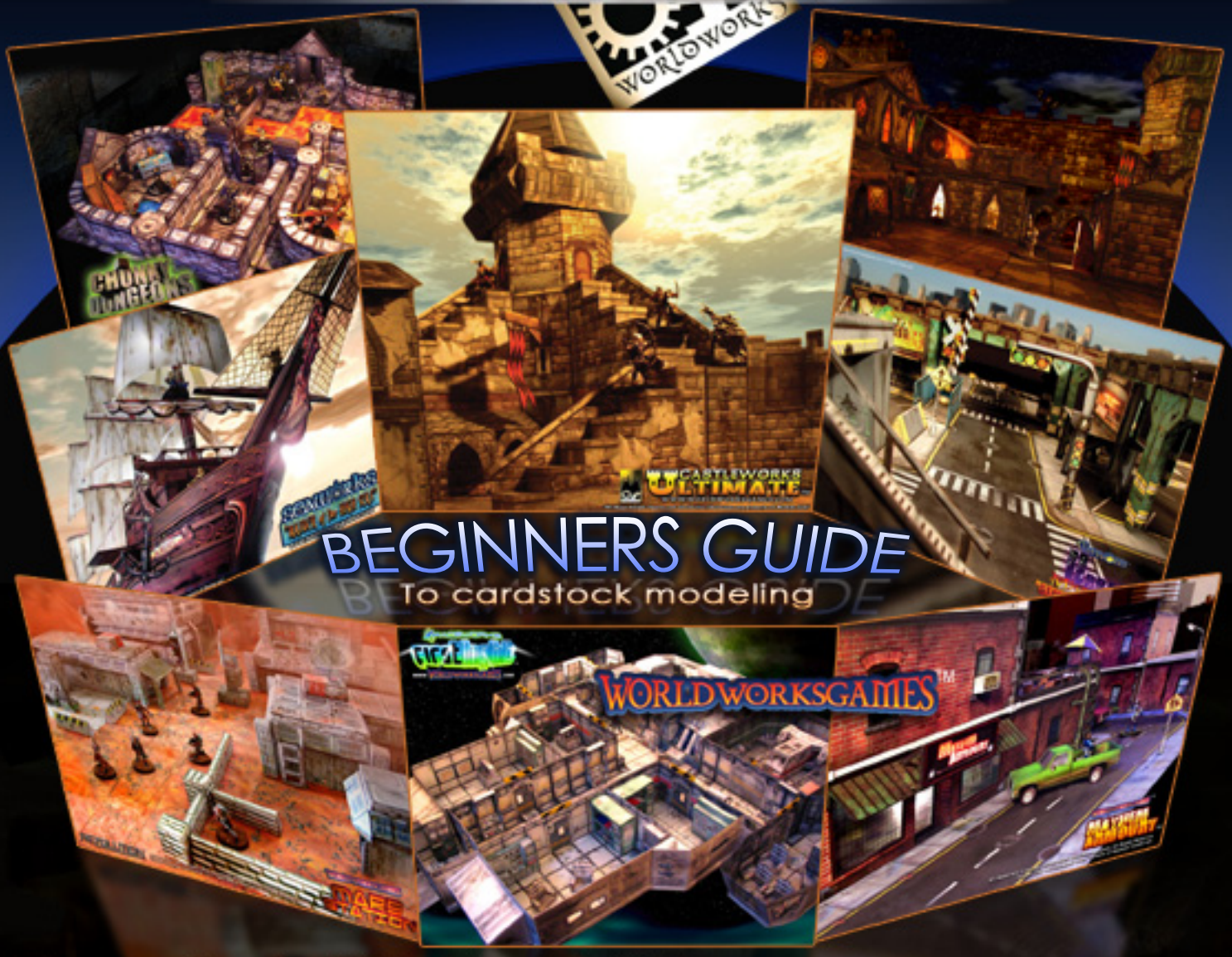
THE RPG TERRAIN rEVOLUTION HAS BEGUN

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BEGINNERS GUIDE

To cardstock modeling

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MATERIALS



HOBBY KNIFE: The only way to go. If you want your models to have a clean edge then this is the tool of choice. Remember to buy extra blades for larger projects. A sharp blade will produce the best results. Use scissors only as a last resort! Cant afford one??? Look in your Dads shop!

