



The Chevrolet Corvette, known colloquially as the Vette, is a sports car manufactured by Chevrolet. The car has been produced through seven generations. The first model, a convertible, was introduced at the GM Motorama in 1953 as a concept show car. Myron Scott is credited for naming the car after the type of small, maneuverable warship called a corvette. Originally built in Flint, Michigan and St. Louis, Missouri, the Corvette is currently manufactured in Bowling Green, Kentucky and is the official sports car of the Commonwealth of Kentucky. The seventh generation Corvette was introduced for the 2014 model year. The 2015 model is the first to bear the Corvette Stingray name since the 1976 third generation model.

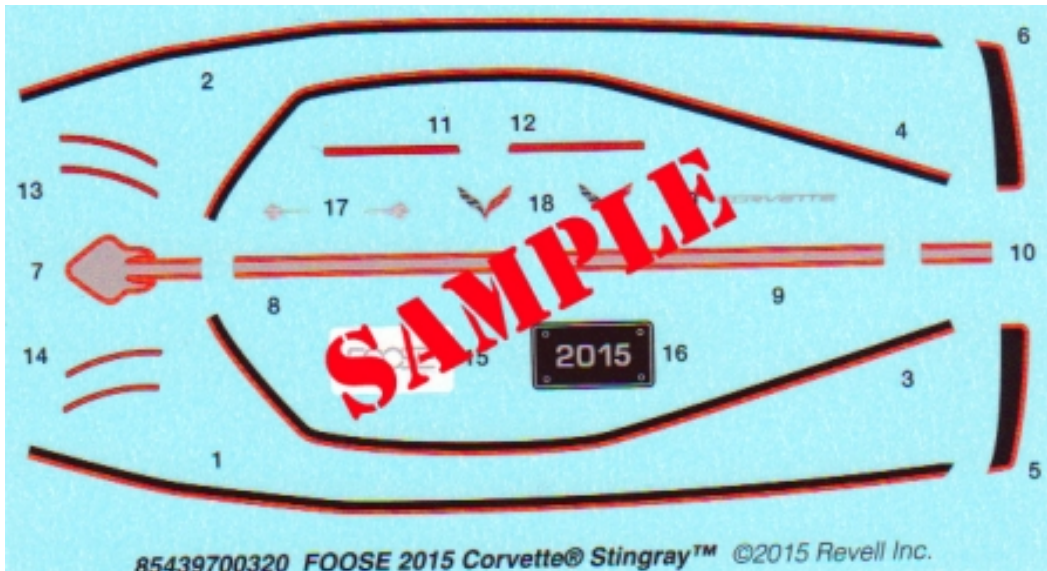
**For the Modeler:** This review covers the first release of the new 1/25 Scale Foose 2015 Corvette Stingray by Revell. This is kit #85-4397 in the current catalog and is rated as a Skill Level 3 kit for moderate builders. The kit is a NEW RELEASE with no previous versions available. The build itself is just above a SNAP kit and more of an entry level Glue kit. You get 57 parts molded in Gray and Black with Chrome. The tires are Rubber and it has Metal axles. The glass is clear and clear red with the black window surrounds already printed on the glass. The body comes molded in a Silver Metallic with Black and has Waterslide decals. This kit was designed to be a “transition” kit aimed at moving the novice builder into the glue together category but still allowing for a great looking product to display. as The instruction sheet is a fold-out one page design unlike the typical book format Revell usually has. Overall dimensions are: Length: 6-15/16””, Width: 3-5/16””, Height: 1-7/8””.

**BUILDING CAVIATS:** Having organization and a proper work area is important if you want to build a model properly. But even without dedicated space a place to leave your build while you work is necessary. Being able to lay out your parts organized helps the build as you are not digging for parts in the box possibly losing or damaging them. Also you really should have a place to let painted parts cure. Throughout the review you will find **OPTIONAL IDEAS** that I suggest. These are completely your choice. Not doing these steps will in no way affect the build, they are just ways to offer some personal and custom touches to your builds. **OPTIONS** will be noted. One of the best parts of model building is using your imagination to create the build YOU want! Unless you are building a “Factory Stock” or a “Replica” your choices of color and build options are completely up to you. The instruction give recommendations but you are free to substitute whatever options you want. There is no “Wrong way” to build your kit! Have fun and enjoy your hobby. Review the instruction sheet thoroughly to get familiar with the assembly sequence. Decide your color scheme in advance and your custom options so you can build accordingly.



