packaging tech used (where every packed box is weighed such that even a tiny part missing would be enough to trip 'kick out'.) A molding defect such as the clear part would probably only be seen by a human inspector - most are not *that* high tech (aka 'big enough) to be using digital camera systems for 100% inspection... You might even try using social media if you can't find a sympathetic ear; often, there are Facebook pages for these companies, for example.Good luck & feel free to share your results with us here... Regards, Robert Last edited: Mar 4, 2015 I never had any problems with them as far as defective or missing parts. I lost a part and had it replaced, and that was an easy experience... promptly delivered. of course I found it after the replacement arrived... typical.Jedi Dade Did you have to pay for it? Anecdotally, I have had good experiences with Revell (USA) but poor with Revell GMBH - but that was in the past (more than 8 years.) Pegasus is a (relatively) small operation and much easier to reach someone in their operation for a personal discussion even over the phone. Mobeius kits I have purchased have never had any QA issues that I've seen, so I have not attempted to work with them. Seems the first place to go with a problem such as you've described is the place of purchase - many times these days, the manufacturer wants the distributor & retailer to act as their agents in resolving 'returns and defects' issues. Best customer service I've ever had was back in the day with Monogram, who earned my loyalty time and again with their fine, courteous and prompt assistance with parts issues (which were not usually QA problems, but my own fault.) Given the number of their kits in my stash, I'd say they got a good return on their investment! I'd say, keep trying and keep your cool. The staffing 'depth' of some of these manufacturers these days is rather shallow, as they are operating with thin margins. 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As I recall, they asked for pictures of the bad part and sent out a replacement right away when I responded. I don't believe I paid anything for either the part or shipping... I was under the impression that they only charged for parts that you screwed up yourself and wanted to replace instead of buying a whole new kit - missing parts might fall into that category because they can't really be sure the part was actually missing, not that you'd try to lie about that but you can understand that some people do take advantage of things like this sometimes. A small fee is still better than either paying for a whole new kit or throwing the one you bought in the bin.... Mark in Okinawa My Viper canopy had a defect from factory, I sent them high resolution photos clearly showing the obvious flaw and they still wanted me to pay $10 to get a new Canopy. My Viper canopy had a defect from factory, I sent them high resolution photos clearly showing the obvious flaw and they still wanted me to pay $10 to get a new Canopy. Yeah, that's not a good customer service story. One thing about the 'picture of the defective part' thang, it can be used to document what defects are happening at the manufacturer's site, especially important since all of the actual production work is contracted out to China - so somewhat out of their control. It might be different if it was their own facility. So, makes sense. The $10 fee seems excessive...R/ Robert the cost to get a new canopy was basically one third the cost of the full kit:confused Last edited: Mar 5, 2015 I had two of their Batman Tumblers and there were some pretty flawed parts in there and some were so fragile just getting them off the sprue was nearly catastrophic. Not overly impressed with their quality control and the plastic seemed pretty cheap considering the cost of the kit. It reminded me of the stuff that failed inspection at the plastic factory i worked at and we had to recycle. Page 2 NICE. The ladder brings together the whole display, looks great. Page 3 I looked back through my post history to find the original thread. I cant believe I started this kit in 2010. After a couple of home reorganizations, a move, packing and unpacking , loosing parts and having buy a new kit to replace those parts, I have finally completed my 1/32 Viper MKII. I added photo etched parts to the cockpit, engine service panels, and engine exhaust. Added a tow/launch hook to the front landing gear, made from sheet styrene and Stainless tubing. I drilled out the gun and added a stainless steel tube for a barrel. I had to scrap adding the custom details I CNC machined for the side service panels, since this is one of the parts lost over the years. The photo etched kit did include some detail parts for those as well. I also added Steel tubing in the side panels for the Fuel/life support? ports on either side. The RCS Thrusters were partially drilled out to give some visual depth. Base paint is a grayish white with Fire red painted stripes. The kit decals, which are known to be brittle, had deteriorated quite a bit over the years, after I lost a few, I salvaged them with a clear coat before applying the rest. Weathering was a