GLUE PEN OR GLUE STICK: DO NOT USE A GLUEGUN! I'm a practiced glue gun user and I destroyed more models than I care to mention. Use a **LOW WATER CONTENT** glue pen or glue stick to prevent warping. Avoid using white glue if possible (not including low water content wood glue) WorldWorks recommends **UHU Office Pen No.99589**

A STRAIGHT EDGE METAL RULER: is absolutely essential. This ruler will act as your knife guide and provide you with a precise edge. Without it your model will come out looking messy and uneven.

A WOODEN RULER: is used as a gluing support for hard to reach gluing points.

CUTTING PAD: A cutting pad is an invaluable tool. They provide an ideal cutting surface that is easy on your blade and your table. Pick one up at your local office supply or fabric store. If you can't pick one up or you simply can't afford one you can always use a piece of cardboard.

CARDSTOCK: you will need some cardstock to print your models on. Buy the heaviest weight card that you can find. 110 LB card stock works well and is inexpensive. 110 LB cardstock is relatively easy to find and is commonly used to print business cards and greeting cards. You can print on standard paper if you wish but your models will not last for more than one or two games. WorldWorks recommends **Georgia-Pacific 110lb Cardstock.**

BLACK FELTS: Used for edging (hiding white fold lines). A quick and easy step that will make your models look like you bought them from the store!

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PRINTING



Every Printer has its own unique way of handling print jobs. This guide will give you a basic list of checkpoints to ensure the best quality print possible. However, these instructions may not be relevant to your printer model or drivers.Please print only the pages you need. Save your ink and paper by printing model pages only. If possible read instructions from your computer screen to save yourself some ink.

1. Select "file" then "Print" in Adobe Reader

2. You will be shown a window with your printer's name, number of copies to print and so on.

3. VERY IMPORTANT! UNCHECK the "Fit to Page", "Shrink to fit" or any kind of "scale" box! If you dont do this your models may print at the wrong scale!!!

4. At the top right of this window you should see "properties". Select Properties now.

5. IMPORTANT! Depending on your printer model you should now see a list of options. Under the heading "Paper" make sure that the "Printable area" is set to "Standard" NOT CENTERED and that the paper size is set to 8 1/2 by 11.

6. Now go back to the "Main" printer options and select "custom" and "advanced" from the print quality area.You should be presented with options for "Media Type" (paper type) and "Print Quality". Going against common wisdom under "Media Type" DO NOT SELECT "Matte Paper Heavyweight". For better print results instead print with a normal paper medium type. Using the Matte Paper Heavyweight setting will wash out your colors and produce undesirable results. Under "Print Quality" select "Photo 360 DPI or medium". You can select higher DPI levels but they consume more ink and don't typically offer better results. You can also select lower levels but your print quality will suffer. The basic rules are these:
- Higher print quality (or DPI, Dots Per Inch)= More ink consumed / better colour clarity, crisper image.

- Lower print quality (or DPI, Dots Per Inch)= Less ink consumed / dotty, muddy visual quality.

7. Save your settings (If you're given the option) and select "Print".

8. You may also opt to print your models in black and white to save on colour ink. Most printer models offer you a choice of colour or black print jobs at the first print screen.

All done! You'll be building in no time. Depending on your printer model you may have to repeat the above steps each time you print however,If you were given the option to save your print settings then you can simply load your customs settings at each print. Some printers offer the option to scale down or resize the printout. This feature may be usefull to users who want smaller models to fit their particular figures.

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SCORING & CUTTING

IMPORTANT: Hobby knives are very sharp; you do not need to apply a huge amount of pressure when cutting the paper itself. A light touch is usually all it takes. Use only under adult supervision.

