# FLIGHTLINE GRAPHICS

**Paint Masks - Stencils - Dry Rub Decals - Waterslides**

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## Simulation – Paint Masks for Netherlands Roundel.

Minimum pre-reading before using these:     Paint Masks - the basics
                                                              Simulation - Paint Masks for the RAF "C" Roundel.

In this instruction sheet you will see how to apply the national insignia for the Netherlands in a simulation using the recommended application process.

The roundel is built up of 4 colours, 3 equal slices from a circle like a Pi chart in white, red, and blue each of 120°. In the centre an Orange circle intersects all three colour slices.

To ensure the roundel retains it's perfect circular shape a single Master Outline Mask will be applied first to fix the circumference, and to locate a centre registration dot.
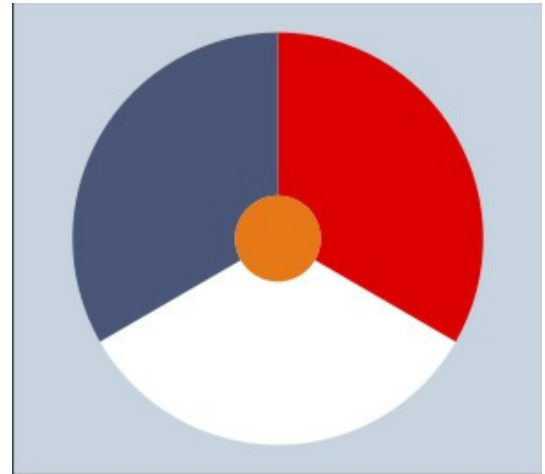
When you have decided the position for the insignia the Master Outline Mask can be applied.  In this simulation we will build up a Top Wing "TW" marking.

Position the mask so that the "UP" or "FORWARD" arrow in the top left points in the correct direction.  "UP" on fuselage sides and "FORWARD" for wing installations parallel to the chord.

Located at the centre of the mask is a Registration Disk with a registration hole at it's centre.  Start by making a registration dot on the model surface through the registration hole with a suitable marker pen.
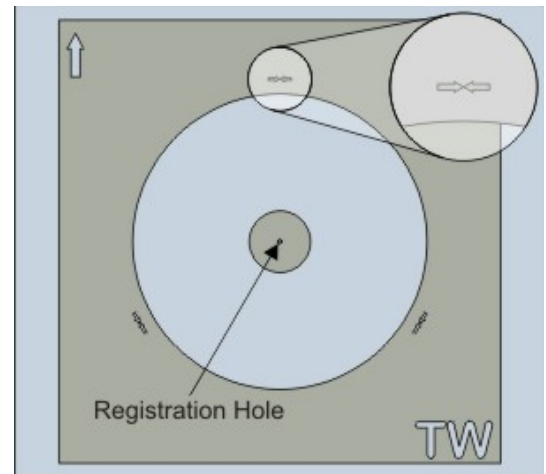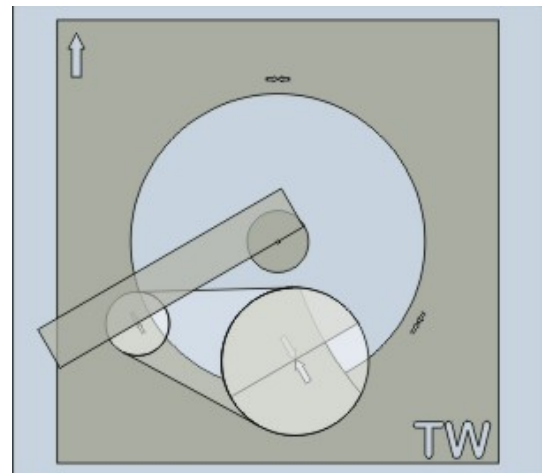
The registration hole/dot will be used to position Mask Strips which will make up the borders of the individual colours.

You will see that there are 3 pairs of arrows equally spaced around the outer circumference of the exposed mask.  The intersects of their points is used to position Mask Strips along the radius.
The first colour to be applied will be the white located centrally at the bottom of the insignia.