PIC 1 This is the box art for this kit as released in the Revell 2016 release version. Unless otherwise stated I use Testors Tube Glue (Orange Tube) for assembly of the parts. Other adhesives used in the construction are Superglue and Elmer’s White Glue. Paints consist of Testors Enamel or Tamiya Acrylic bottle paints and different brands of “Rattle can” spray paints. Many parts are finished using 1:1 automotive use paint products shot with an airbrush. One of the major benefits of using automotive paint is a very fast drying time. You can get just as good results using Spray can products but they require a longer drying time. Automotive paint is FULLY cured in less than a half an hour and clear about 6 hours. Use a good quality airbrush to paint automotive products because Lacquer Thinner will destroy the cheaper ones quickly. Assembly paint colors may vary from instructions as I use simplified colors that most model builders should have on hand. Before beginning your build soak and wash your parts with a mild detergent like DAWN to remove any mold release agents and help with paint adhesion.

**Note to remember:** Always follow the Manufacturer's Safety and Use Guidelines when using any of the products mentioned in the review for your own protection.



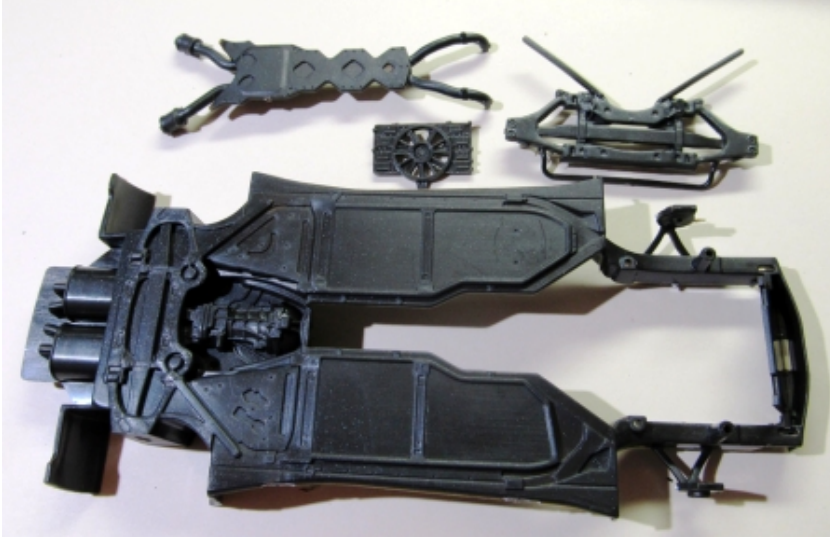
PIC 2 PIC 3 Here are the decals for this build. The quality is very high and color register is good. There is a small carrier around each decal. These decals float easily and will set quickly. Normally it is preferable to use a setting solution to help move the decals in place on your build and to allow extra time to place them. I personally have found Microscale Industries products to be the most compatible with all the different manufacturers of decals.



