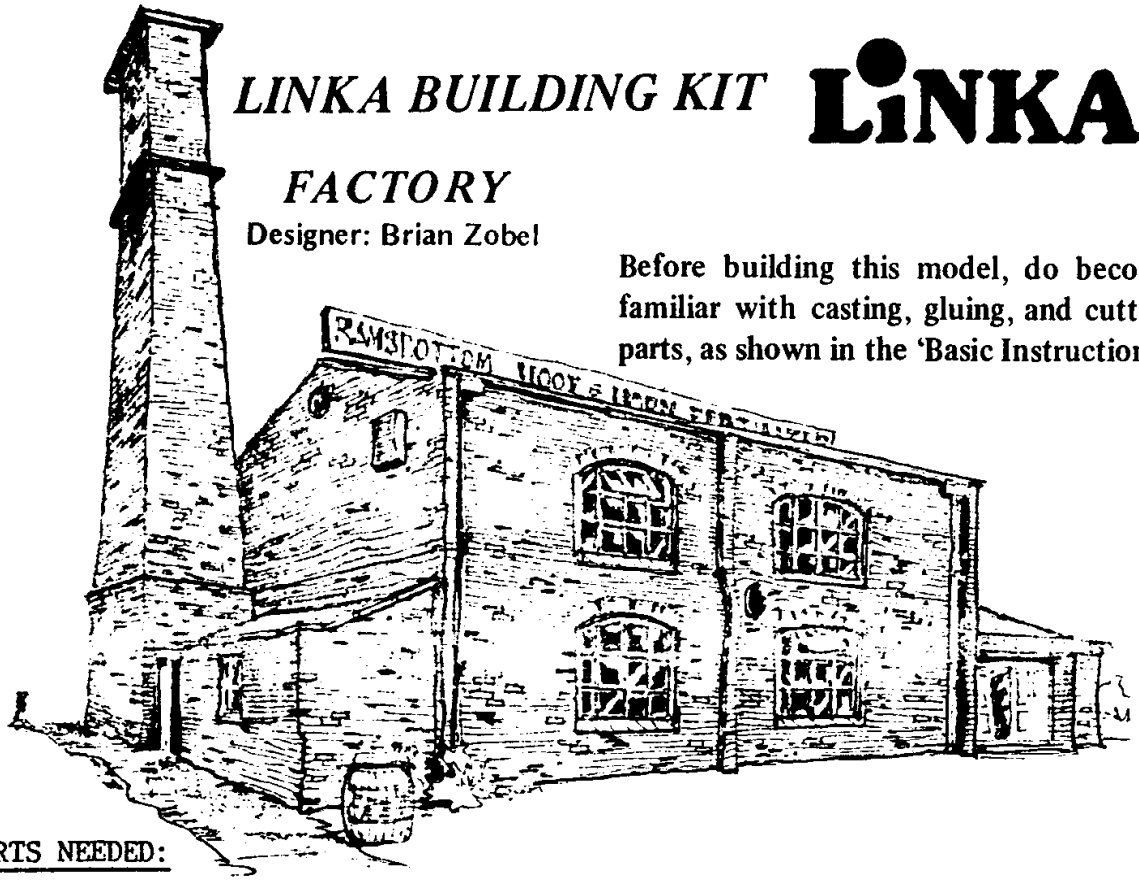
LINKA BUILDING KIT LINKA

FACTORY

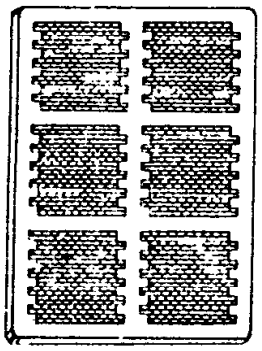
Designer: Brian Zobel



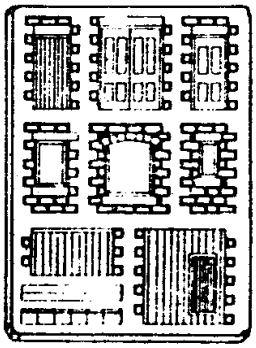
Before building this model, do become familiar with casting, gluing, and cutting parts, as shown in the 'Basic Instructions'.

PARTS NEEDED:

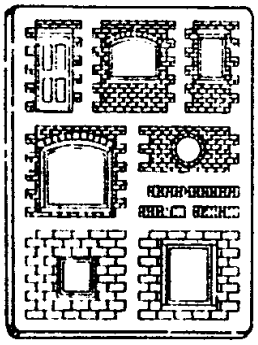
There are five moulds in this kit. Cast each mould as shown below:



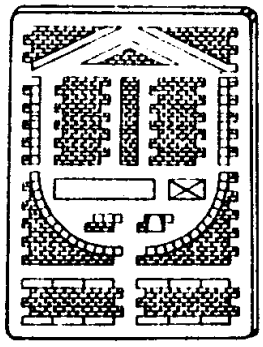
CAST B1 SEVEN TIMES



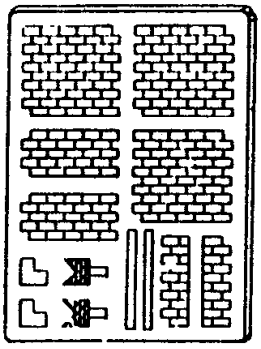
CAST S2 ONCE
(+ extra coping
- see page 13)



CAST B4 SIX TIMES



CAST B5 SIX TIMES

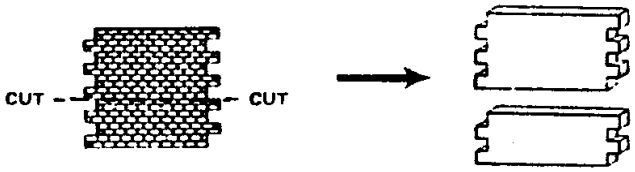


CAST R1 FIVE TIMES

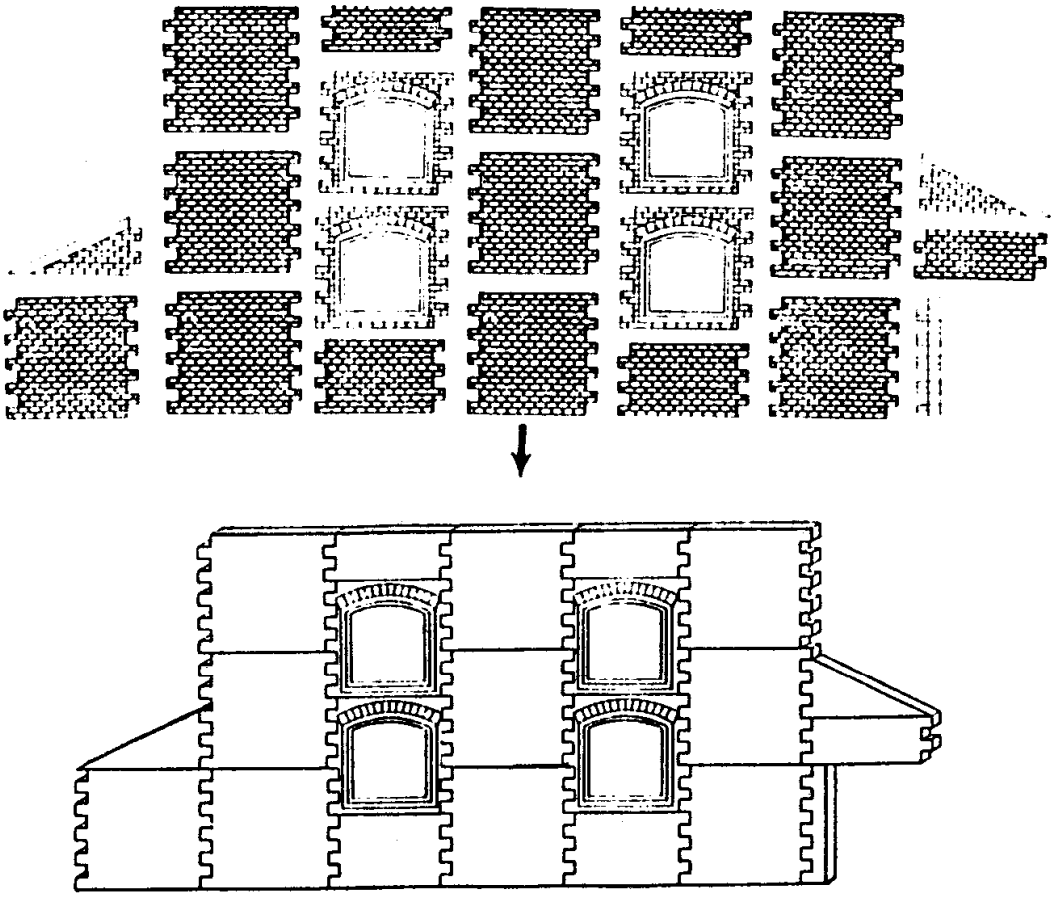
You will now have enough castings (plus extras) to make this model. The extras can be used to replace broken castings - or to help build your own design variations.