Peel one of the mask strips off the silicone strip and position it on the mask as shown.  One leading edge intersects the registration hole and the points of the two arrows towards to **bottom left**.

A second mask strip should be applies in a similar way so that the leading edge intersects the registration hole and the points of the two arrows towards to **bottom Right**.

This is the basic principle that will be used to apply all of the colour edges of the Pi segments.
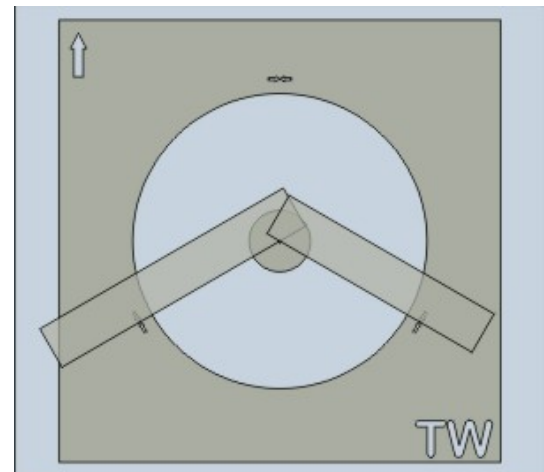
Prepare the area for spraying by ensuring the paint contact edges are properly rubbed down and ready for painting.

The areas marked in green need to be masked off to protect from overspray. Do not forget to apply protection to the positioning arrow(s), registration hole, and Mask ID code.

Also add sufficient protection to the area surrounding the mask (not indicated).

Paint the white colour following the recommended application procedures of the paints manufacturer.

At the appropriate time for your paint system, remove all unwanted masking including the two Mask Strips being particularly careful not to lift the Master Outline Mask or the Registration Disk which **MUST** remain on the model surface.

In this simulation we have clean edges along the ark of the circle, naturally you will have a level of white overspray on the Master Outline Mask which is not shown in this simulation. Colour is added however to demonstrate progress.

The process now basically repeats itself to apply the remaining Red and Blue colours of the Pi.

It is not necessary to remove protection from the Mask ID Code or the large positioning arrow (top left) as these need to remain covered for the entire painting process.