combination of salt and painted chipping, Tamiya brown and black panel line liquid and then layers of oil wash over top. Graphite powder was brushed on for RCS Thruster smoke and fuselage strikes. Im very pleased with how it turned out. It is probably a little dirtier than ever seen on screen, but I imagine this shows a viper during back to back missions with little time for maintenance between. If I had it to do over again I would add lighting but project creep is a big reason it takes me so long to complete things! I plan to 3D print a ladder and make a hanger floor display base at some point. If anyone has a 3D model of the ladder let me know. Last edited: Mar 4, 2025 I looked back through my post history to find the original thread. I cant believe I started this kit in 2010. After a couple of home reorganizations, a move, packing and unpacking , loosing parts and having buy a new kit to replace those parts, I have finally completed my 1/32 Viper MKII.View attachment 1911203View attachment 1911204View attachment 1911205View attachment 1911208View attachment 1911217 I added photo etched parts to the cockpit, engine service panels, and engine exhaust. Added a tow/launch hook to the front landing gear, made from sheet styrene and Stainless tubing. I drilled out the gun and added a stainless steel tube for a barrel. I had to scrap adding the custom details I CNC machined for the side service panels, since this is one of the parts lost over the years. 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I have both and I have photos below, I hope this helps.Don Thanks, Those looks great! Im familiar with the v1 ladder but not the v2. I did not realize there were two different versions. Beautiful dirty thing. Love it. Great details and weathering! I had one but my daughter stole it for her display. Now theyre 100 bucks! Thanks, Those looks great! Im familiar with the v1 ladder but not the v2. I did not realize there were two different versions. Here is an image of the two ladders on set. These are my two painted, Here is an image of the two ladders on set.These are my two painted, Thanks for the pics! Ive never noticed the two different versions on any of my re-watches! Ive decided to make my own 3d model. I whipped this up in CAD just now to see how difficult it would be. I need to take a few measurements from the model and to get the right scale. I still need to work out scaling to adjust the rails and treads but Im happy with how it looks so far. Dean O,There was as .stl file out there but my link was dead. Not that you need it by the looks of it, frakking nice work sir. Yeah I found a mention of one STL that was on Shapeways but its gone now that shapeways is dead. Pretty sure thats the one I remember seeing. Ive got my model to a point that Im happy so Ill try printing it this weekend or next week and see how it comes out. I changed the expanded metal to a diamond plate and adjusted the shape and size of the steps and rails. That's an incredible build, Dean O. The love you have for the subject shines through. Yeah I found a mention of one STL that was on Shapeways but its gone now that shapeways is dead. Pretty sure thats the one I remember seeing. Ive got my model to a point that Im happy so Ill try printing it this weekend or next week and see how it comes out. 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I drew this on my work CAD so these are rough measurements from the stl I exported to my iPad but pretty close. I scaled it based on measurements from the kit. This is my test print. I made a mess of the supports and accidentally put a hole through the base when slicing the model. I think the last step is at the perfect height but is a little too big. The second step is a bit too high over the wing, and possibly the whole thing is a bit too tall. Ill make those adjustments and print again. Looking frakking nice Dean !! Thanks! I made the changes to the model this morning and it looks much better. Plus a couple of other accessories. I also made a plug to attach hoses from the tank to the viper. Last edited: Mar 11, 2025 Here are some images of other equipment from the show, Thanks! I might make some of those too. I realize that I made the doors on the equipment chest upside down. They would not open upwards but down instead. Ill just glue them shut and be done with it. BTW, If anyone is interested in the STLs let me know. Finally got the ladder printed and cleaned up. There were a ton of unnecessary supports that made for a lot of clean up. Ill print another once I get the supports dialed in but Im very pleased with the size and shape of it. Page 4 You are using an out of date browser. It may not display this or other websites correctly.You should upgrade or use an alternative browser. Thread starter Gregatron Start date May 30, 2025 Page 5 Some 15 years ago, I built a Polar Lights 1/1000 Klingon D-7 battlecruiser (with some accuracy mods) and a Starcrafts resin 1/1000 Romulan Bird of Prey. They turned out well enough, but, as time has gone on, Ive had an itch to redo them. Partly because the Klingon model has developed some cracks and damage (as well as my skillset greatly improving), and