BUILDING THE MAIN FACTORY:

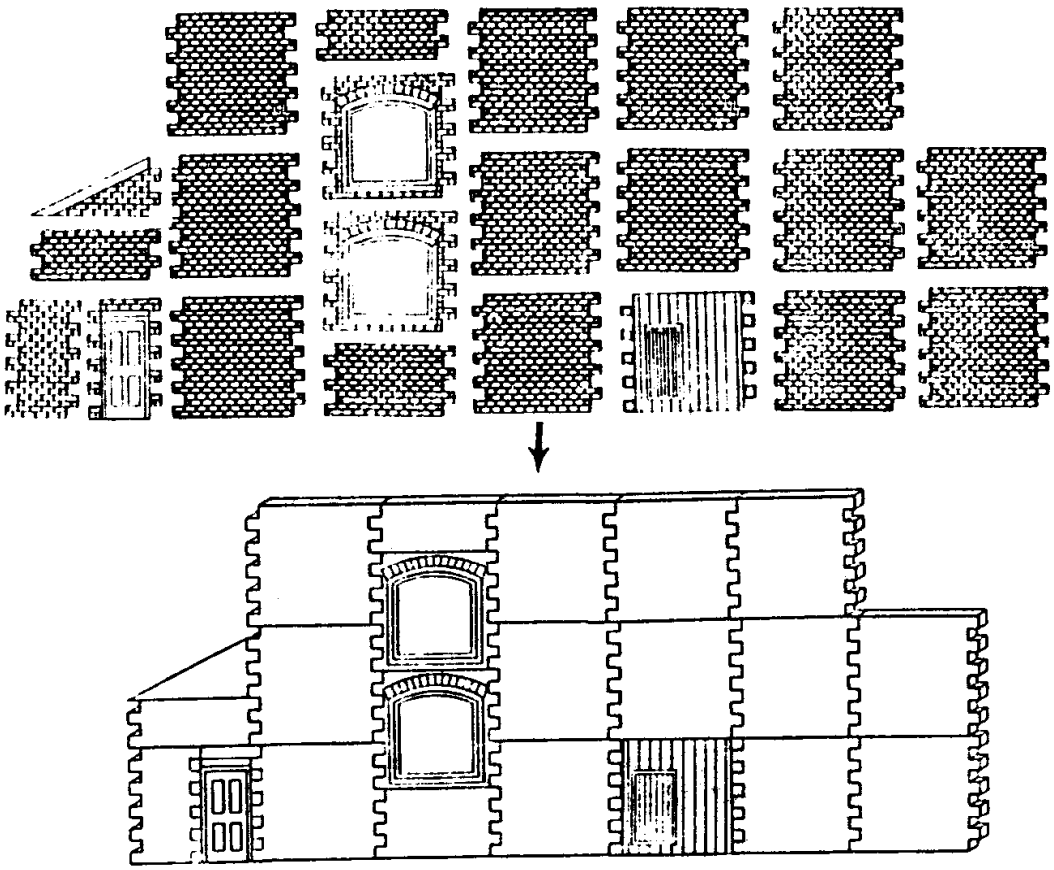
1) Six-tier and four-tier castings will be needed to build this factory. Make these castings by cutting each of NINE full panels into six-tier and four-tier parts, as shown below, to make nine of each part.



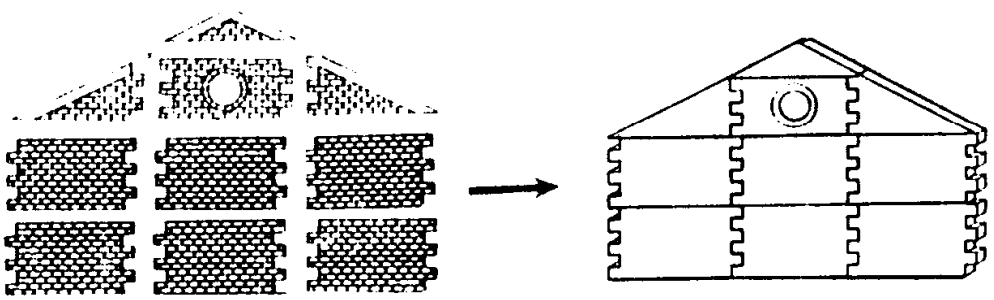
2) Using the castings shown below, carefully glue the front wall together. To do this, it is best to put the castings on a smooth surface (detail side face down) and then slide them together. When the wall is complete (and still face down), press all the castings into good alignment before leaving to set. This final lining up of each wall is important, because poor alignment will show up on the finished model.



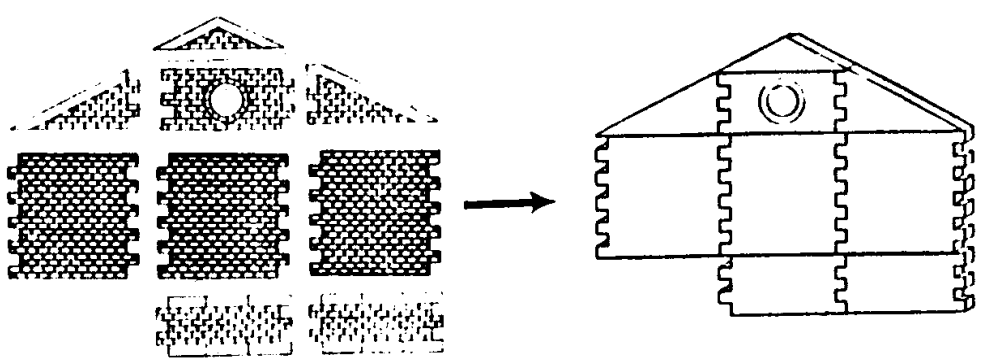
3) Using the castings shown below, carefully glue the back wall together. Again, take care with alignment.



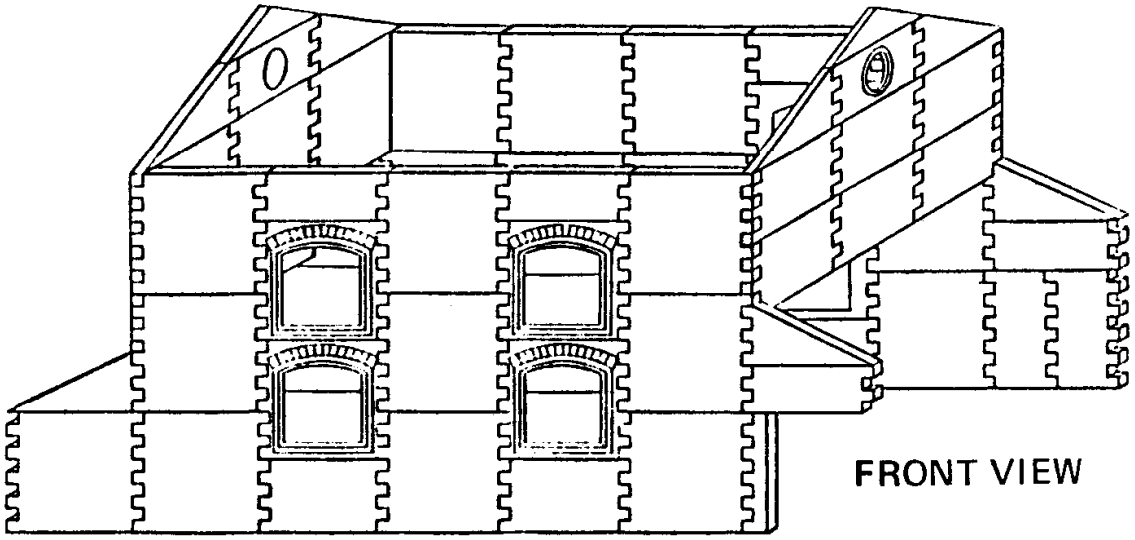
4) Glue the right-hand side wall together, as shown below.

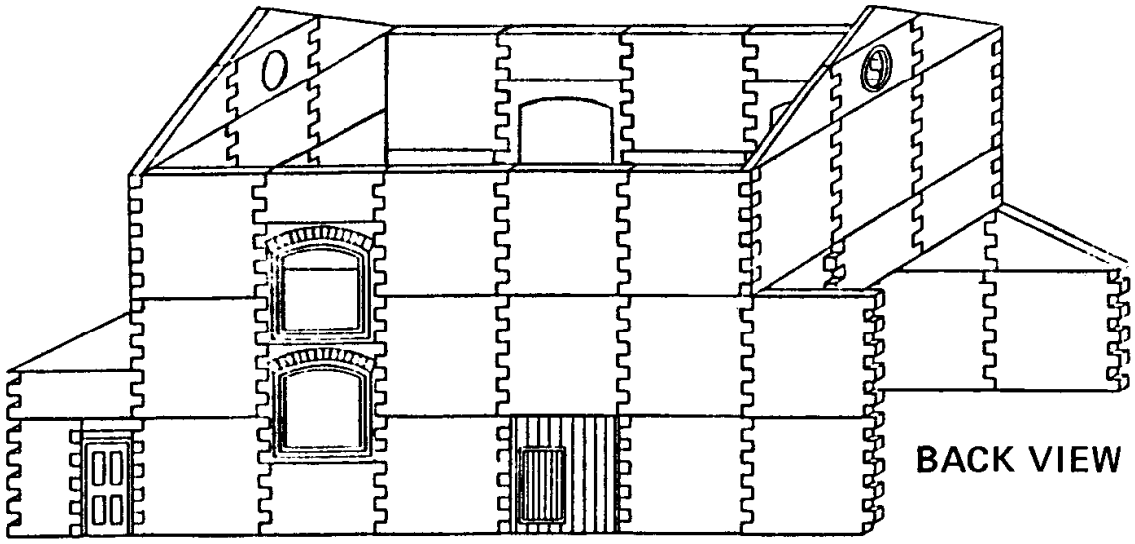


5) Glue the left-hand side wall together, as shown below.



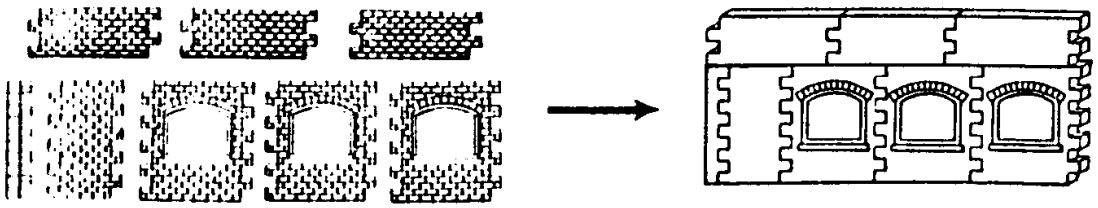
6) When set, glue the four walls together, carefully easing the teeth from one wall into another. Try to be careful; but don't worry if some teeth break off during this tricky operation, as broken teeth can be glued back into place. (Any fracture line will become invisible after the model has been painted.) Put the model aside to set - take great care, as the model is fragile at this stage.