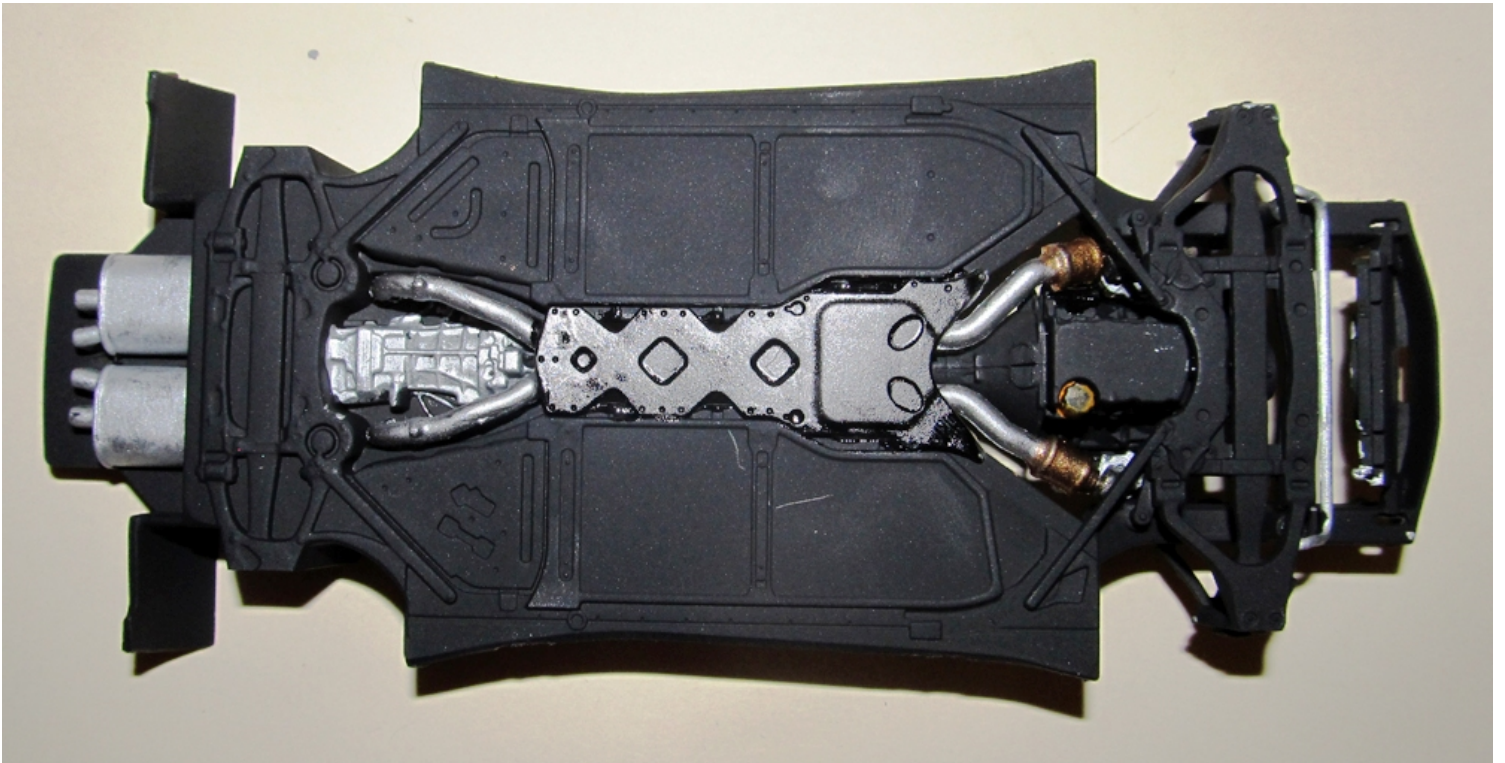
PIC 4 The motor can be assembled prior to paint. Assemble the block, heads, oil pan, front and belts. Paint this as a unit Flat Black. Highlight the oil filter Orange, the alternator Aluminum, the starter Black and the pulleys Steel. Paint the manifolds Steel.



PIC 5 PIC 6 Install the exhaust manifolds.



PIC 7 The chassis pan can have the front suspension and fan installed, then it is painted Flat Black.



PIC 8 The exhaust pipes are Steel with Copper catalytic converters and a Black cover. Highlight the transmission and mufflers Aluminum. Install the exhaust and motor.



PIC 9 The interior is left Black in this build and as it has the proper texture and color I did not paint it. Assemble the seats.



PIC 10 PIC 11 **OPTIONAL:** I decided I wanted to have carpet in this car. I will FLOCK the floor pan with CRAFT FLOCKING. It is simple to do and makes a nice add on detail. Paint the floor the color of the carpet. Using Elmer's White Glue paint a thin layer of glue on the area you want flocked ONLY. I use a fine strainer and dump the flocking into it and then shake the strainer over the glue area. Do this in a box so you can re-use the unused flocking. Cover the area densely with flocking and lightly pat it on. Shake off the loose stuff and it will be carpeted. Look online for CRAFT FLOCKING, it is very inexpensive and makes a really nice addition for that extra reality.



PIC 12 PIC 13 **OPTIONAL:** As people buy custom floor mats for their real cars why not have ones for their models? This idea is FREE to do and easy. Search the internet for car floor mats; use the pictures of the flat mat display and save it. In your photo program resize the front mat to a height of an average  $\frac{3}{4}$  to 1 inch tall. Print them at 300 DPI on plain paper. Glue the paper to Black card stock and cut out the mat. A dab of White Glue on the floor will hold them in place. I did a search and found tons of usable images from all kind of sites.



PIC 14 Install the door panels and seats. Add the shifter to the console.

PIC 15 There are no decals for the dash.