the Romulan ship was subsequently released by Round 2 in a far more accurate form than the resin garage kit. Id actually bought the Round 2 Romulan kit and assembled it not long after it came out, but its sat unfinished in a closet for years. Also, I came into the possession of three boxed Round 2 Klingon D-7 kits for free, given to me by a friend, and which have just been sitting in a closet for years. So, Ive decided to return to these models and do all-new builds. Heres where were at: 1) I did some seam work on the unfinished Bird of Prey, and also bought and installed the Green Strawberry photoetch set for the missing windows (and left off the other, studio model-inaccurate detail parts). The model is currently primered and ready to paint. Still debating what colors to go with. These days, most people seem to think a light gray for the base hull color, or that perhaps even the same gray-green as the Enterprise was used on the studio model (since the original script for Balance of Terror indicated that the ship was based on stolen Starfleet plans). The engine domes are another question mark. People have depicted them as white, red, orange, yellow, green, blue, or a blue-green, over the years. Blue and/or green seem to be what people lean toward, these days. Suggestions are welcome. 2) I also recently acquired the Romulan Battlecruiser version of the Round 2 D-7 kit (based on the remastered version of The Enterprise Incident, with the bird decal for the underside. I plan on using this model as a test bed for accuracy mods on the Klingon version. To that end, Ive been 3D modeling a series of replacement parts, to be printed in resin. Some are more accurate to the D-7 filming model, and others to match the AMT tooling model. I figure the tooling model-style parts can go on my Romulan build(s), since those details never appeared onscreen on the Klingon ships, and the slight differences and tweaks make sense for a Klingon design built by Romulans. The parts are as follows: *A shorter cylindrical tower to sit behind the bridge, since the kit version is too tall. One version matches the filming D-7 model, with the extra greeblie and the round pinhead detail on top. The other is plain and smooth, like on the AMT tooling model. * The round pinheads which were on the rear bridge platform and either side on the main body. *A replacement for the sensor hole tunnel piece on the head, with the antenna details added in. *The alternate nacelle half-round grille detail seen on the AMT tooling model and the original AMT model kit, designed as one piece to be trapped in-between the nacelle halves. I made a digital mock-up of the nacelle based on caliper measurements of the kit parts to ensure a proper fit. In addition to these upgrade parts, Id also like to tweak some of the other issues with the Polar Lights kit, such as thickening up the main body with sheet styrene, shortening the top overhang/roof of the hangar deck structure (which sits too far forward on the kit), and slimming down the platform behind the bridge. Im aware that the kit has some scaling problems, too, but if anyone can point out any other glaring inaccuracies in the kit, it would be appreciated. 3) The actual Klingon D-7 build, with the aforementioned mods and drop-in parts (but with the stock kits nacelle grilles, based on the filming model). 4) For the other boxed D-7 kit, I havent decided. I could go with the Trials and Tribble-ations/Greg Jein models look, the STAR TREK: THE ANIMATED SERIES Romulan D-7 look (which the earlier Polar Lights/Round 2 kits include decals for), or redo my previous Romulan Bird of Payne model, this time with the accuracy mods and drop-in parts. Although that would require getting a new set of decals, and Im not sure if JT Graphics is still in business. Thoughts and suggestions are welcome! Meanwhile, I buttoned up the filling and sanding and blending of the photoetch window strip on the Bird of Prey, then gave it a final primer coat. Next up is a light preshading treatment via an acrylic wash to make the windows pop and add shadow areas to the nooks and crannies, then painting the rear engine vents aluminum, masking those, and painting the base color.Of course, I still have to decide WHAT color for the hull. White? Light gray? Light green? Enterprise gray-green? We'll see. As usual, I'm aiming for accuracy, so I need to recheck the available reference. I would pick a color that works well with the giant bird decal underneath. It looked all sorts of different colors depending on the lighting in the show so I would go with what looks best on your shelf... In doing research for accuracy mods on the D-7, I was reminded that the little ramp platform behind the Bridge is too long on the Polar Lights kit. Sure, I could just file and sand it down, but getting the rear bevel angle and the length correct and consistent on several builds would be a bit tricky. So, Im now modeling the ramp, as well. I used the rear tower Id already built, and created a mock-up of the Bridge bubble (based on measurements of the kit part) to get everything lined up and scaled properly to match the reference images. That way, I can just remove