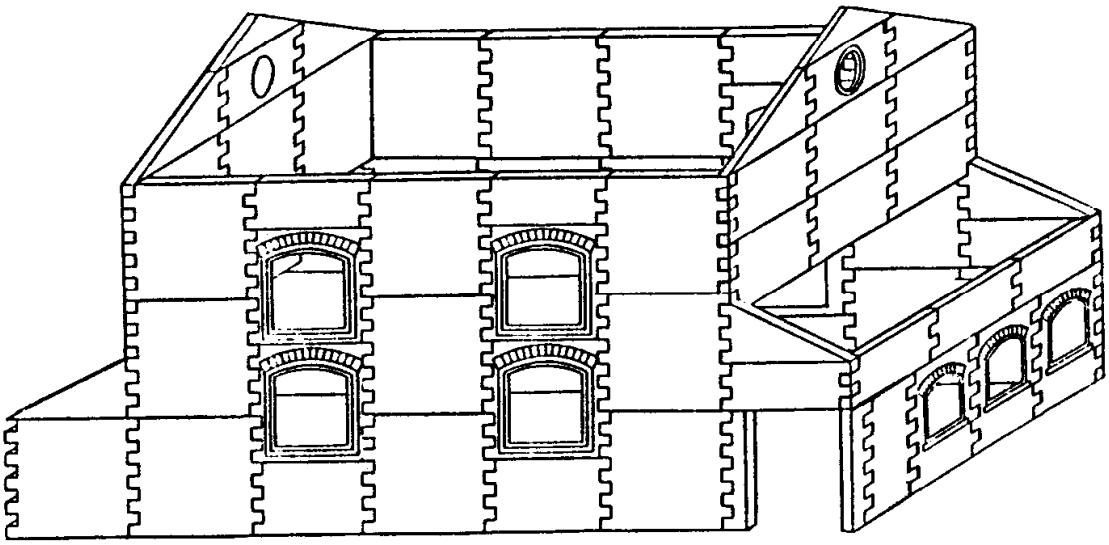


ADDING THE LOWER SIDE WALLS:

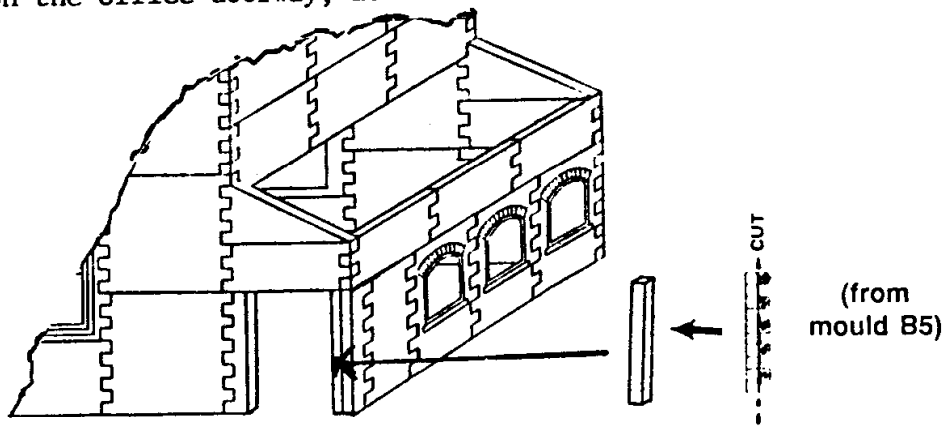
1) Glue the office wall together (right-hand lower wall).



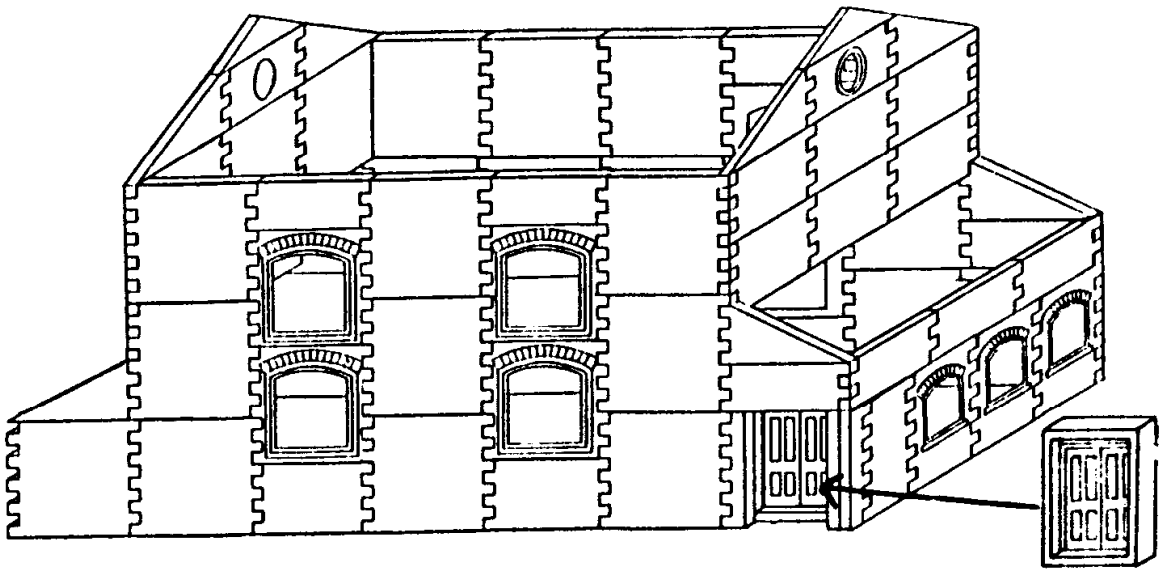
2) Glue the office wall into position on the model.



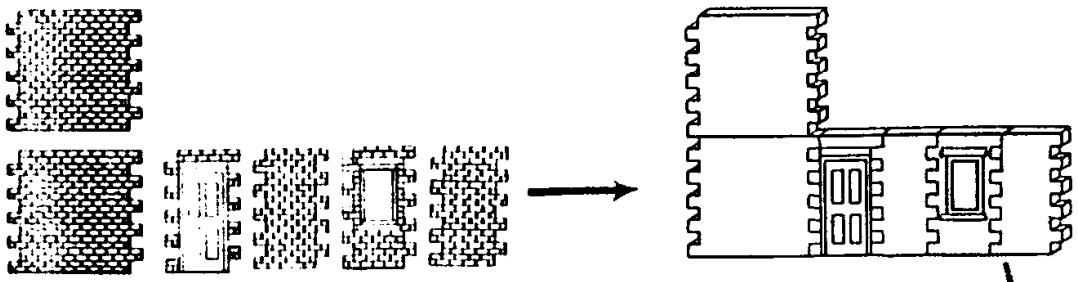
3) Cut the teeth off an extra door post (from mould B5), and glue back-to-back on the office doorway, as shown below.



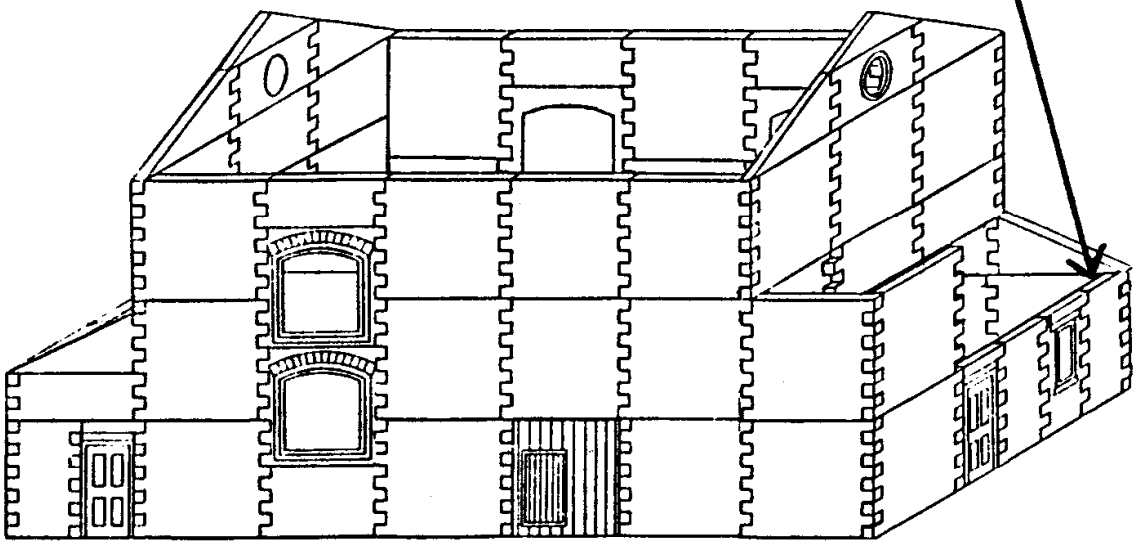
4) Glue the supplied office door into position, as shown below.



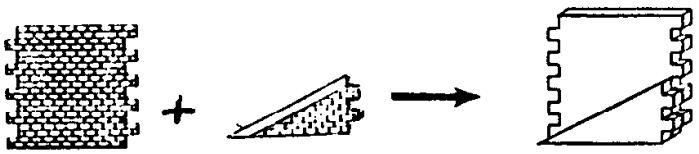
5) Glue the boiler-house wall together (left-hand lower wall).



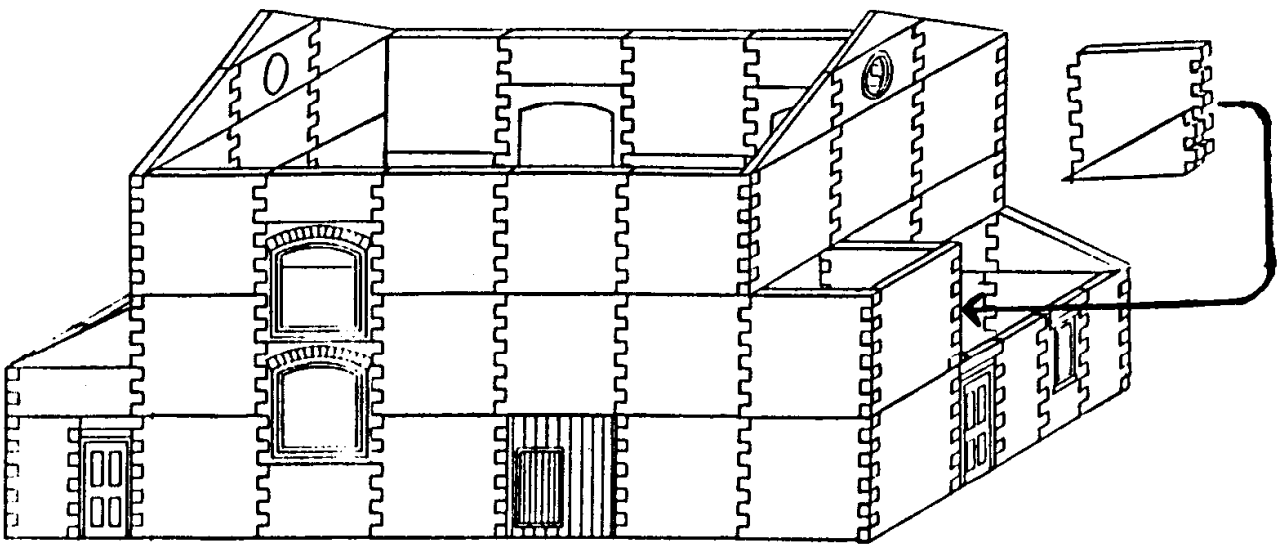
6) Glue the boiler-house wall into position on the model.



