













Finished the Kenworth Semi to pull the Auto Transport Trailer.

Quite enjoyable model, lots and lots of details, which is exactly what I like! For painting I take the smallest brush they make and cut 3/4 of the bristles off. Another one with 1/2 of the bristles cut off for my "large" brush.

The yellow engine turned out better with the details I added than I thought it would. Plans called for a lot of the parts to be just black, think my free for all color choices make it spark.

Many of the parts were such precision fit that I didn't need glue on many of them: the hood, rear mud-flaps, hitch and wheels specifically. They all move in place.

The frame, wheels, engine, amazingly took twice as long as the hood/cab did, even with all the decals and interior. Used the door stripe decals for the hood decals instead of on the doors. Placed the extra flag decal over the interior bed slot on the back of the cab to hide it, etc. Still debating whether to paint the antennae black or leave chrome.

Because of the radiator placement tight against the engine block the hood will not close completely, unless I glued it down, would rather have it hinged open/mostly closed for display than glue sealed.





Mod done on Mustang

Next will be another car, the 1962 2/1 Corvette

Roadster convertible...after that a '68 Charger which I noted could be either stock or race versions.

Taking the hood scoop from the race version I fit it to the previously finished Mustang with the open hole in the hood.



1968 Charger

Also noticed on the Voyager (after re-watching the Series) that the

power windows were actually blue not red so I went back and repainted the nacelles.

Looking for 4 hood/side scoops to make the '68 Charger look more like my actual '69 coronet R/T.



Here's the Kenworth Semi attached to the auto transport trailer.

Hindsight, wish I had made the trailer main color red instead of green, oh well. Displayed in it's final display spot on top of the display case, barely fits but looks good there. 4 more car spots available on the trailer.