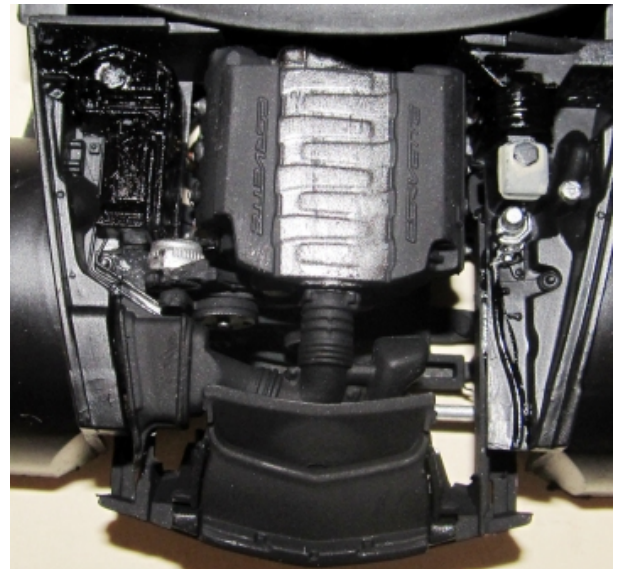
PIC 16 You can detail paint the dash with a dry brush and White paint for the instruments or as I did use decals from prior builds. This is why you should save every decal you do not use.



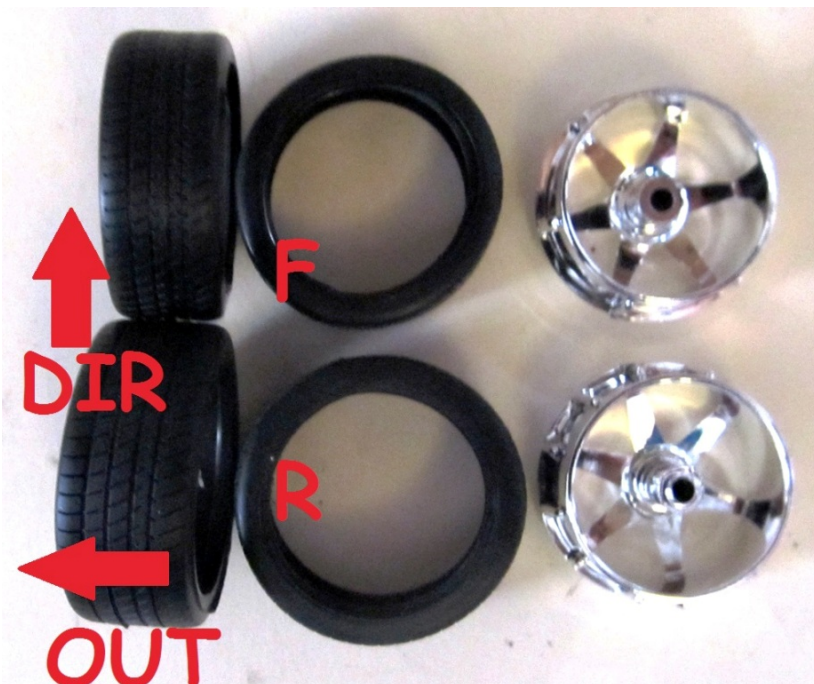
PIC 17 Install the wheel onto the column and the column to the dash. Install this unit into the interior.



PIC 18 Attach the interior to the chassis.



PIC 19 PIC 20 Assemble the intake vent and paint that and the engine top Flat Black. Highlight the engine top with Gun Metal on the intake. Install the engine top and the vent. For details toy can paint the under hood components to highlight them as you see fit.



PIC 21 **NOTE:** there is a smaller set of tires for the front wheels and while not very noticeable they are different sizes. Also note direction of the tires when inserting them onto the rims.