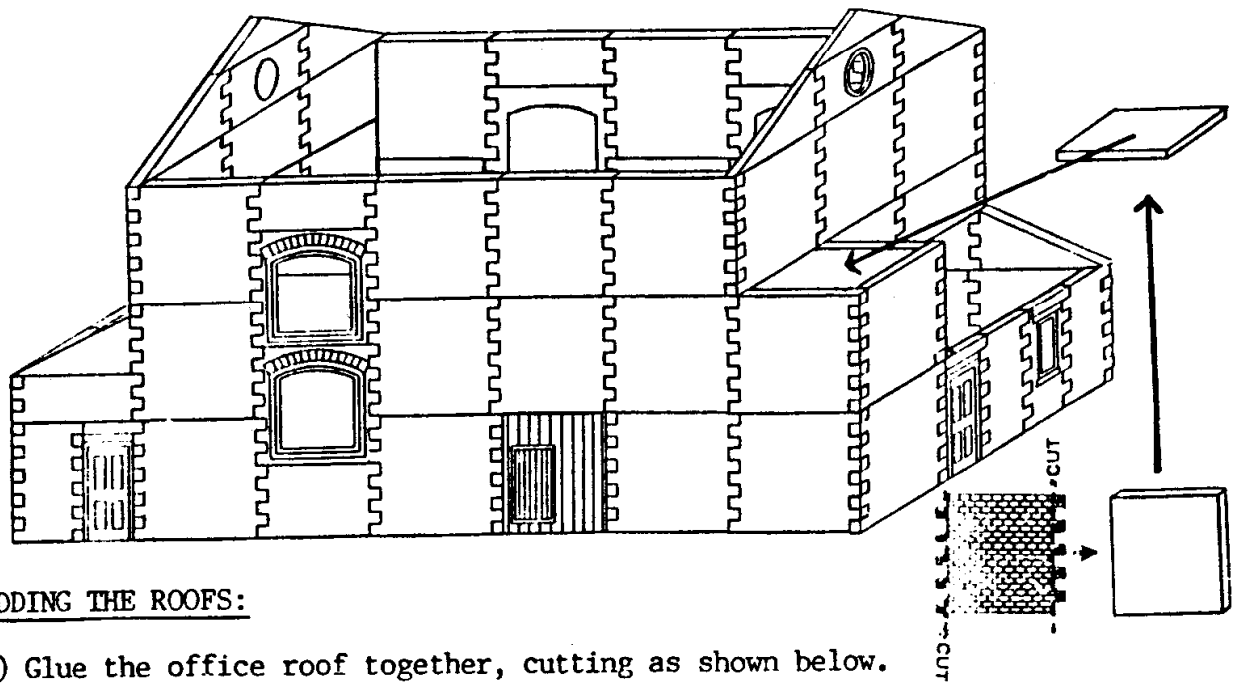
7) Glue a gable part (from mould B5) onto the face of a standard panel, as shown below.



8) When set, glue the above part into position to form the boiler-house chimney base (gable facing out), as shown below.

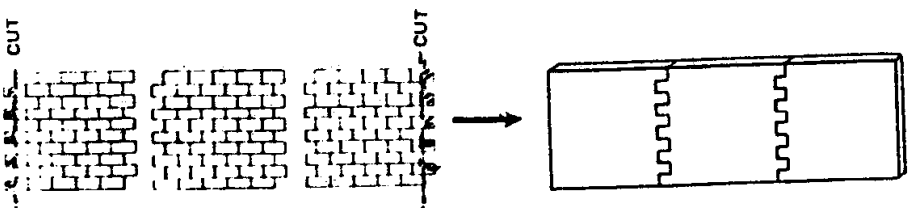


9) Cut the teeth from a standard panel, and glue into position at the top of the chimney base, as shown below.

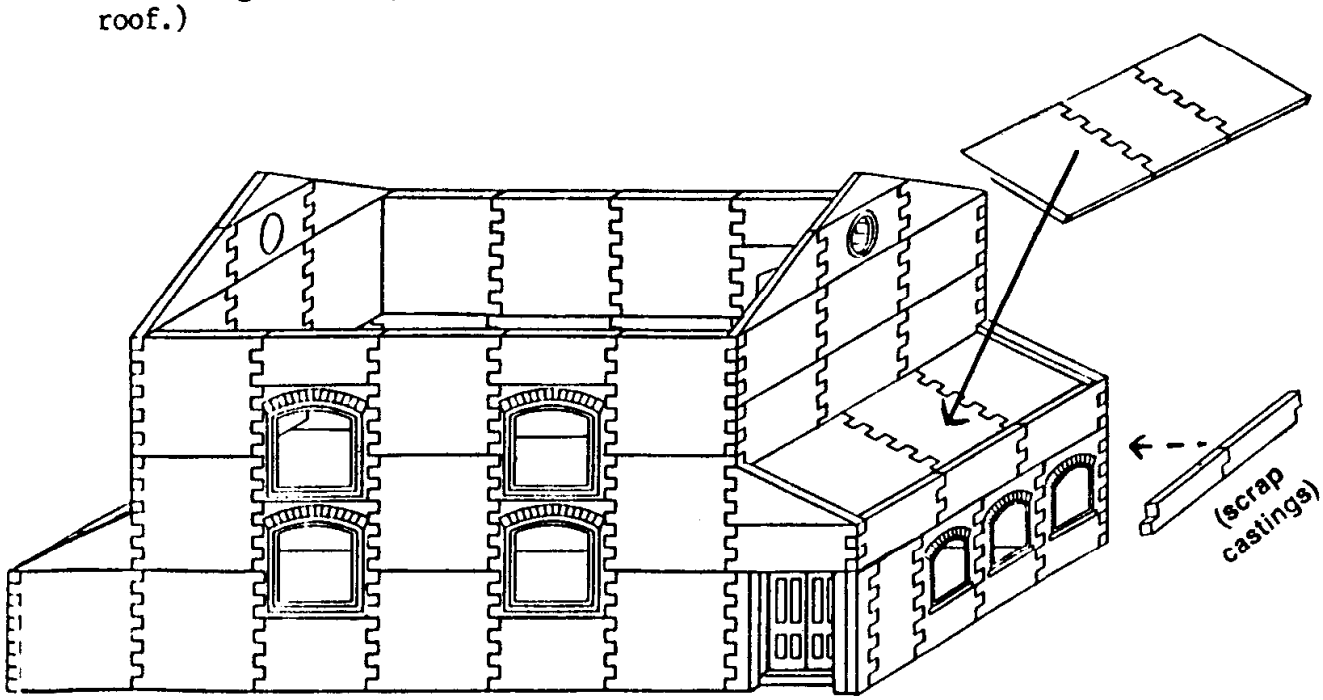


ADDING THE ROOFS:

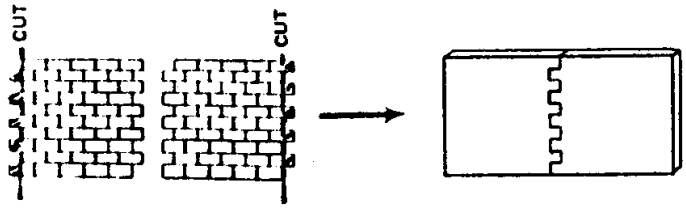
1) Glue the office roof together, cutting as shown below.



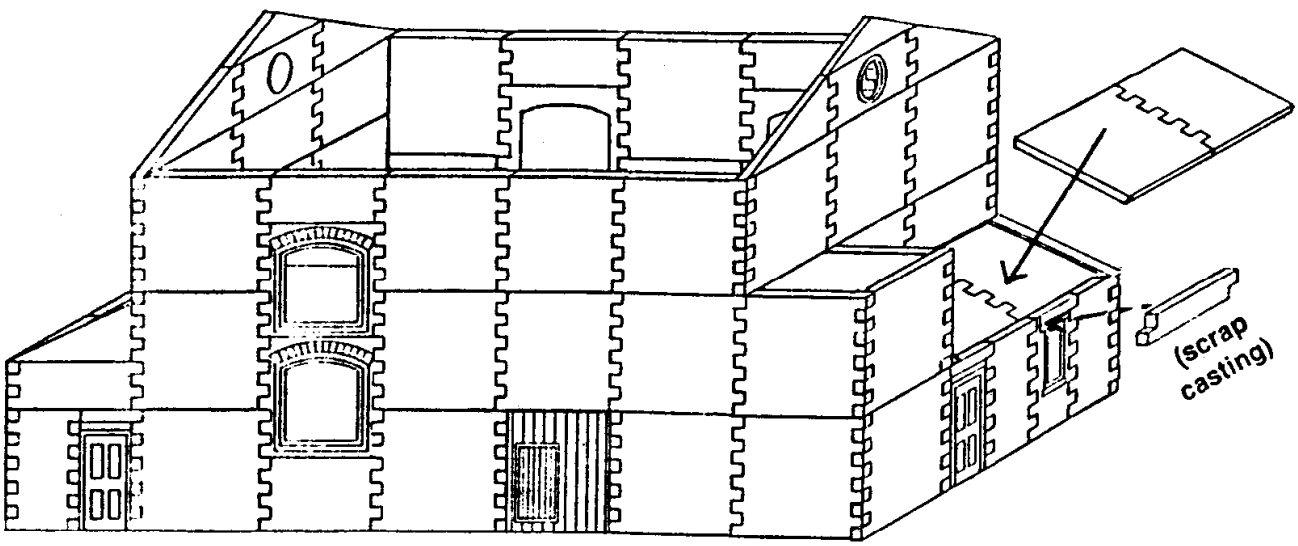
2) Glue the office roof into position, as shown below. (Note: it is a good idea to glue scrap castings behind the office wall to help support the roof.)