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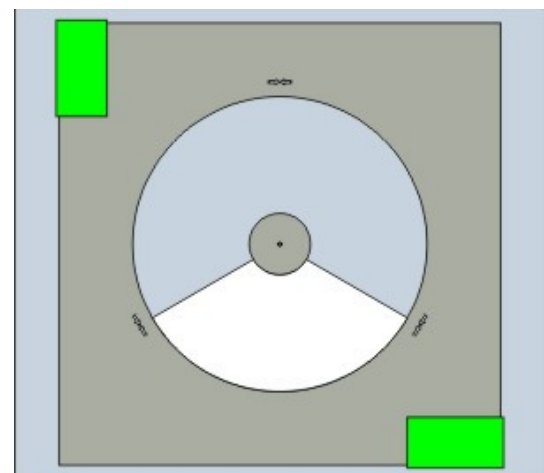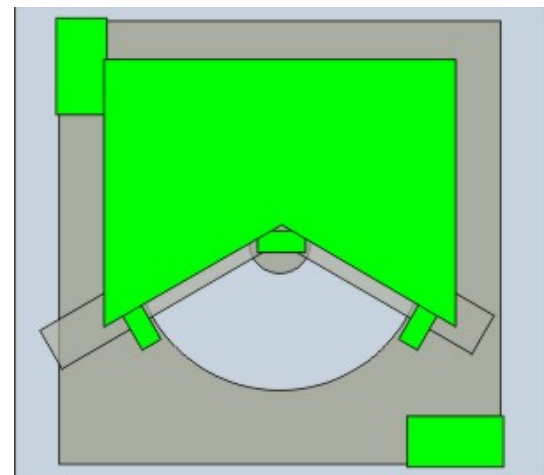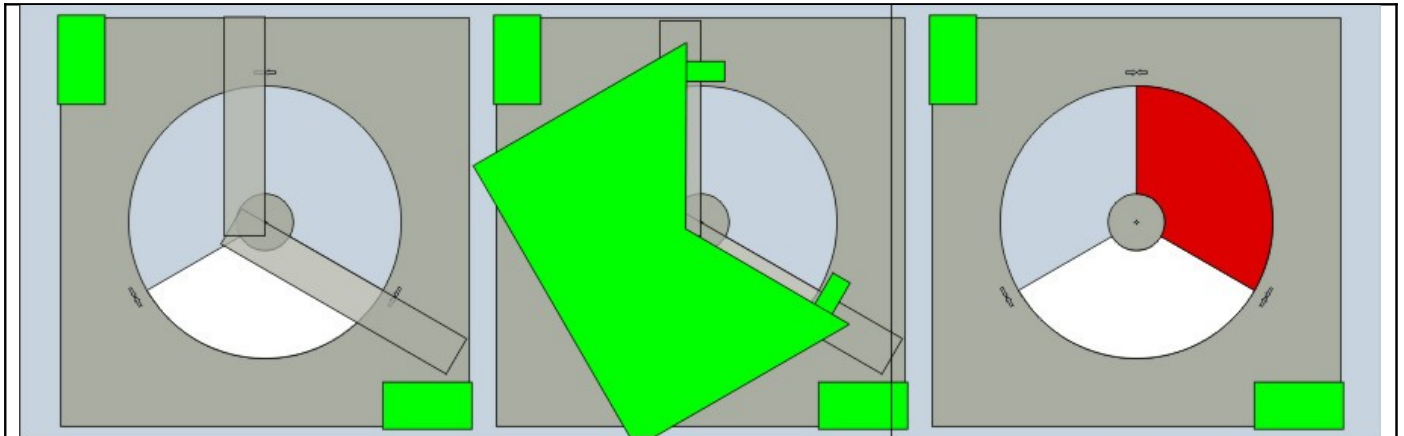


Apply Mask Strips in the same way as previous for the red colour to the top right of the Pi.
Take particular care aligning the Mask Strip along the edge of the white paint to ensure a clean fit!  You
may find it advantageous to use a fine glass paper to carefully cut back the paint edge if it is excessive.
If using wet & dry please ensure you permit sufficient time for the surface to fully dry before applying the
mask and painting.
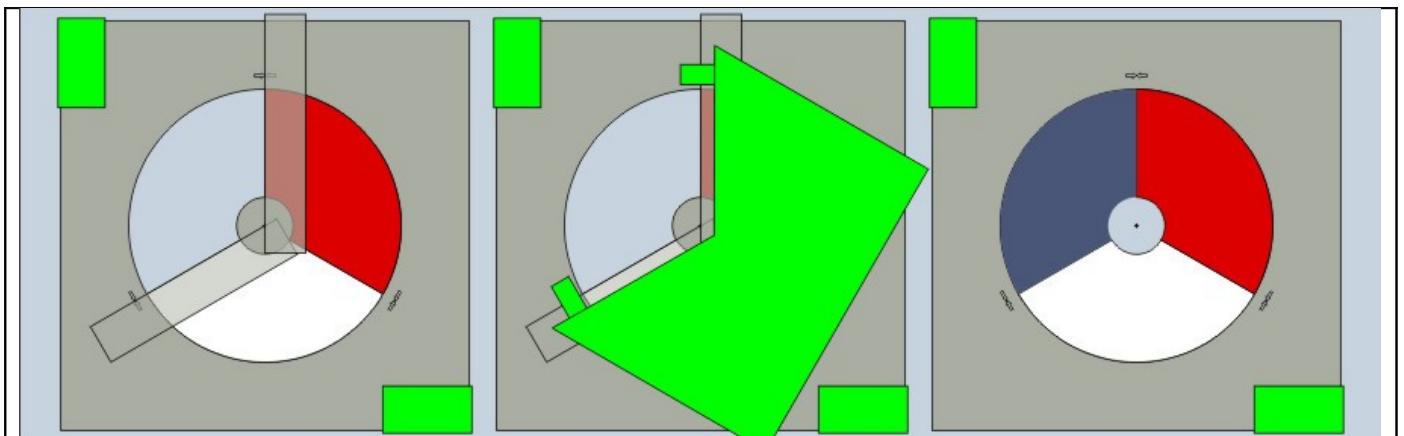