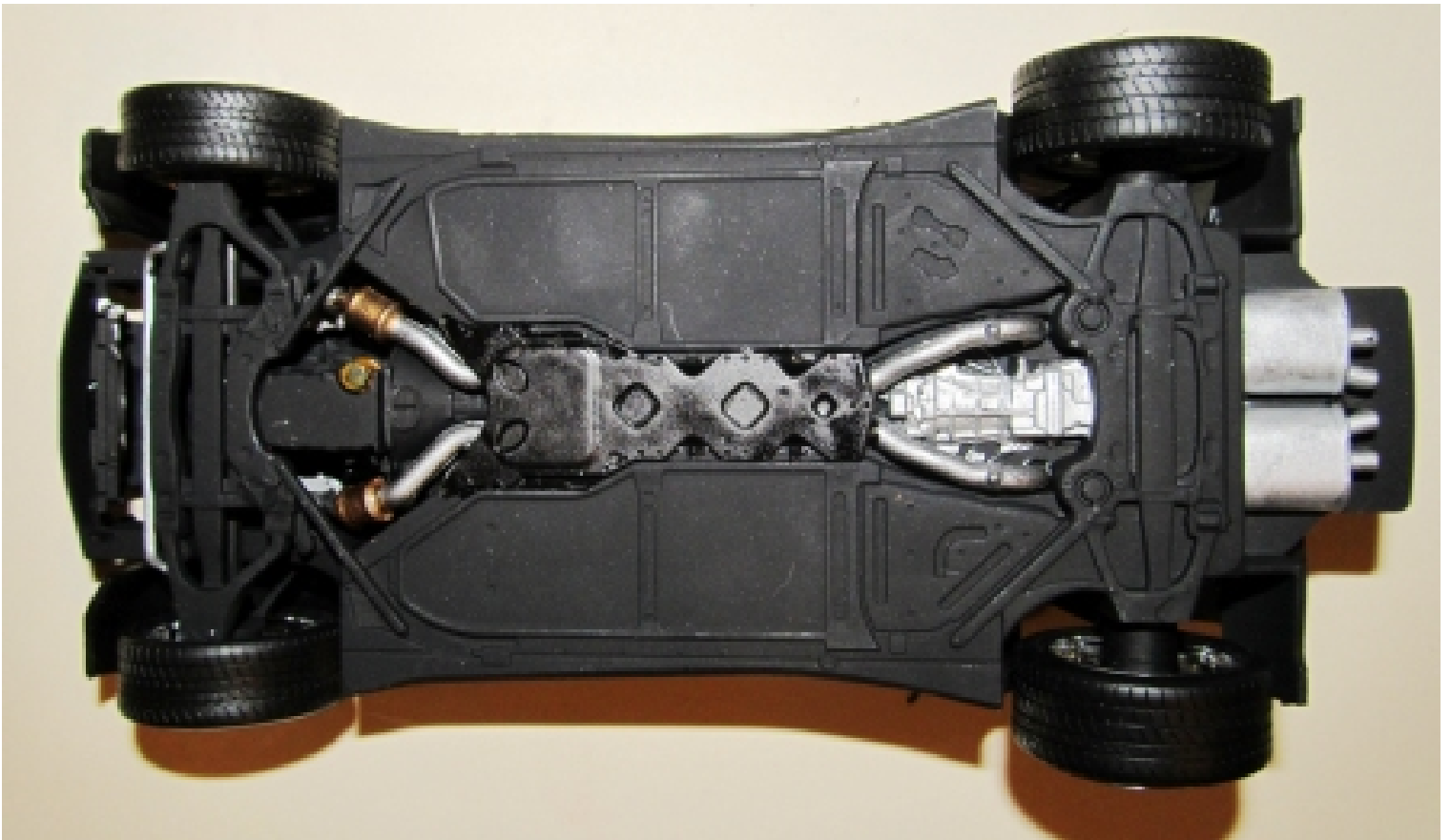
PIC 22 Using 220 grit sandpaper press and roll the tire tread on the paper to rough up the tread surface giving the tire a used worn look. Install the tires onto the rims.



PIC 23 Paint the brakes rotors Aluminum with the hubs Flat Black. The calipers were left unpainted.



PIC 24 Insert the brakes onto the chassis with the calipers facing into the center. Add the metal axle.



PIC 25 Install the tires in the proper locations.