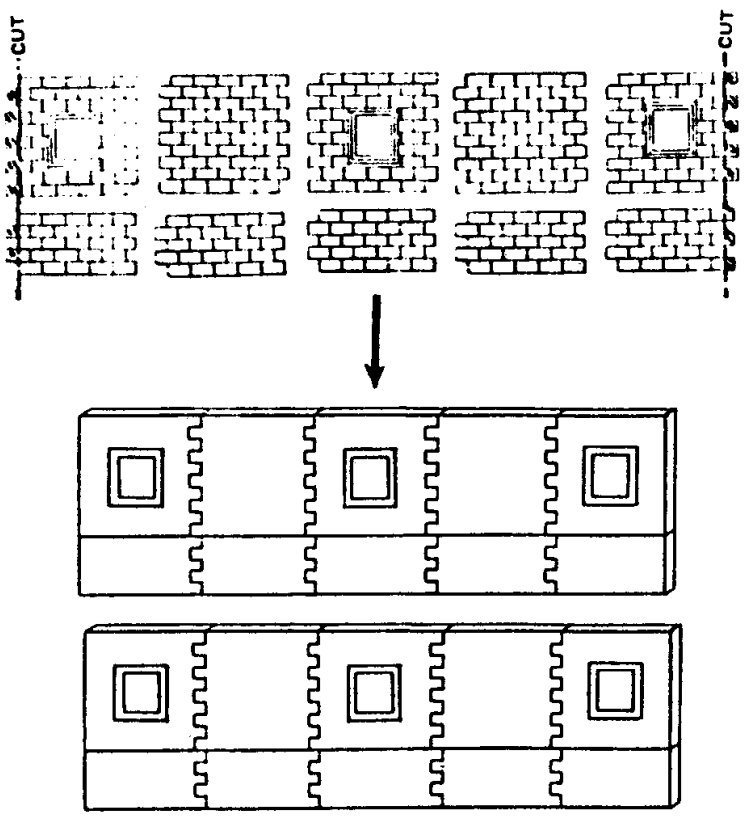
3) Glue the boiler-house roof together, cutting as shown below.



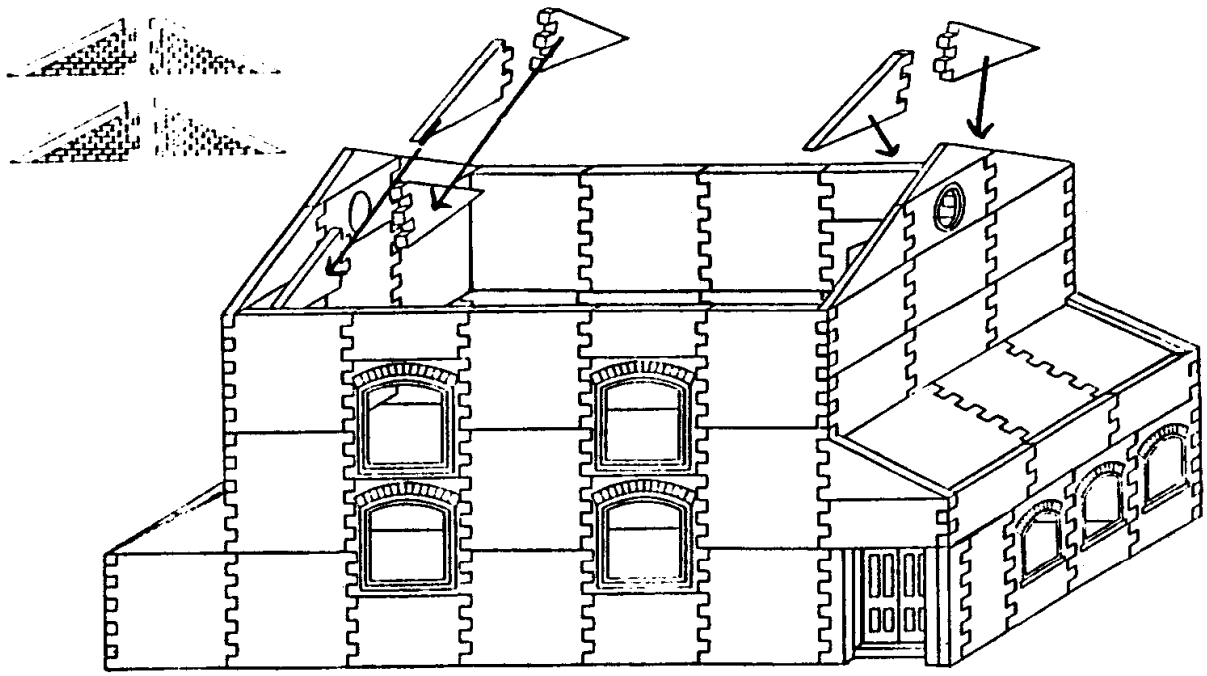
4) Glue the boiler-house roof into position, as shown below.



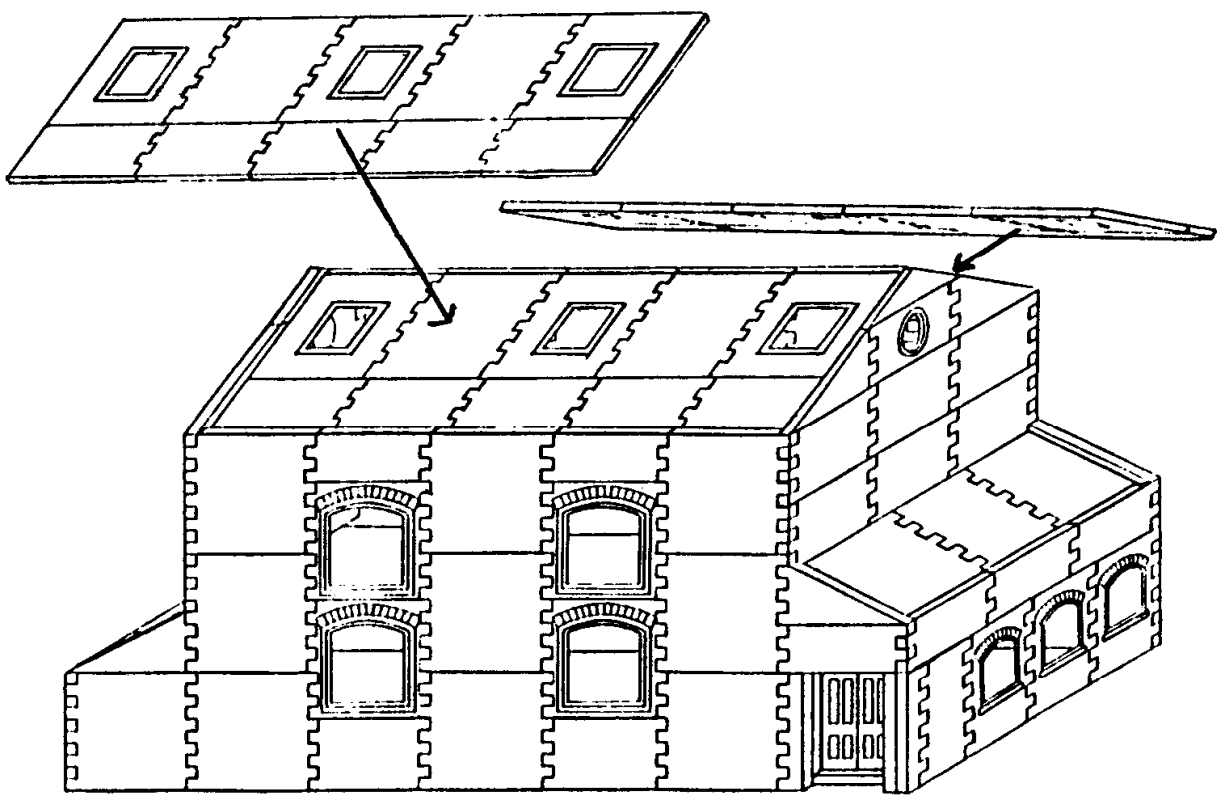
5) Glue the two main factory roofs together.



6) Glue the four factory roof supports into position, as shown below.