the stock tower and ramp, sand the upper Bridge platform flat, and install the new parts with minimal fuss. Realistically, I should just model the entire upper Bridge platform and all of its details, but that would be a lot of work. Better to just modify the thickness of the kit platform and then plant on more accurate parts. Last edited: Jun 2, 2025 I decided to also create a new hangar roof piece (minus the front pegs and interior detailing), since the kit part is about 3.5mm too long, facing forward. Sure, I could just shave it down, but, once again, getting the beveled edge/length right and consistent for several models would be tricky. This will ensure consistency. I cut apart and modified the Bridge platform, using reference photos of the studio model. The curved front half was lowered by about 1mm, and the rear deck by about 1.5mm. I also sawed off the rear tower and the ramp. My replacement tower is designed to slot into the hole left behind, and the remaining footprint of the stock ramp will help will aligning tge replacement. Everything is glued together, except for the Bridge bubble. Looks rough, but once properly putted and sanded, the assembly should look more proportionally accurate. Painted the rear engine tubes on the Bird of Prey. Once dry, Ill mask those off and paint the base hull color. Buttoned up the last tweaks on the D-7 replacement parts (sensor tube, hangar roof, Bridge rear tower/ramp, engine grilles, pinheads), and ordered them to be printed in resin. Should be arriving in a week or so. I masked off the Bird of Prey's engine endcaps, and painted the body a mix of Tamiya White tinted with Light Gray. Looks right to my eye. An off-white that looks grayer in certain lighting. And the preshading makes the lines and details subtly pop. In terms of the Romulan Bird of Prey, one possible look is to have the top of more accurate models perhaps recessed into the very large, inaccurate AMT originala battleship perhaps Decaled the Bird of Prey. annoyingly, despite my having the wings and body decals on the Bird of Prey properly aligned, they slightly pulled away from each other as the decals dried, leaving teensy gaps between them. Gonna have to cover them with a Gundam marker.Worse, the trailing edge of one of the wind decals started flaking a bit, despite my covering my bases by coating the decade-old decals with liquid decal film. Gonna have to touch the spot up to hide it. Sealed in the Bird of Preys decals with a glosscoat. Meanwhile, I still need to decide what to do with the nacelle domes, in terms of color and finish. On a somewhat-related note, Im also working on a Klingon D-7 for a friend (with no mods or custom parts), and, based on James E. Smalls research, sprayed it with Tamiya Pearl Light Blue and Pearl Green. At first glance, (predictably) the colors looked way off, due to their being pearlescent. But then I gave the model two heavy coats of flat clear to tone down the pearl, and I have to say that the colors are a pretty darn good match for the studio models. For my own build, I may still end up doing custom color mixes, but its nice to know theres a rattlecan option. Last edited: Jun 9, 2025 I wonder if there are zip-a-tone/ screentone decals for simulating a models look on old TVs.Glow-in-the-dark models need such decals so light can bleed through. Resin upgrade parts are on their way. Should arrive in a few days.Meanwhile, I have to decide whether or not to strip the Romulan Bird of Prey and start over. The bird decals have some annoying flaking going on. D-7 upgrade parts arrived. Printed in resin, theyll require minimal cleanup. Im absolutely thrilled at how well they turned outright down to the tiny antennas in the replacement sensor tubes. Started test-fitting the parts. The upper Bridge tower and ramp were glued on. The sensor tube needed some sanding to fit. The pegs for the new hangar roof needed to be trimmed a bit. And I cut the appropriate slots into the nacelles to fit in the new grilles. But, overall, the look and fit are excellent. Just a bit more tweaking, then the appropriate gluing, filling, and sanding. Since the AMT tooling model was never filmed, it seems appropriate for the Romulan version to be based on it, in terms of the fine details. Last edited: Jun 18, 2025 Started assembling the D-7. I still have to thicken up the main body with sheet styrene before I go any further. Now Im sort of going back and forth on what to do with the D-7s main body. At first glance, the 1/1000 kit just looks too slim. In the past, Ive bulked it up with sheet styrene. Upon closer inspection, though, it seems more like the problem is that the curvature of the upper hull isnt steep/tall enough.Hmm. Heres what Im talking about, using a photo of the filming/Smithsonian model and a (flopped) promotional photo of the kit. I now think its less a case of the body being too thin than it is the that upper bodys curvature is more shallow on the kit, and the angles on sides of the bottom body where they transition to the belly are too soft. This might take a lot of work to correct. im almost thinking than a few small strips of styrene and a lot of putty to blend them might make it work. Maybe even just sanding and reshaping, rather than adding material. Or maybe its just not worth bothering with. Hello everyone! After lurking around on this forum without an account for some time, I decided to finally make an account and share a project that I have been working on for the past few weeks. 