If you are like many people you are probably accustomed to cutting paper and cardboard with scissors.The unfortunate reality is that scissors are the worst way to cut paper in a straight line. Using the Knife and Ruler technique is not only more precise; it is a method that you will choose for the rest of your paper cutting life! Follow these simple steps for paper cutting bliss:

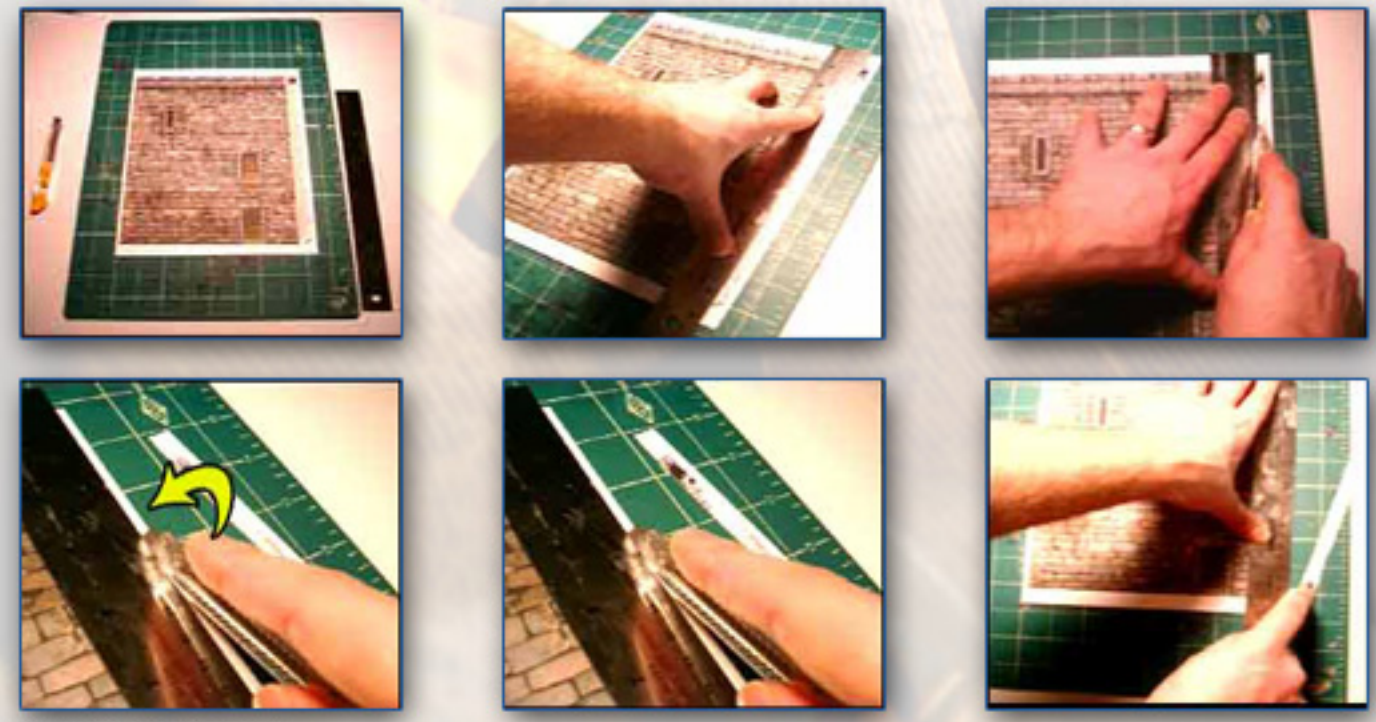
1. Place a model template on your cutting pad.

2. Take your metal ruler and place the edge along any of the black guides. IMPORTANT: Apply a strong downward pressure on the ruler. This will keep the template from moving around during cutting.