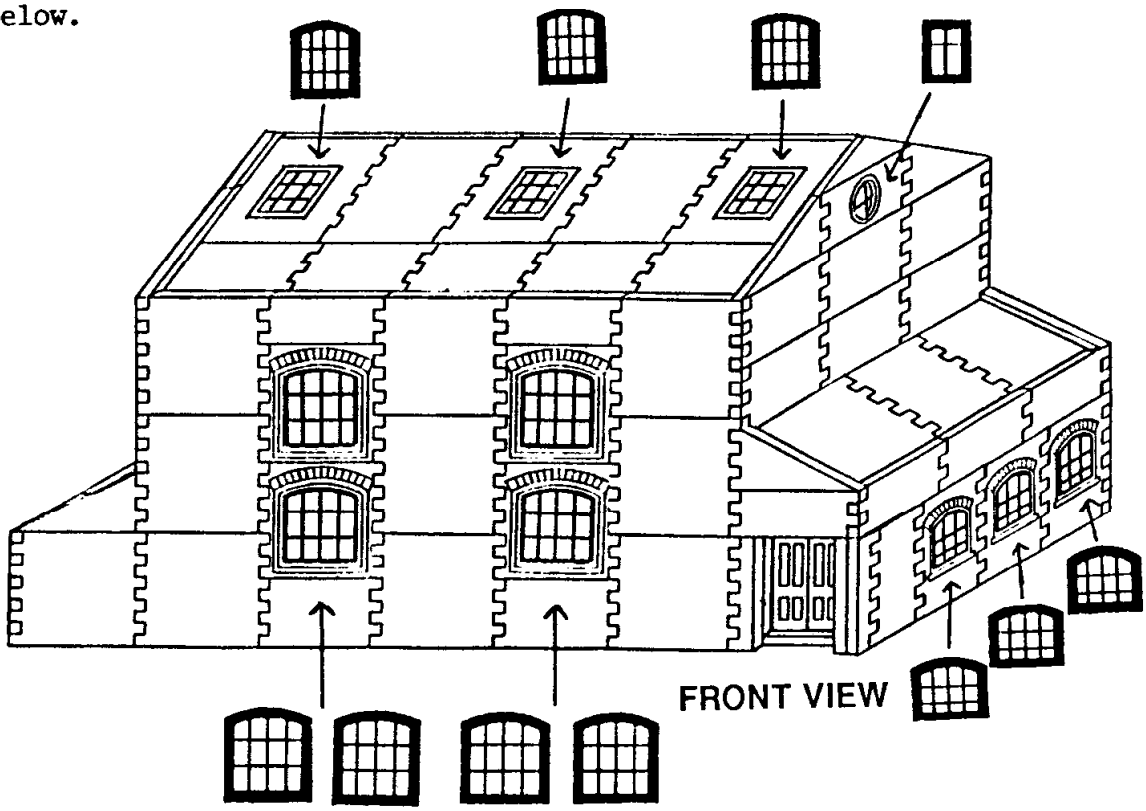


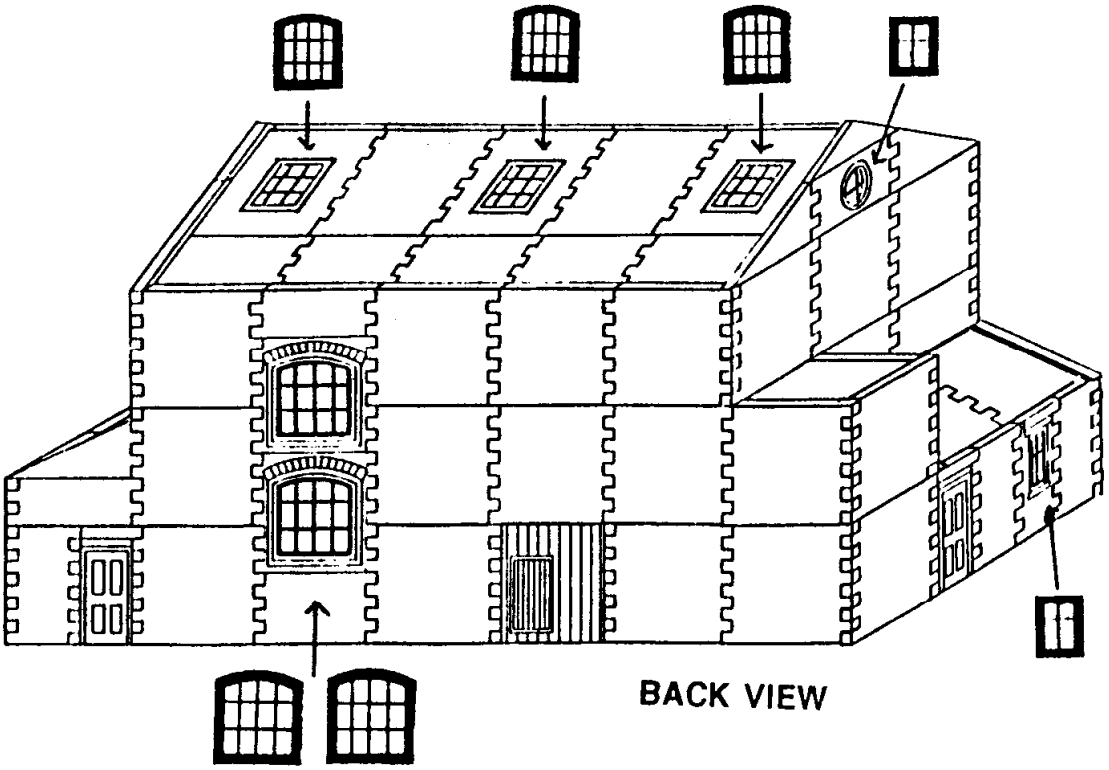
7) Glue the two main factory roofs into position, as shown below.



ADDING THE WINDOWS:

Cut out the windows from the supplied window sheet. Glue in place, as shown below.





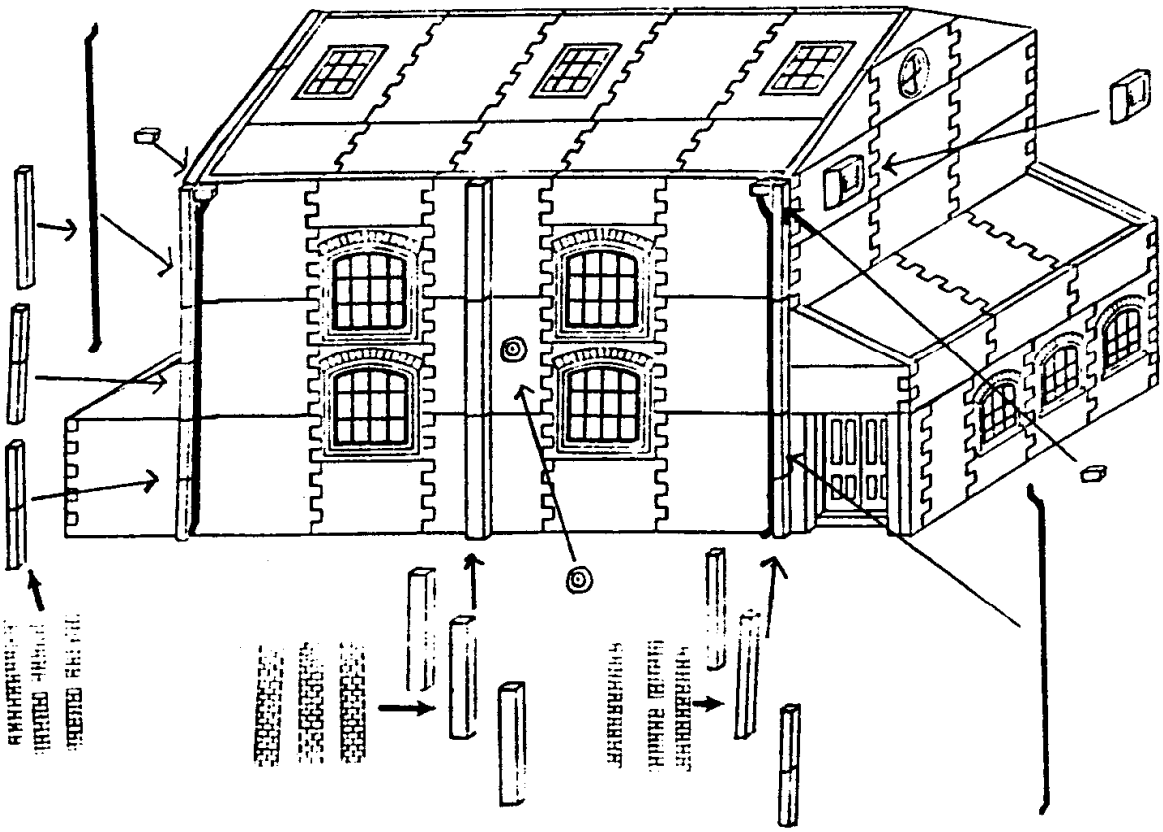
ADDING FIXTURES & FITTINGS:

FRONT:

1) Glue the brick buttresses (from moulds B4 & B5) into position, as shown below.

2) Glue the supplied plastic drainpipes into position, cutting and bending as needed. Glue a supplied metal hopper at the top of each drainpipe.

3) Glue the supplied metal wall strengthener and ventilator into position, as shown below.



BACK:

1) Glue the brick buttresses (from moulds B4 & B5) into position, as shown below.

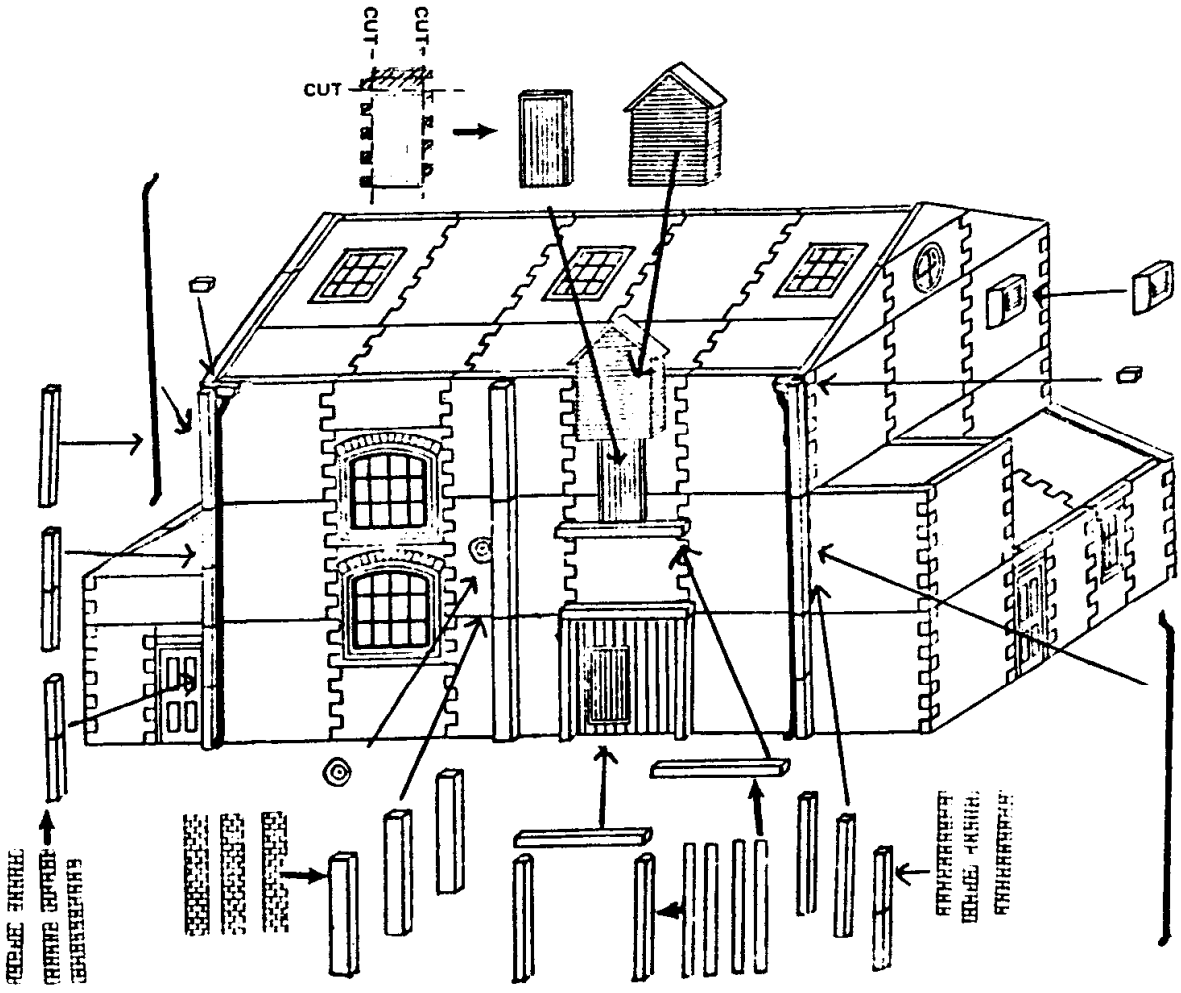
2) Glue the supplied plastic drainpipes into position, cutting and bending as needed. Glue a supplied metal hopper at the top of each drainpipe.

