

WORLDWORKSGAMES BEGINNERS GUIDE 2009

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"BRINGING MAGIC BACK TO THE GAMING TABLE"



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BEGINNERS GUIDE TO CARDSTOCK MODELING



Basic Materials

WorldWorks recommends 8-1/2" X 11" 110lb cardstock or 80lb coverstock for strong model construction, a cheap utility or hobby knife, extra blades, a metal cork backed ruler, and an assortment of felt markers (Black, Grey & Brown).

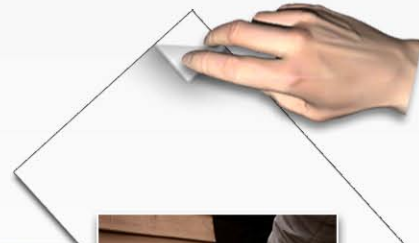
Glue & Gluing Options

Gluing options break down into 3 basic techniques; Spraymount, Gluepen & Adhesive Papers.

Gluepen: For walls & props, use a **low water content** gluepen, glue-stick or bottled glue specialized for papercraft (or woodcraft). The only way to prevent warping is to ensure that your glue is specifically designed for use with paper or wood. Most hobby and office supply stores carry papercraft glues.

Adhesive Paper: Useful for mounting tiles, these full 8.1/2"X11" sticky backed sheets of printer paper can be found at most office supply stores or online. Adhesive paper allows you to print your pages, cut them out and then "peel & stick" each tile down with limited fuss.

Spraymounting: Another technique for tile mounting involves the use of adhesive spray found at your local craft or hardware store. In an adequately ventilated room (or better yet outside) each page is sprayed on the reverse side and left to dry. The mounting surface itself is then given an additional light spray and left to dry. When the two surfaces come into contact there is an instant bond.



Foamcore Mounting

The first thing you need to consider when building floor tiles or reinforced walls, is finding a good material to mount them on. WorldWorksGames recommends black, matte finish, black core foamboard (display board). This typically comes in 20" X 30" sheets and can be found at your local craft or office supply store. If that isn't an option for you then a good thick cardboard (from a packing box) or a sheet of high density foam insulation will work in a pinch.

Its important to use a matte finish so that your paper can adhere to the mounting material. Avoid glossy finished foamcore products.



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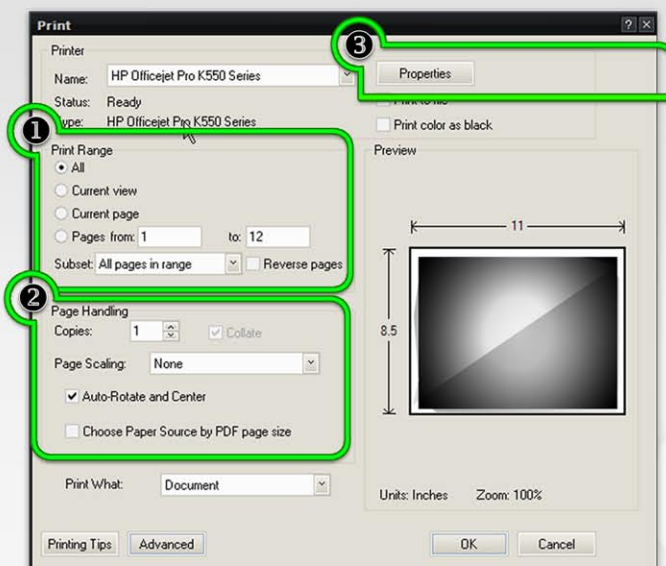
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Printer Settings

Typically beginners to the hobby overlook the importance of “clean printer settings”. It is vitally important that you adjust specific settings in your print dialog BEFORE printing, otherwise your models will print at the wrong scale or with generally poor clarity and color depth.

1. In figure 1 we see the “Print Range” settings. Typically you will leave this set to “All” (which will print every page in a document) but there are some instances when you’ll want to print a specific page. In this case you’ll click “Pages from:” and then enter the number of the page or pages you want to print in each box. So if you just wanted pg.5 you would enter “5” in both boxes.