3. With your other hand place the hobby knife blade against the edge of the ruler.

4. IMPORTANT: Apply a small amount of pressure on the blade towards the ruler so that you have firm contact between the two tools. This will ensure a very percise and straight cut.

5. With one smooth stroke pull the blade along the rulers edge while maintaining downward pressure on the ruler.



Scoring and Folding

It's really easy to get a nice crisp edge on your folds. All that you have to do is repeat the above steps except this time DO NOT CUT. Once your ruler and knife are lined up to the fold line apply only as much pressure as your hand is heavy. That is to say, apply NO PRESSURE but instead use the weight of your hand to drag the blade across the fold. If done properly you should have just broken the top layer of the card stock enough for a crisp folding point.

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GLUING

You would think that gluing was a straightforward kind of topic but surprisingly there are a few tips that will make life a lot easier for you.

Please visit our user help forums: http://www.worldworksgames.com/forum/viewtopic.php?t=1031 for detailed information from experienced WorldWorks modellers on glue usage, glue types and gluing tips! And don't forget about our online video tutorials!

Tip 1

ALWAYS USE A HARD AND EVEN SURFACE. Whenever possible try to attach the various pieces of your model against a hard and even surface. This will ensure even glue distribution and tack. (please see our video tutorial for examples of this)

Tip 2

LESS IS MORE. Use only a small bead of glue when applying glue to the flaps.
If you use too much glue on a given area you will cause warping as the glue seeps into the cardstock fibers. By using less glue you will also decrease drying time.

Tip 3

THE 3 SECOND RULE. Once you are sure of position be sure to apply pressure to the area being glued for at least 3 seconds. This will ensure a secure bond.

Tip 4

IF YOU CANT REACH IT WITH YOUR FINGERS, DON'T! If you are modeling a section and you cant quite reach a flap to apply pressure because there is no room instead use the wooden ruler technique. Take the back side of your wooden ruler and insert it along the inside edge of the flap. This way you can apply pressure evenly from both sides while the glue takes hold



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EDGING

Edging is a simple technique that only takes a couple of extra minutes but turns your models from "so so" to WOW! Its all about that annoying white line that shows up when you score and fold your models. The models look great but if you could only get rid of that white line they would look so much better...and they do!

How to "EDGE"

Edging is very simple. Get yourself set up with three primary marker colors:

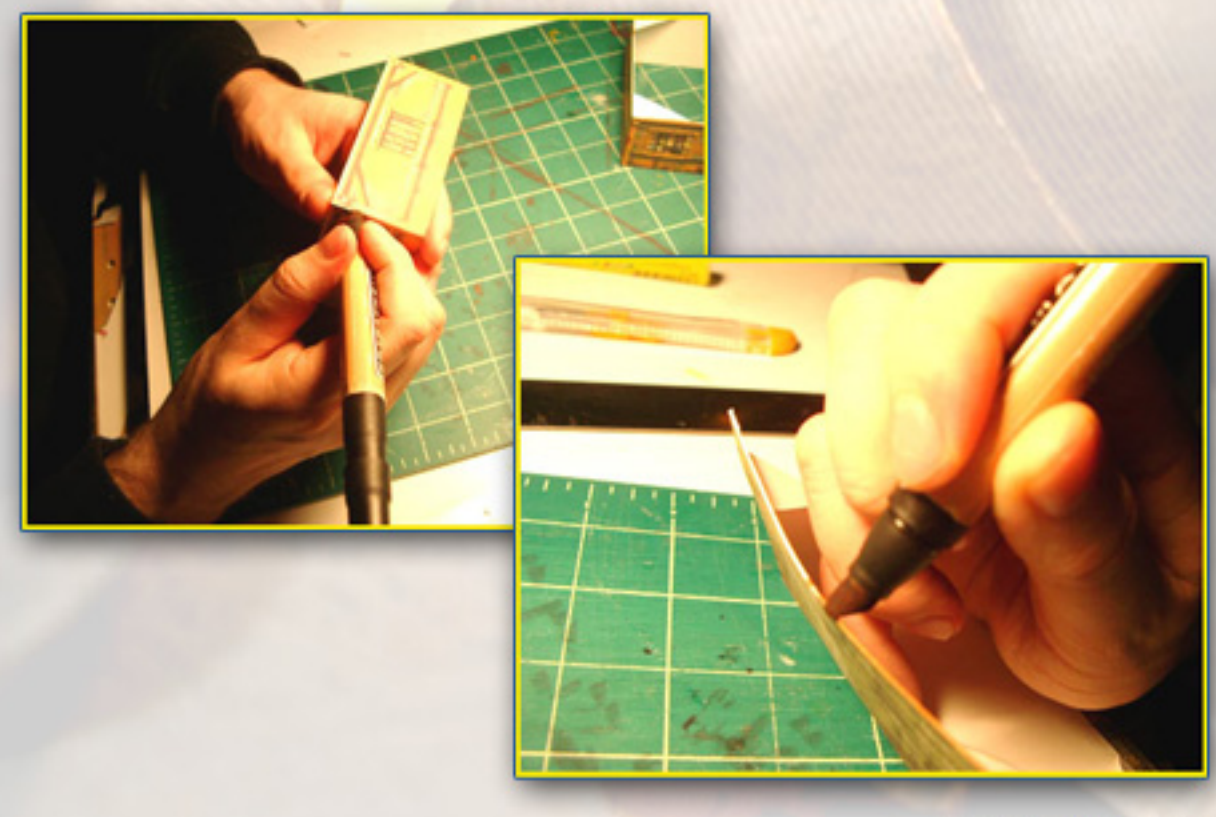
A Black marker (A black felt is an absolute must as it seems to work well for almost any model youre working on but can be too dark in some cases)

A Grey marker (Great for stone, metalic and washed out colors)

A Brown marker (Perfect for most wood and earth tones)

Once you've completed a model look at its overall colorscheme 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 seam. This may require more than one pass depending on how deep the cut /fold is.

You might be shaky at first but after a few models you'll be an edging pro! Your friends will think you blew hundreds on some solid models. Just try edging one model and you'll never look back ;)