3) Glue the supplied metal wall strengthener and ventilator into position, as shown below.

4) Glue the supplied winch housing into position, as shown below.

5) Glue the winch door (from mould S2) into position below the winch housing.

6) Glue the winch door sill and lower door frame (from mould R1) into position, as shown below.

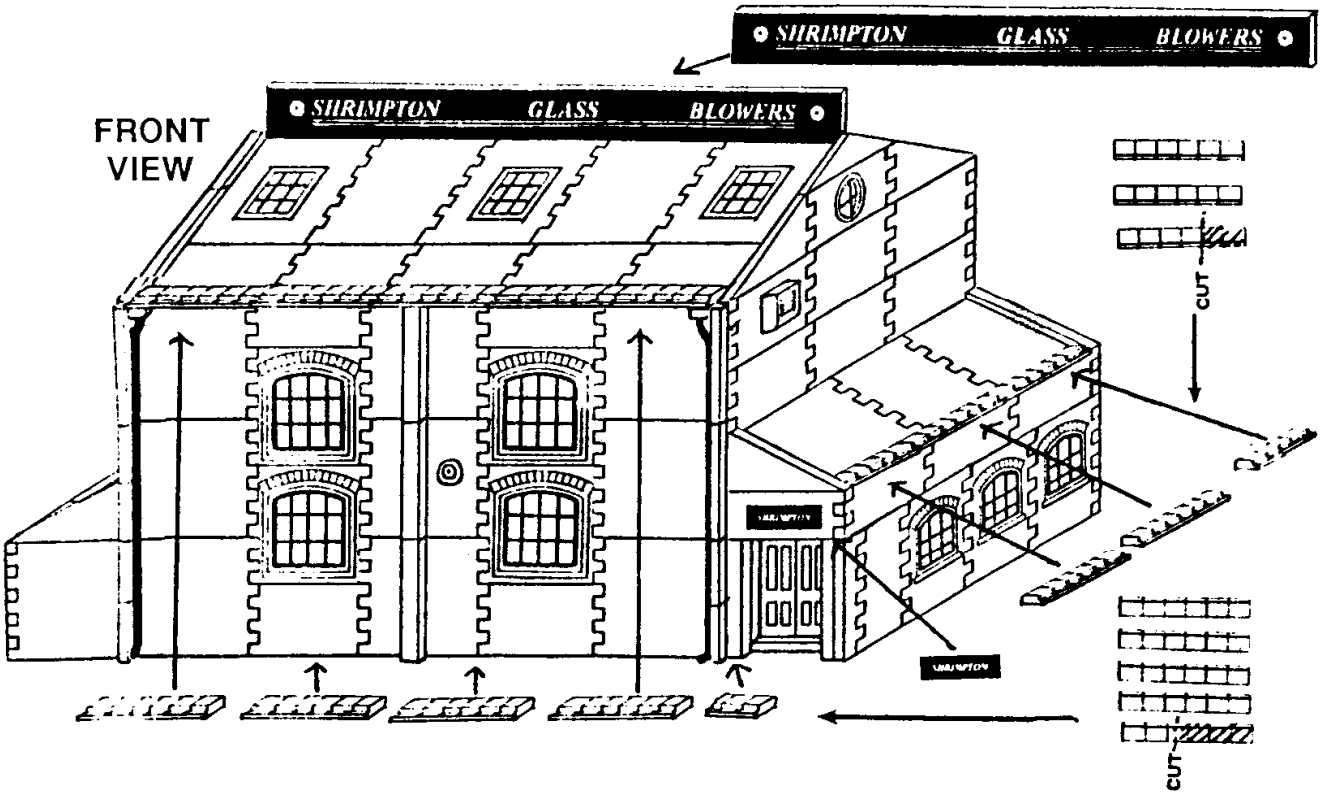


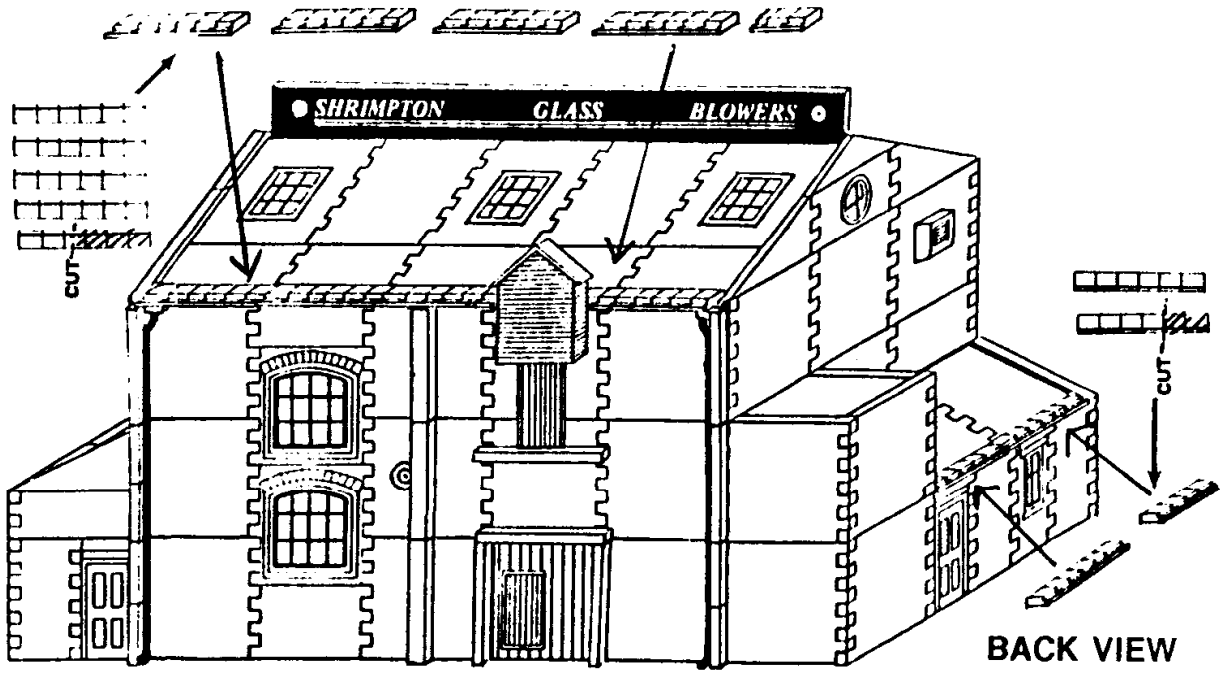
ADDING SIGNBOARDS & COPING STONES:

1) Cut out and glue your chosen signs onto both sides of the supplied roof signboard; then glue the completed signboard into position, as shown below.

2) Cut out and glue the smaller sign over the factory door. (Extra signs are included in this kit for use on factory vehicles, etc.)

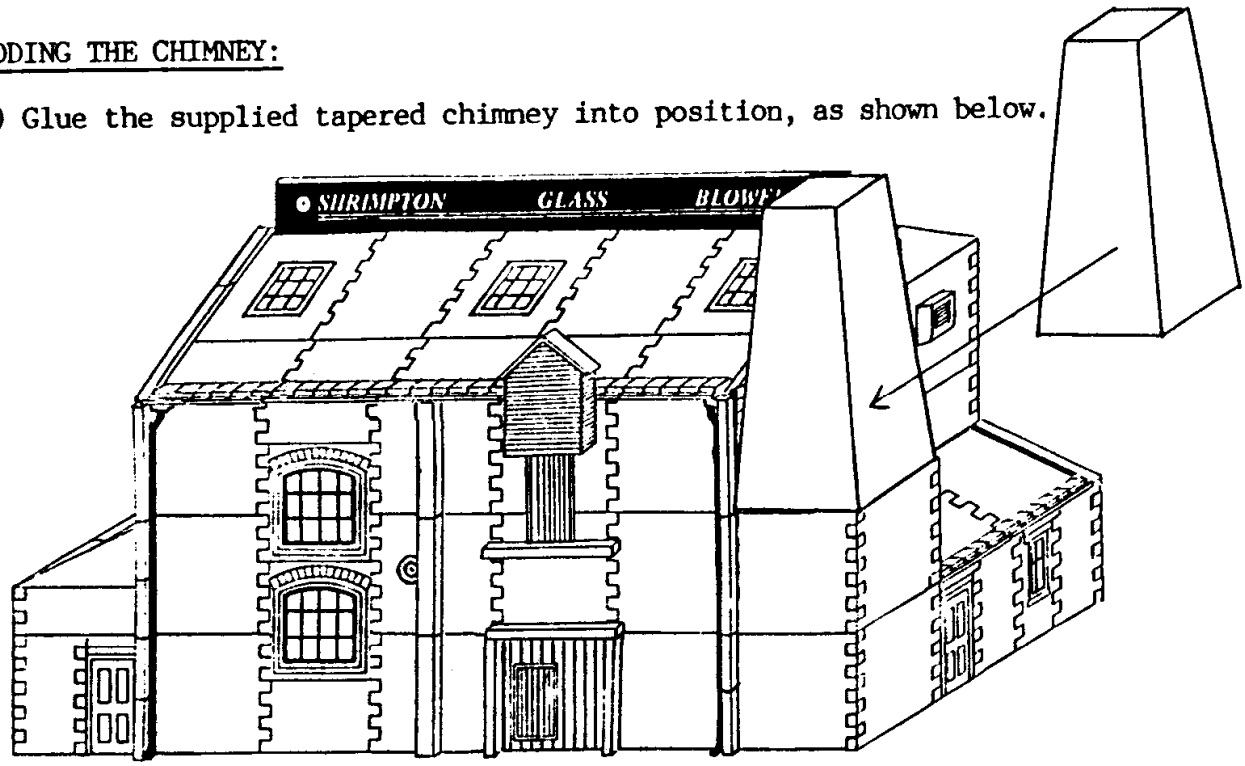
3) Glue coping stones (extra castings will be needed from mould S2) into position, cutting as necessary, as shown below.