2. “Page Handling” is extremely important. This is where MANY people tend to make mistakes when printing. Make certain that “Page Scaling” is set to “None”. If you choose any other setting your model pages will print at the wrong scale and this could affect your build. Leaving “Auto-Rotate and Center” checked is usually acceptable as this does not change the inherent scale of the page.



3. “Printer Properties” are a bit more difficult to nail down as each printer runs on unique software. The key areas to focus on here are proper paper type and quality settings:

Paper Selection:

You might think that selecting “cardstock paper” from the list is the right thing to do but you’d be wrong. This will result in poor color range and muddied, posterized prints. **Instead, leave your paper type set to “Plain Paper” for the best image clarity results.**

Print Quality:

Adjust your “Print Quality” to best or highest (depending on your software settings) for optimal print clarity and detail. Medium or Average settings will extend your ink usage but result in lower quality prints. Do some experimentation here to determine which settings work best for your needs.

\$AVE MONEY ON YOUR PRINTS!

WorldWorksGames suggests money saving ink-refill solutions. Many companies offer affordable refills of brand name printer cartridges as well as custom refill kits. With these products you can reduce your “per page price” to pennies a page.

- Refill kiosks can be found in your local shopping mall. No muss, no fuss but a bit expensive.
- Ink injection systems can be found at your local office supply & craft stores. A bit messy and tricky to get the hang of but very cost effective.
- CIS (Google: Continuous Ink Systems) are available online and are HIGHLY cost effective. These provide a continuous stream of ink to your printer with large ink tank reservoirs. Well worth the upfront cost.

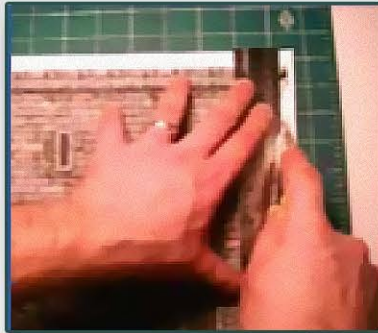
Potential Printer Damage Warning:

Using these systems voids the warranty on many printers. WorldWorksGames accepts no liability for any damages incurred by the use of the aforementioned systems. Use at your own risk.



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Cutting and Scoring

Using your hobby or craft knife you'll be cutting and scoring pages. By applying downward pressure to a metal ruler, along your chosen line, use that edge as a guide to draw your blade downward (see image for proper hand position). **Very little pressure is required to cut through the page with a sharp blade!**

When it comes time to "score" a line, you are simply breaking the surface of the paper in order to make a clean fold later on. You will be doing the same as described above, only this time you will be applying **almost NO downward pressure** to the blade.

Better Workflow

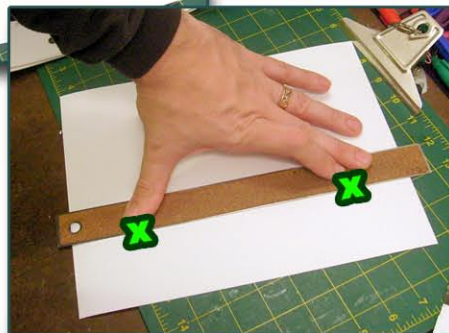
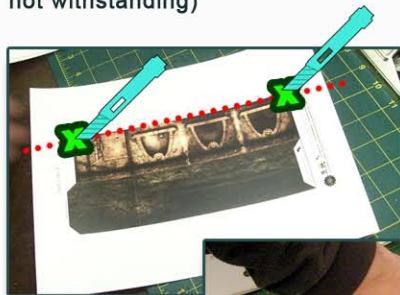
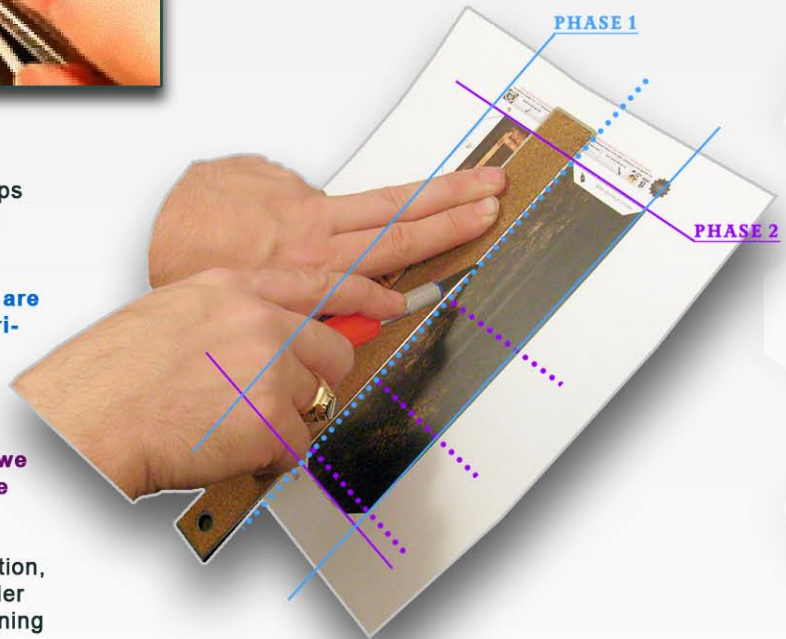
Instead of cutting and scoring randomly, it helps to speed up your workflow by focusing on one page orientation at a time:

Phase 1: Vertical cuts and scores. Here we are only focused on cutting and scoring all horizontal marks on the page.

Rotate page 

Phase 2: Horizontal cuts and scores. Here we are only focused on cutting and scoring the remaining vertical marks on the page.

Always keep the ruler in one comfortable position, rotate the page itself to orient scores/cuts under your ruler, NOT the other way around! (fine tuning not withstanding)



Reverse Side Scoring

The red dotted line indicates a "reverse side score". This simply means that you must score the indicated line on the back side of the page. To do this; simply puncture the page using your blade at each extreme end of the line (marked X on the right image).

Then flip over the page, align your ruler to the two puncture marks and use your blade to score as normal.

Scoring, reverse-scoring, burnishing...what's it all mean? If you want more information about the techniques discussed here, visit our tutorials page at WWW.WORLDWORKSGAMES.COM



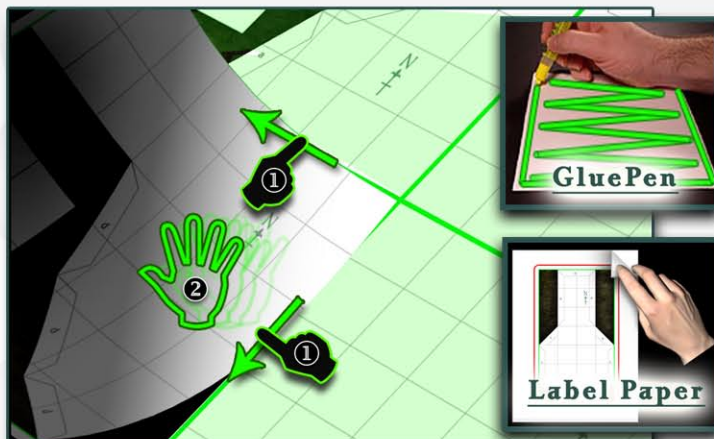
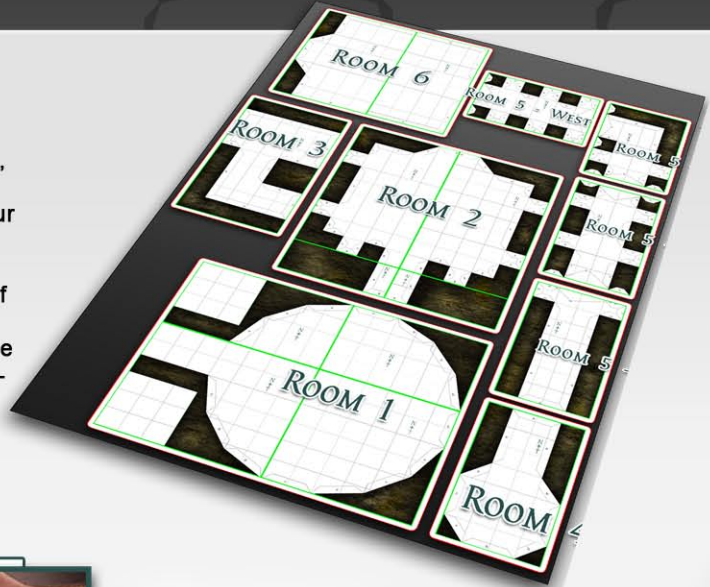
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Mounting to Foamcore

Many products in our catalog benefit from foamcore mounting. Whether it's creating a series of table friendly, modular ground tiles or fortifying walls, this technique offers many benefits which will extend the lifetime of your models.