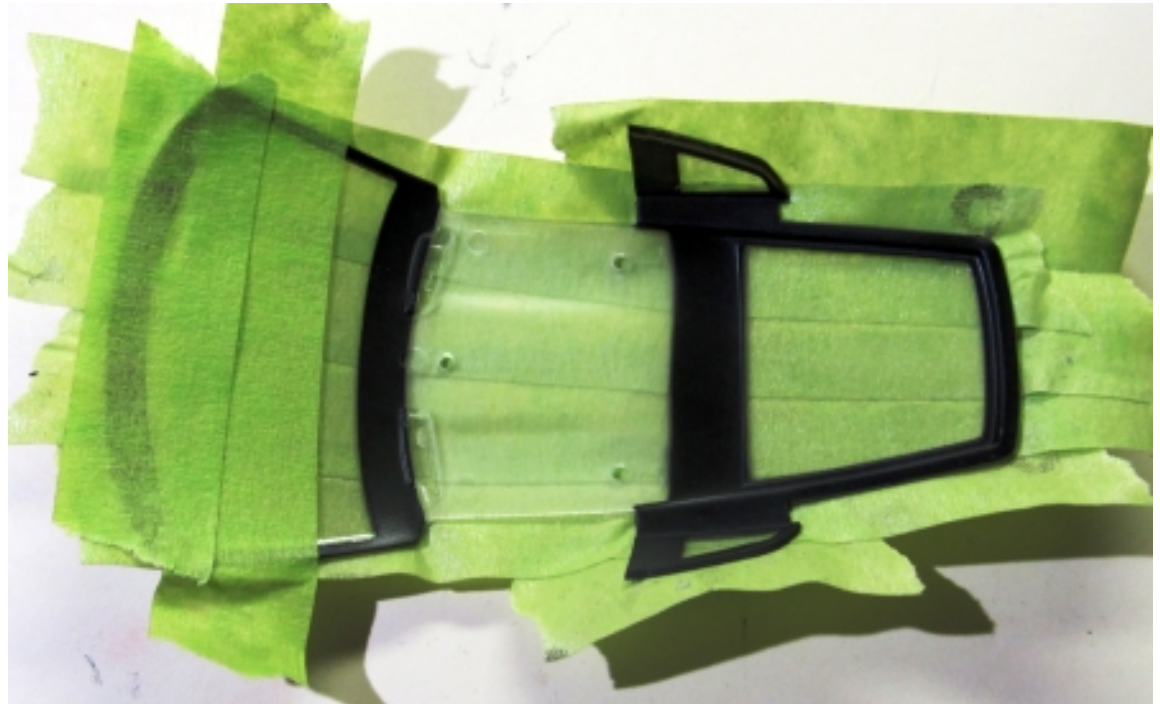


PIC 26 The rolling chassis is completed.



PIC 27 Body Decaling and Finishing: After you have your base coat on you are ready to decal it. Remember decals lay better on a GLOSS surface and will not adhere properly on a FLAT surface. If you decal a flat surface you get what is called SILVERING of the decals, or the look that they are not adhered, as air is trapped under the decal. Clean your work area good so no dust or grunge from building and sanding gets under your decals. Pick the decals you want to work with and plan out how the best way to lay them out without handling previously laid decals will be. I try either a Front to Back or Top to Bottom approach doing one side at a time then the front and rear of the car in steps giving the decals time to set and

dry in place before handling it again. Once you have a plan of action cut your first decal as close to the edge of the outermost color as possible. Once trimmed place the decal into warm water and let it get soft until it "Floats" loosely on the carrier paper. Microscale Industries has a product set called Micro-Set and Micro-Sol. The purpose is to soften the decals to help them conform to the contours of the body and lay smooth. To apply Micro Set, use a soft brush and apply Micro Set to the part where you are going to apply the decal. Next apply the decal as normal. Use a small pointed tip synthetic bristle brush and carefully position the decal. Blot the decal carefully with a Q-tip or paper towel so as not to move it and allow it to dry. For a tougher decals apply Micro-Sol with a small flat brush on to the decal. Apply with as few strokes as possible so as not to disturb the decal. As the decal dries slowly work any creases or blemishes in the decal out with a Q-tip or damp paper towel. Work slowly as not to damage the decal. A second coat of Micro-Sol can be added if needed. Now continue this process until all the decals for that area are done, wait for them to set and continue the rest of the car. Let the decals cure at least overnight before applying your clear coat.