2001: A Space Odyssey is my all-time favourite sci-fi film so Ive embarked on this project to recreate HAL-9000 as accurately as possible, utilising the tireless research of other forum members as well as my own observations. Im hoping to display this model in my upcoming end of university degree exhibition which will be open to the public in London. Once I get the dates and location, Ill share it here.My build is inspired by the HAL replicas of j_holtslander, rogerrabt, 3Dsf and SoulkeepHL, so huge thanks to them! For this build I have decided to use the Moebius model kit as it is mostly accurate in terms of the size and because I simply dont have access to more advanced workshop facilities. Also it would be very cost prohibitive to make it all out of aluminium. I aim to be as open and transparent as possible so feel free to ask any questions! Once my build is fully complete, I will share all my 3D files.The first things I acquired:I also want to add sound but Ill have to look around to see how I could go about doing this. I know that other people have used either an arduino or raspberry pi but I'm looking for something more simple to program and presentable for my exhibition (ideally a button next to HAL that can be pressed). Note: I will use a 3D printer for this project, the Bambu Lab A1 mini on a 0.2mm hotend (I know this will take ages but I dont mind being patient if i can get superfine details). 3Dsf explains it best: The Age of Plastic - VI: Replicating HAL In summary, it is an incredibly accurate HAL in terms of the size and proportions of the main frame and layout. The look of the speaker grille and lens is right but thats where the nice things about this kit stops. The most frustrating thing that I cant understand is why the speaker holes are not fully cut through, also the number of holes is incorrect, it should be 22 horizontal not 24. I didnt realise this until I had already manually drilled every hole, so you can understand my frustration! Looks like Ill need to model and print a new grille. The main body is alright. In the film we dont see HALs full side body, only a small bit, so this is what I plan on doing for my exhibition. I did add faint cuts in the corners to emulate 45 degree joints. Ive looked into various ways to imitate brushed aluminum with steel brushes and chrome paint so Ill experiment to see what works. Moebiuss faceplate has an exaggerated brushed texture which replicates the anodised brushed aluminum seen in the film but this is too noticeable. Perhaps this was done on purpose because Moebius assumes that after people prime and paint it black, the texture might become less noticeable? Who knows! I dont plan on painting it. Instead I plan on using a brushed vinyl car wrap which has a nice look. It is very reflective and the brushing is big but I might be able to offset this with a light spray of acrylic black and matt lacquer. Onto the outer ring and lens housing, the sizing is really not perfect! As 3Dsf notes, there are a number of issues, too many for me to say so check out their website. Ill have to completely replace this which means I will have to enlarge the hole on the main body. This will accommodate my new outer ring which will have an interior that is recessed beneath the black faceplate to be more accurate. As for the lens barrel, I will use SoulkeepHLs 3d model, designed to fit a 37mm lens, and modify it for my build. Notably I plan on adding the engraved Nikkor lettering (a water decal will not suffice!). I wont even get into the acrylic lenses supplied in the kit because they are just sad looking. My Aliexpress lenses arent perfect or the right sizes but you just cant replicate the look of real glass. For HALs eye, in the film this was a small tungsten light lit through a red optical filter built into the Nikkor lens. The Moebius kit comes supplied with a red LED which is incorrect and cant replicate a yellowish pupil surrounded by red light. Ill do something similar to the film and use a warm white LED behind a 590nm longpass optical glass in a custom housing behind my secondary lens.I have attached a copy of 3Dsfs HAL-9000 Blueprint. This is the definitive blueprint that uses measurements carried out by Adam Johnson. Last edited: Feb 12, 2025 Ive almost purchased this kit a few times. Definitely curious to see what you can make of it, following! Ignore the ugly print quality! Some issues with my 3d printer that need to be fixed I created a cutting template which has a protrusion on the bottom that allows it to slot into place. This centered nicely so I could draw my new hole. I had to print 2 initial templates before finally managing one that could slot in perfectly! After some patience with a cheap rotary tool and sanding it down so it was smooth, my test outer ring slotted in with no movement or gaps. I also printed a test lens