In most cases you'll be working with a 20" X 30" sheet of foamcore. To make the best use of the material it is always recommended that you take some time to arrange your elements on the sheet before gluing. In some situations you'll want to create on large map using a single sheet while on others you'll be mounting a variety of items. Take some time to plan things out and you'll get maximum value out of your mounting material.



Glue Down

We recommend full sized "peel & stick" label paper to make this job easier but a glue pen does do the job quite well. If using a glue pen; on the back side of the template place a small bead of glue around the outside edge, then a zigzag down the middle.

When gluing down your templates apply pressure to the inside edges (Figure #1). As you can see in figure #2 it helps to smooth the tile along the middle, working out any air bubbles as you work your way out (this is called burnishing).

Cutting Foamcore (Display Board)

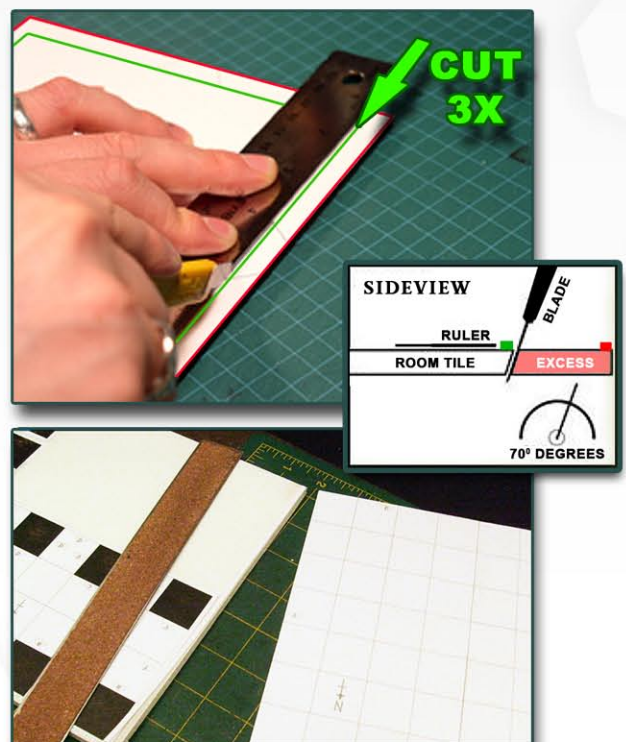
Once you have mounted your tiles or other elements, we'll need to cut them away from the foamcore sheet.

Line up your metal ruler with the edge graphic of your chosen element. Exert a strong downward pressure on the ruler to prevent slippage. Cut at a shallow angle towards the inside of the room (See inset picture). This prevents rooms placed side-by-side from producing visible gaps (due to unevenly cut foamcore bases).

The 3 Cut Rule (NEVER try to cut foamcore in one pass!):

1. Your first cut breaks the upper layer (paper) of the tile
2. Your second cut penetrates about halfway into the foam
3. Finally your third pass breaks through to the bottom of the tile

If you find that it takes more than 3 passes or your paper is "bunching" while cutting, your blade is likely dull and needs a change.



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Gluing: Rules to model by!

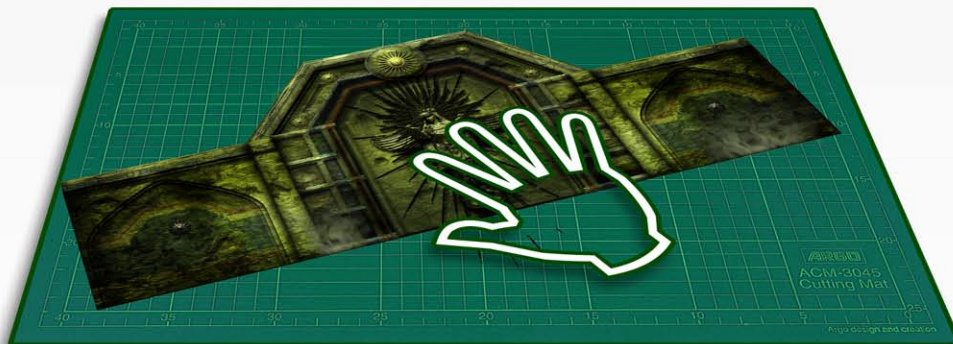
You may think that gluing is a straightforward topic. Apply glue and press it down, right? Well, the big problem is that many beginners tend to use too much glue, the wrong glue type and or the wrong technique. To vanquish the worst enemy of cardstock modeling "warping" you should always adhere to the following rules...

