

I have been casting cars since '95 and the van/rampside since '13. It takes about 90 hours of on again off again work to create a master.

I started this project with an HO chevy van and added 'bondo' (squadron putty) to get the new shape under way. I mold that image and get a plastic resin copy and then keep fine tuning it with more bondo and a lot of carving. The prior step may be repeated if necessary. Once I'm happy with the image I add the detail using packra trim tape and pieces from other similar scale cars (headlights, grills, etc). I make the bumpers in a similar way (In this case the front and rear where the same). The glass is a vac-formed image that I need to make a mold for x8 to then run them off on a vac-form machine.

Other items that need to get done include sending the bumpers off for 'chrome' (vac-aluminum) plating. This is the only thing I don't do in house. I designed a custom tree that allows the bumpers to snap on and off to speed the process along. I also make vacu-formed spray masks designed to make the painting professional looking and quick.

Once production status is reached I need rubber molds to produce the cars. This also requires masters to allow reproduction of the molds since you only get 40ish castings per mold. This also was quite a feat to setup but since it is in place and working creating the final product takes about 12 minutes in total (not all stages are done together) to produce.

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