barrel that is just the model from SoulkeepHL. There is a 2mm protrusion that sits above the lens which really doesnt look that great and only highlights how shallow my aliexpress lens is. Ill have to remove this. However Im still not fully satisfied with the ring. Most fan-made blueprints and builds seem to list the outer ring resting above the faceplate at 5mm tall with an interior recess of 2.5mm. This is incorrect and makes HAL look a little chubby when viewed from the side. 3Dsfs HAL build made me aware of the need for a deeper recess so I lowered the height down to 2.5mm and increased the recess to 5.5mm. This allows the focus ring of the lens barrel to only be slightly visible when viewing HAL from the side and greatly improves the overall side elevation. I couldnt be bothered to use a small hotend to print my new outer ring so there are some print issues but Im going to use motip spray putty, sand it down and keep on repeating till Im happy with the results. Quite a difference between my modification and the original Moebius solution. UPDATE: my new lens barrel just finished printing and looks fantastic so I think I'll only need to lightly sand it. I've added the engraved lettering in VAG Round bold font (this is the closest we can get since the original engraving font simply doesnt exist). Ive removed the protrusion above the lens and overall it looks good. Took around 2 hours to print! This was really the only way my printer could manage to capture the little details of the lettering. I'll looking to use some sort of liquid chalk or grease pencil to fill in the lettering and then it'll be varnished with the rest of the lens barrel once it's primed and painted black. Then I'll move onto the speaker grille which I've already modelled but not yet printed because my slicer software is showing it will take 4 hours to print! Also as promised, I've started putting together my 3d files. Once this project is complete, I'll share everything! Last edited: Feb 13, 2025 Looking good! Glad that my HAL model research was useful to you.Does seem a bit like making a purse from a pig's ear, though... (ie: at this stage why not make the whole thing from scratch?) ie: since the Moebius kit is so mediocre, and if you're doing it for a student show, why not go for the full brag rights and make the lot yourself? Full scratch build! There's not much Moebius left in your project as it stands.I understand your reluctance to go for machined aluminium for the framing - that's pretty expensive if you can't do it yourself. But you could make the sides from hand-cut aluminium strip. A quicker solution would be to use strip styrene plastic. Then paint with an aluminium metallizer paint. The top of the main panel could be black dibond. ie: since the Moebius kit is so mediocre, and if you're doing it for a student show, why not go for the full brag rights and make the lot yourself? Full scratch build! There's not much Moebius left in your project as it stands.I understand your reluctance to go for machined aluminium for the framing - that's pretty expensive if you can't do it yourself. But you could make the sides from hand-cut aluminium strip. A quicker solution would be to use strip styrene plastic. Then paint with an aluminium metallizer paint. The top of the main panel could be black dibond. I did look into other ways instead of having to rely on the Moebius kit. I saw one forum member who found a picture frame manufacturer that sold cut to size aluminium frames but unfortunately they don't ship to the UK. I looked around for other UK-based companies but none sold anything similar to what I needed. In terms of using styrene strips, I don't think it would have looked as nice as something like the Moebius frame which is already smooth, pre-made and precise looking. This HAL project isn't really related to my modelmaking showcase so I'm not under any obligation to make everything from scratch thankfully! Just a fun side project. Halfway finished printing my new grille (109x71.2mm), I wanted to use a 0.02mm wave height but my printer couldn't handle it so I opted for 0.03 instead. The holes are positioned on the slope of the waves, not the crest or the trough (where the Moebius grille is). Well, the ever elusive HAL face plate Looking very good from where I stand. Unless someone, somewhere, has an original face plate + all the bell and whistle, all our effort are "Best we can" until further notice Well Im sure its not obligatory but its always cool. Anyway - hope your project turns out great. It is a big improvement over the commercial product already! Good work, the glass lens makes a big difference! I plan to make an accurate version, I was lucky enough to get one of the glass lenses made for the aborted Master Replicas panel, and made my own using the Moebius kit as a jump off point, I also used video from the Hal Project to make a loop video for an inexpensive video picture frame, with the Discovery background noise also looped, I also used a much better lens mount I found on Thingiverse printed on my Elegoo Mars, with a real turned aluminium bezel, I think there's a thread on here somewhere... Halfway finished printing my new grille (109x71.2mm), I wanted to use a 0.02mm wave height but my printer couldn't handle it so I opted for 0.03 instead. The holes are positioned on the slope of the waves, not the crest or the trough (where the Moebius grille is). 