Continue masking and painting to apply the blue colour.  After all three colours have been applied you
can remove the Registration Disk at the centre which will expose the Registration Dot marked at the
beginning.

All that remains now is to paint the orange disk at the centre.

Again you may find it an advantage carefully cut back the lip of paint that may have developed with glass cloth before applying the mask.

This is done by applying a final mask mounted on clear application tape.  This aids positioning of the mask by eye onto the Registration Dot.
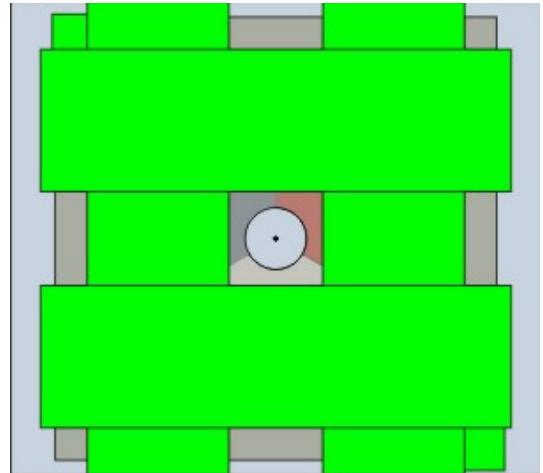
Remove the application tape and the Registration disk at the centre.
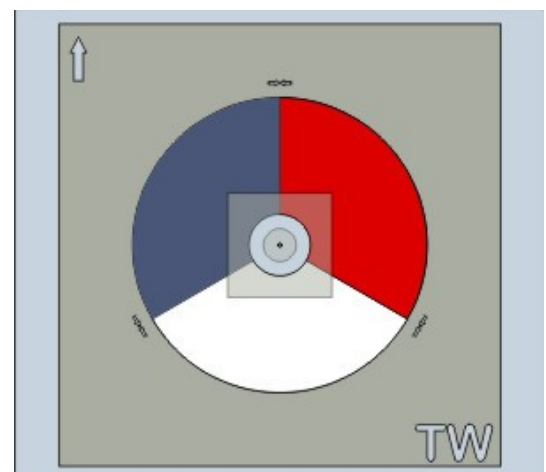
Mask off all other areas in preparation for painting.

The Registration Dot is no longer required so if you have used a non permanent ink for the mark, you should remove it now so it does not affect or interfere with the painting process.



At the appropriate time for your paint system, remove all masking including the Master Outline Mask.

Your Netherlands roundel is now complete.
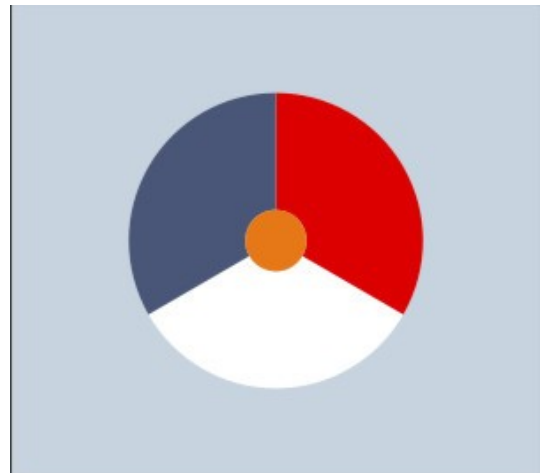
If you have any questions on how to use the masks please do not hesitate to get in touch <u>before</u> you try using the decals.

For support please [Click here](#).

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