1) **ALWAYS use a low water content glue made specifically for Papercraft or Woodcraft.** If it doesn't specify that it has low water content, chances are it will warp your models. There are MANY options but when in doubt please visit our community forums for help.

2) **Less is more.** Even with low water content glues it's always the best policy to use a thin bead of glue. Be deliberate with your application by using straight lines and zig-zag patterns across your surface (don't just smear on a big blob of glue).



3) **Use your work surface!!!** Whenever possible, use your work surface as a smooth, flat plane to place your model against when gluing and Burnishing. Avoid lifting your model off the table and attempting to apply pressure with your hands alone. You need a firm, flat surface to ensure good glue distribution and a solid bond.



4) **3 Seconds!** Apply pressure for no less than 3 seconds when adhering to surfaces together. As a rule, the higher the water content a glue has, the longer you'll need to apply pressure. If you are concerned with water content or warping, place your model under a stack of books or another weight for longer drying periods.

5) **If you can't reach something with your fingers...don't!** Use a ruler, a pencil, tweezers or any thin implement that can get to where your fingers can't. Rule #3 still applies here though, keep that model flat against your work surface as you apply pressure with your implement!



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Edging...DESTROY White Edges!!!

Edging is a simple technique that takes very little time but gives your models a professional finish. This technique is well worth the extra bit of effort and we are sure you'll agree that an un-edged model simply doesn't compare.

Edging is extremely simple and involves the use of felt markers. Any marker brand will do, though more expensive brands tend to last longer than others. The following primary marker colors are likely all you will ever need when modeling. If you are detail oriented you may also opt for a more robust selection of markers:

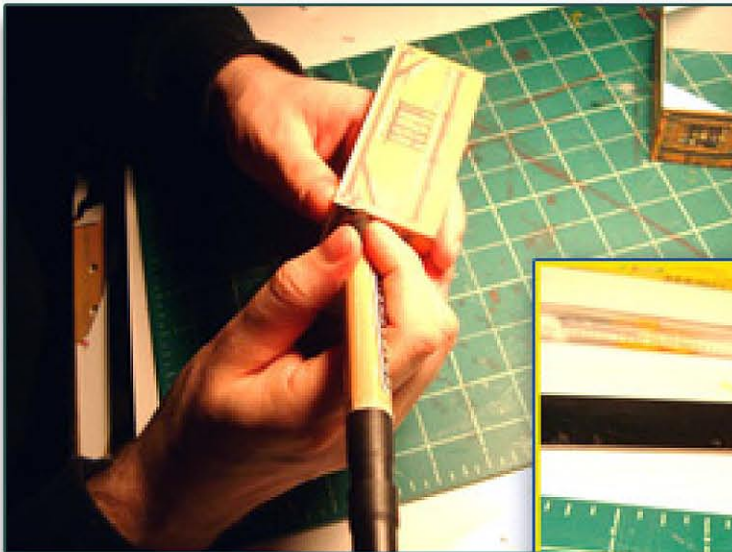
Black is an absolute must as it works well for almost any model. This is a fantastic color for hiding build errors.

Grey is perfect for stone, metals and other washed out colors.

Brown is ideal for wood and related earth tones.

Once you've completed construction on your model, look at its overall color scheme and select a marker that is the closest match. On each white crease that is visible, lightly drag your marker across the length of the exposed seam. This may require more than one pass depending on how wide the score or fold is.

You may be a bit shaky at first but after a few models you'll be an edging pro! Paper models suddenly become items your friends might think you blew hundreds on ;)



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So long as we can continue to put food on the table for our families, we'll keep doing what we love to do here at WorldWorksGames.

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