0.02mm? Do you mean 0.2mm? Looking forward for the 3D files. Good work! Sorry for the lack of updates! Cold weather has prevented me from painting and my 3D printer has decided to act up again. Once the weather gets better, I'll be able to resume this project. Hey Folks! Heres my second Moebius 1/8 Scale 2001: A Space Odyssey EVA Pod. I built my first one back in October for a good friend of mine, and now I have finally gotten around to building my own. If you jump over to IMGUR, you can follow the full build process if the captions don't show in the embed. If you just want to see the finished shots, I've posted them below. I learned a lot on the first one, and while I feel like I did a lot of stuff better on this one, part of my wants ONE MORE chance to make it perfect. But not right now. First I need a break and to build something with tons of weathering. No more pure white finishes for me. If you want to compare, you can find my first build here After market parts include:Paragrafix Photo Etch setParagrafix Button DecalsParagrafix Screen TransparenciesParagrapfix LED strips and connectorsYay Monsters EVA pod vinyl light blockersVoodooFX EVA pod light kitAge of Plastic (shapeways.com) EVA Pod Cameras, HandwheelAztek Dummy EVA Pod Vinyl Mask set That is so cool. Love the base! Wow. Very impressive paintwork! That is so cool. Love the base! Thanks. In future, I may wish to make a slightly larger base, and add a victorian chair or mirror something... that room is so creepy. I love it.I had also discussed the possibility have having a 1/8 scale Old Man Bowman sculpted, wearing his black velvet bathrobe... could be fun. Wow. Very impressive paintwork! Thanks. I wish I could say the white looks that flawless in person. it's all Vallejo Acrylics, and they get a bit dusty if you aren't perfect... so the camera grain hides it a bit. IF I ever do another, I'll be sure to finally make the jump to a nice, silky-smooth lacquer to finally get that flawless white finish. IF I ever do another, I'll be sure to finally make the jump to a nice, silky-smooth lacquer to finally get that flawless white finish. And if you do I've made replacement parts for the manipulator arms and rear red box to go along with my camera parts. I've mostly designed replacement parts for the inaccurate front panel as well - the problem there is making them so that Shapeways is capable of printing them... And if you do I've made replacement parts for the manipulator arms and rear red box to go along with my camera parts. I've mostly designed replacement parts for the inaccurate front panel as well - the problem there is making them so that Shapeways is capable of printing them... Ah! Didn't see those. So you must be behind 'Age of Plastic' on shapeways?Great stuff BTW. Enjoyed all the pieces I used, though if I can make a humble suggestion, if the cameras could be re-engineered so the silver dish can go in AFTER assembly, with some sort of back plate standing in, attached on the inside, during construction and painting, that would be excellent. I really liked the manual door release, and just wish I had given it a bit more sanding/filling attention. Beautiful job on that EVA Enjoyed all the pieces I used, though if I can make a humble suggestion, if the cameras could be re-engineered so the silver dish can go in AFTER assembly, with some sort of back plate standing in, attached on the inside, during construction and painting, that would be excellent. Hmmm. That's a pretty good idea! I designed the camera parts the way I did primarily to reduce costs. I've reworked the pieces so that it's possible to insert the silver components in from the outside instead. Each white dish/cone has a small hole so you can insert a pin or something from the inside to push the silver bit out if you need to. (ie: before the silver pieces are glued in) But since it's more expensive I'll just make this an optional version.Thanks for the suggestion! Last edited: Jun 7, 2020 Hmmm. That's a pretty good idea! I designed the camera parts the way I did primarily to reduce costs. I've reworked the pieces so that it's possible to insert the silver components in from the outside instead. Each white dish/cone has a small hole so you can insert a pin or something from the inside to push the silver bit out if you need to. (ie: before the silver pieces are glued in) But since it's more expensive I'll just make this an optional version.Thanks for the suggestion! Hey ,that's awesome! Maybe awesome enough to build another? lol Nah - replacing the manipulator claws and arms would make it worth it. And the crude and simplified front panel if I ever get that done.There are a number of other areas that need replacing on the Moebius kit for accuracy, but since nobody's that interested in all these parts I'm probably not going to put that much more time into it. Nah - replacing the manipulator claws and arms would make it worth it. And the crude