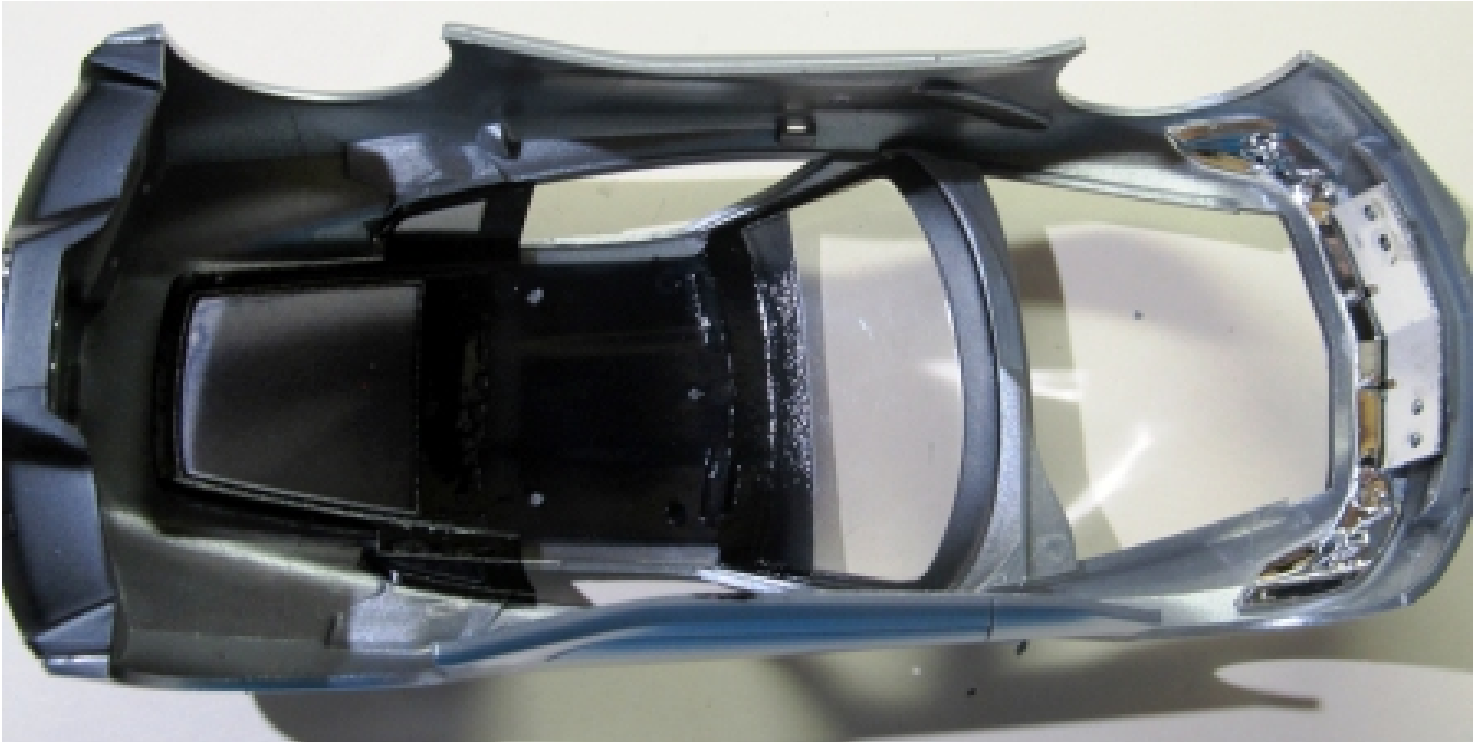
**PIC 28 PIC 29 OPTIONAL:** Window tint is a popular addition to most cars. Finding a reliable and easy way to tint the Clear styrene for a model can be difficult. Alclad has made the process much easier! They sell a product called Transparent Smoke. This is shot through your airbrush to apply. Prepare the windows by cleaning them thoroughly and masking the outside off. Spray one or two light coats (Or more for darker tint) on the inside of the window. It dries quickly and leaves a see through tinting on the window that has no bubbles or blemishes.



**PIC 30 OPTIONAL:** Prior to assembly I want to give the glass a thinner crisper look. I will dip the parts into Pledge Floor Care. When applied to both side of a piece of clear polystyrene, it will make glass appear thinner and clearer. It will help to hide minor scratches also. Simply pour some Pledge into a small container and dip your clear glass into it. It will self-level and make the part look clearer. Place the parts on a sheet of paper towel to cure, the paper towel will draw out the excess Pledge and "Wick" it off the parts so it does not accumulate at the edges leaving an unwanted build up. After you dip the part, be sure to place a cover over it to prevent dust from collecting on it.



PIC 31 Install the glass into the body.