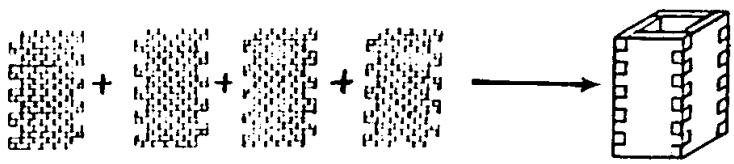


ADDING THE CHIMNEY:

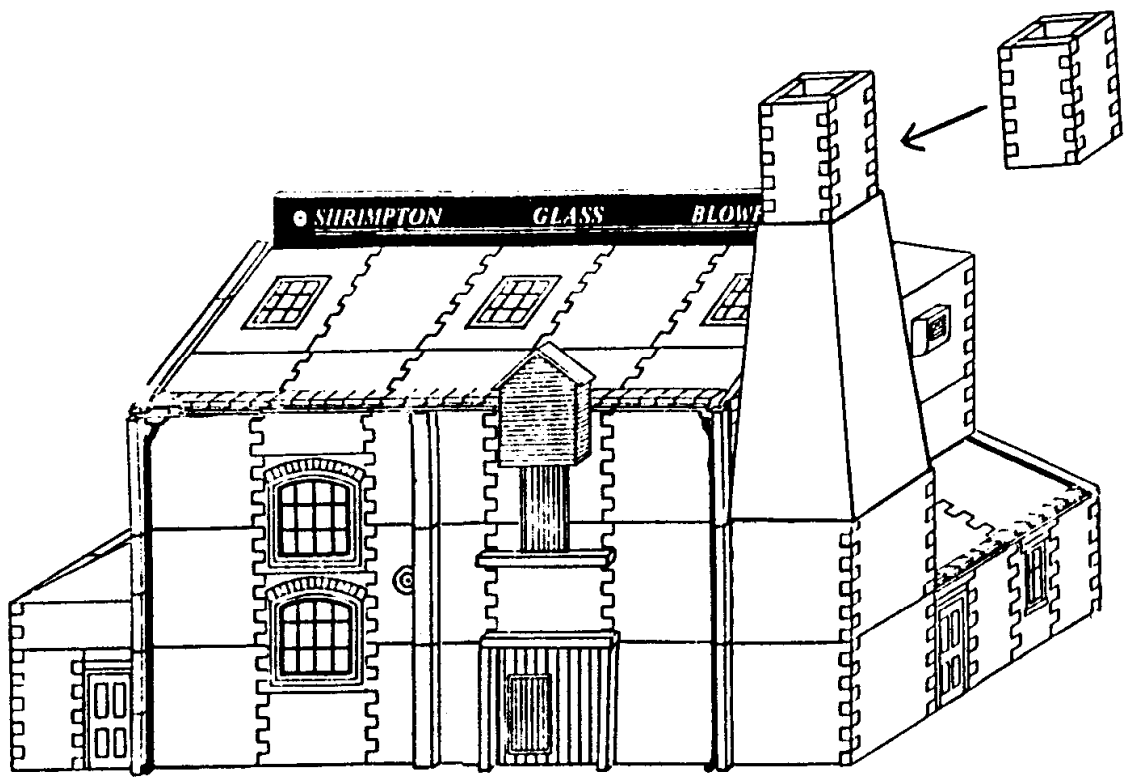
1) Glue the supplied tapered chimney into position, as shown below.



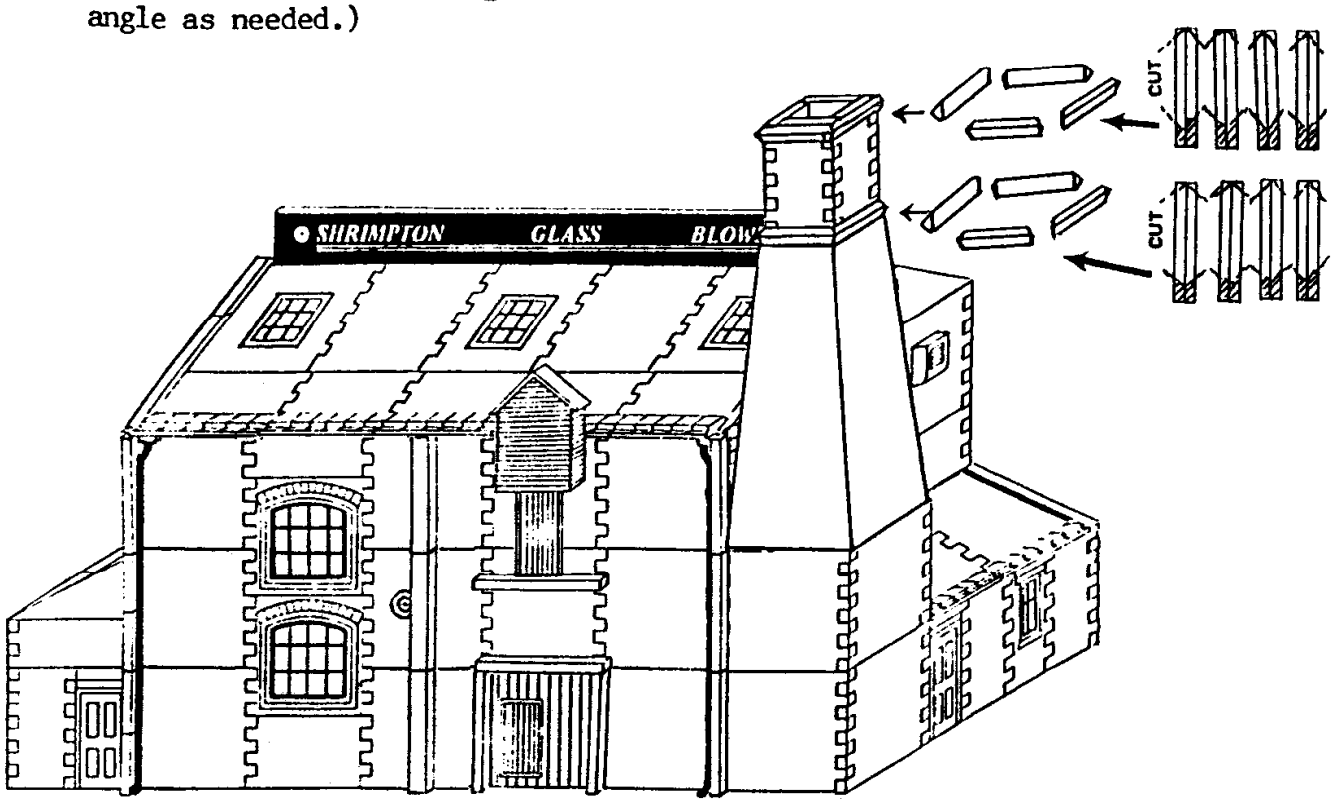
2) Glue the chimney top together.



3) Glue the chimney top into position, as shown below.



4) Glue the chimney flashing into position, as shown below. (This flashing is made from extra triangular castings from mould S2, cut and sanded to an angle as needed.)



PAINTING INSTRUCTIONS:

The model is now ready for painting. Many model paints can be used for painting Linka models, with pots of enamel or acrylic paints (such as "Humbrol", available from most model and craft stores) being popular. For brick and stonework, etc., use a matt paint; for doors, window frames, gutters, drainpipes, etc., use a gloss paint.

You should find the painting both interesting and straightforward, as the castings take paint well, with the crisp detail helping to guide your brush.

The exact shades and colours to be used are up to you, as brick and slate vary greatly in hue. The coloured illustration on the box shows the factory in red brick, and you may choose to copy that. Alternatively, brick buildings come in many shades from brown through to red, orange, yellow, and even blue. A colour guide is included in this kit to help you choose other shades, if desired.

1) Paint all brickwork with your chosen brick colour, then the slate roof with your chosen slate colour. Paint the coping and flashing a suitable stone colour.

2) Once this first coat of paint is dry, check the model for any gaps or ill fitting joints. Fill any gaps by making a very weak mix of Linka moulding compound (about ½ teaspoon of compound to 3 teaspoons of water) and paint this mix into the gaps with a small paintbrush. An old toothbrush is useful for cleaning off any excess mix, as well as for cleaning out any detail that may have been inadvertently covered. Repaint with brick or slate colour as needed.

3) Choose your colour scheme for the doors and fittings. Using gloss paint, paint the doors, hoppers, and drainpipes the colour chosen. Paint the ventilators and strengtheners silver.

4) For greater realism, pick out various bricks in different shades. Do this by putting a small amount of your basic brick colour on your palette. Then mix in a small dab of another colour to create a different shade. Apply this shade at random to bricks around the model. Repeat this process two or three times with other shades. (Using different shades of your basic slate colour, apply the same method to the roof.)

FINISHING:

For the finishing and weathering of the model, switch to watercolour paint, in either powder, tube, or block form. With a well-diluted mix of light grey watercolour, paint the entire brickwork area; when dry, some of the paint will have collected in the mortar runs to represent cement. If it has 'greyed' the brickwork too much, sponge off the excess. Repeat with a black wash for the slate roof. This process can be repeated for heavier weathering effects, or washed off and re-applied for any change of effect.

You've done it! Finished the factory. And (our bet is) feel justifiably proud of the results. So why stop? You have the technique. As well as moulds that can be used and reused to build so many other models. A whole village! One with a Victorian neighborhood centred around your factory. Use multiples of Linka's period brick terrace house (L5) for the workers' housing, making as many rows as you want. Ending each row either with our corner shop (L14). Or our pub (L13). Or maybe even the grand house of the factory manager himself (your own design! And why not? See our catalogue for the wide and exciting variety of extra moulds and parts available to you.) Go on. Have a go! And have fun!