and simplified front panel if I ever get that done.There are a number of other areas that need replacing on the Moebius kit for accuracy, but since nobody's that interested in all these parts I'm probably not going to put that much more time into it. I did look at the new manipulator claws you have, and they ARE gorgeous... As is the replacement 'red panel' though I worry about getting it in smoothly. Would also be nice if shapeways had some slightly smoother prints. Honestly, the single worst thing about the kit is the design of the windshield, and how it slots in. To do so much painting and finishing work, and not find out until after if your clear plastic survived everything? Ugh. I considered designing and empty frame to put some clear acetate or tempered glass (like phone screen protector) after the fact, since it's so flat... but way too much work. One of the things I hate about the kit, aside from the numerous incorrect details, is the fact that the black parts of the craft are moulded into the body. Which means you have to screw around masking to paint them.It would have been a bazillion times easier to paint, and the lines would have looked so much sharper and crisper, had the black wedge-shaped details on the earmuffs been their own pieces. And the black window surround should also have been separate, so it could be painted separately and then dropped in to the finished model! One of the things I hate about the kit, aside from the numerous incorrect details, is the fact that the black parts of the craft are moulded into the body. Which means you have to screw around masking to paint them.It would have been a bazillion times easier to paint, and the lines would have looked so much sharper and crisper, had the black wedge-shaped details on the earmuffs been their own pieces. And the black window surround should also have been separate, so it could be painted separately and then dropped in to the finished model! Oh for sure... Man, I wish those were seperate. Masking the radiator wedges is so tedious, and if the front 'eye shadow' were separate, you could add the glass after. Would be much nicer. If we're complaining, it would also be nice if the buttons were separate pieces that slotted in behind the panels, similar to the paragrafix kit with the brass plates. Makes way more sense than masking 100 individual buttons. And for something so sited to lighting, they really made the tabs connecting different cockpit panels pretty opaque. Yeah, it's clear that a key priority in the product design was keeping the costs down. Which is understandable, since they need to be able to recoup their investment in a fairly niche product. But it's so aggravating how much better the earmuff wedges and windowframe would've looked... I've seen a bunch of finished pods that people have made where you can see all the heroic masking efforts they took and it still looks a bit shonky. :/ Hi, quick question. I've got the Moebius kit. Is the instrument panel, buttons etc accurate in terms of size and layout? By size I mean button size. Hi, quick question. I've got the Moebius kit. Is the instrument panel, buttons etc accurate in terms of size and layout? It's not bad. The Paragrafix set will get you much closer. But the interior is sort of acceptable for the type of kit it is, and its price point.It's the majority of the external details that are pretty poor and not screen-accurate. Page 2 Thanks. Any pointers about how I can make the interior more accurate would be appreciated. I'm a fiend for accuracy, even if it means a build takes 5 years, as this 1/6th scale T2 Harley Fatboy did. Designed and printed new tires with accurate tread pattern, reworked exhaust system and a bunch of other stuff. The greebly boxthey had glove boxes back thenincubators also have holes about that far apartforeshadowing the Starchild? You have to get these 2 from CG Traders. bring it all to life. Decided to poke my nose down the rabbit hole and have started mapping out the interior. Basic paper prints of the layout drawn up using Rhino, with reference to Tom Reddie's work and of course screen shots. Either I photo-etch the panels or 3d print them. I'm going to need a high res printer for the decals. it should! It looks amazing. I'm getting up the nerve to attempt mine and if it turns out even half as good as yours I'll be happy! Here are two of my custom Moebius Jupiter 2 builds. One has the complete interior with tons of mods. The first features a opening hatches, detailed weapons locker, storage area and the flight couch is removable from the main control console, all per the first season. Additionally a scratch built atomic clock and removable stool from the central Astrogator. The lighting is my own. The figures are a mix of customs, Lunar Models and Crows Nest. The second Jupiter 2 is built to the "hero" Specs. The landing gear is removable. Mechanical fusion core that features six lights sixty degrees apart that spin at various speeds, via a potentiometer along with the upper bubble scanner. Interior cabin lighting."Derelict"interior and figures per the second season episode of the same name. Filled in and sanded smooth exterior hatch