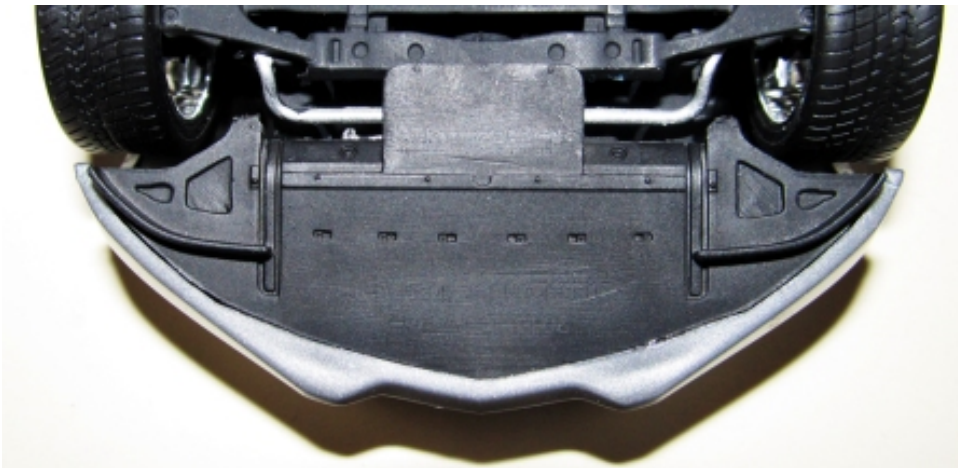
PIC 32 Add the headlight lenses and the bezels. Install the exhaust tips.



PIC 33 Starting in the rear slide the chassis into the body and shoehorn it into place. You should not need glue.



PIC 34 PIC 35 Assemble the hood with the vent and hinge. Paint the grille Flat Black. Note the Copyright needs removed from the bottom pan and it is painted Flat Black.



PIC 36 PIC 37 Insert the front pan in place under the car. Add the mirrors and hood to the car.



PIC 38 License Plates: I decided to do custom license plates and personalize this kit a little. Also, you can search photos online for designer license plates. You can save the photo and resize it to fit a model. Just print it on photo paper and you have a plate of your own. To print your plate for 1/25 or 1/24

scale kit, open your photo program and crop the plate so you just have the plate only. Re-size the image size to make the Width .5 inches and make sure CONSTRAIN PROPORTIONS is on. Use 300 DPI for a crisp print. Save that and Print it on White Photo paper printing on High Quality Print Setting. You now have a proper sized plate to glue on your car. You can go to <http://www.acme.com/licensemaker/> and create any custom plate you want for any State.



PIC 39 PIC 40 Install the tail lights and add the tag.



**OVERALL IMPRESSIONS:** I loved this kit! Although it is just barely over a Snap Tite kit and quite simplistic for the builder with experience, given the audience this is intended for it is great! This kit is perfect for the “NEW TO GLUE” builder that is stepping out of Snap kits but is not ready for a full blown builder. You get a fairly detailed motor, it is low on parts count but the details are crisp and nice. Also for the fact almost none of the motor shows but it looks good when finished. A builder that details motors can easily add extras making this motor even better. The chassis is very basic with the suspension molded in. While the details are crisp and the overall chassis is highly detailed the beginner is best to just spray the chassis Flat Black or highlight the basic details as I did. It can be made into a nicely detailed chassis with some good painting and weathering.

The interior is also simple but well detailed. The dash has crisp nice details that can be easily painted or as I did it with decals. With simple carpet and some interior detail stuff you have a very nice interior. The body is where this kit really gets the look. This is molded in a Silver Metallic styrene and then painted Black. The overall body is shiny and ready to use without work. Adding the waterslide decals that fit perfectly finished off the look and gave the body a very nice finished appearance as is without any clear coat or polishing. All you need to do is highlight the molding on the windows and under the hood with Flat Black and it is done. I do recommend a clear coat over the decals to protect them though but it is not required.

Final assembly is tight and fit and finish is great. Overall the car looks good and can be built without any issues or problems. As an experienced builder and even with detailing the interior and paintwork I built this kit in a day. So a new builder might have a weekend project, which is perfect. So, in this kit you get a great subject, the new Stingray, an easy build that fits great with a custom pre-painted body, a popular tie in with Chip Foose for the hot rod lovers. What's not to love? With all this being said Revell hit this one out of the park. On a scale of 1 to 10 rating this kit for what it is marketed to be I give this one a 10!

# Premium Model Reviews



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### **About Chip Foose:**

In a relatively short career, Chip Foose has created a legacy of designs and accomplishments that are well beyond his years. Chip's first job was working for his father's company, Project Design. By age twelve, Chip already had five years' experience under his belt. 1990 brought about the beginning of a relationship with Boyd Coddington and Hot Rods by Boyd, becoming a full time position in 1993, where Chip eventually became the President. Chip's venture with Boyd however, ended in 1998. The split was not pretty as many of Boyd's best builders left with Chip. At this time Chip and his wife Lynne started their Huntington Beach, California based company Foose Design, an automotive and product design Development Company still in operation.