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CLIP-IT

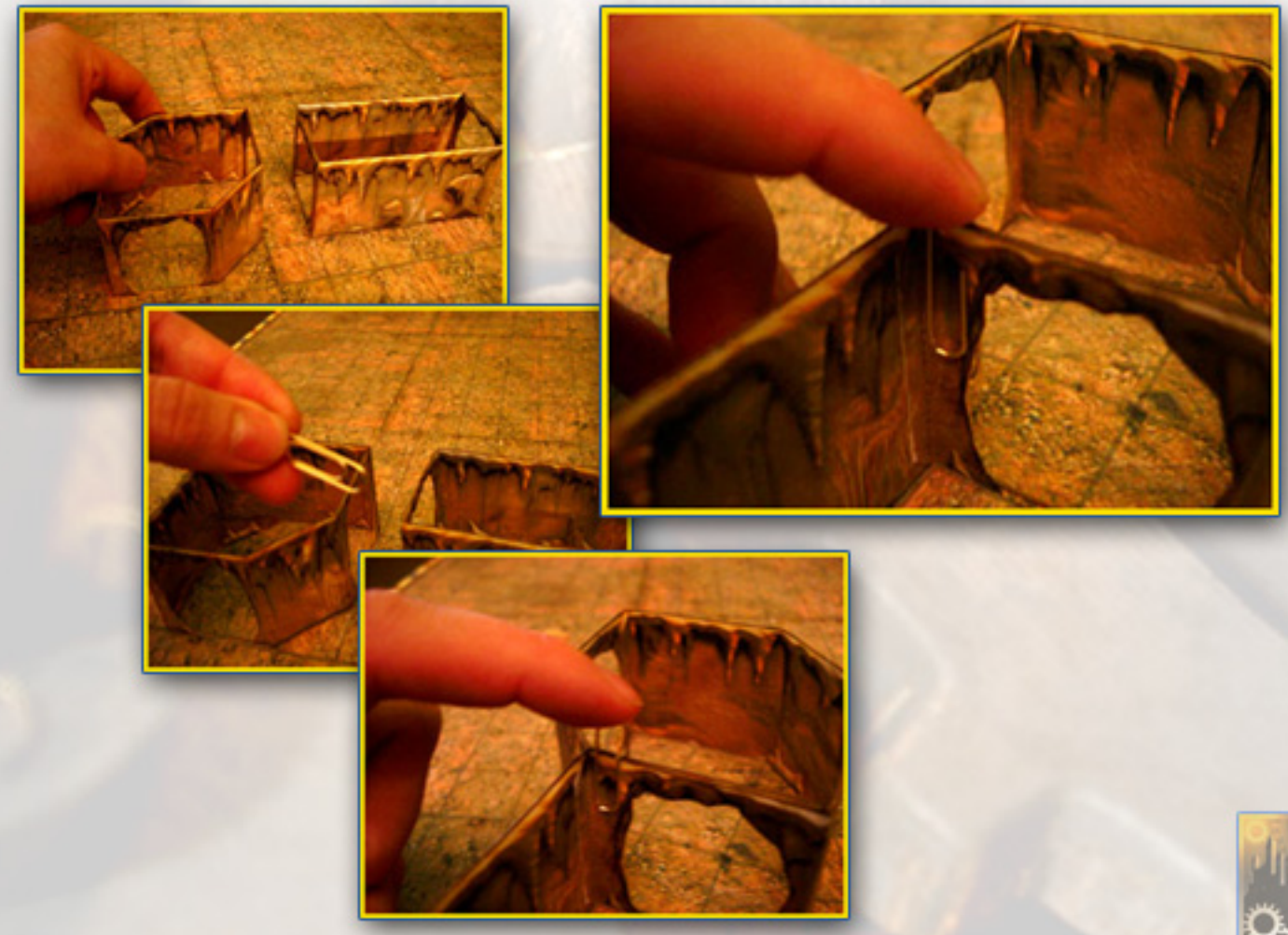
So you've completed your models, set up your map and everything looks amazing. You cant wait for your eager group to start plunging into the depths until... "Jonny" makes his first shaky handed move into one of the main corridors and he bumps the board. Suddenly your carefully crafted network of tunnels and props is in a chaotic disarray. You cry, scream, meltdown and chastise Jonny for his clumsiness.

This has been the criticism of "paper models" for far too long. Critics bark "They're just too light to be practical". Well, I'm here to tell you that this isn't an issue anymore! The whole situation can now be easily remedied with the help of the good old paperclip.

How to "CLIP-IT"

Simply take a pack of paper clips or bobby pins and clip corridor sections, risers and almost anything together with ease! As a result of clipping everything together your model set takes on a greater overall weight and resilience to slipping and bumping.

You'll find that this one simple technique helps immensely in the quest for "bump proof" card-stock models.



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WEIGHTING

While the "CLIP-IT" system may solve many of your bumping model blues you might want to take it a step further. The following techniques are guaranteed to make your models as heavy and as unmovable as the heaviest of commercially made models.PENNY STRIPPING

Tools of the trade:

GLUE GUN or TAPE (Kids need adult supervision if using the glue gun!)

PENNIES (Raid your piggy bank, your couch, your wife's purse, your Moms purse, your Dads wallet and that kid down the street you despise)

Penny Stripping is a very simple, speedy process for giving your models some much needed extra weight. This works on small prop pieces right up to large risers. Simply apply pennies to the inside of the model you wish to give weight. The more pennies you add the heavier the model will be. Attach the pennies by using either a strip of tape or a hot glue gun. Because I use my models so often I opted for the glue gun and the pennies have stayed on for months.

RUBBERIZED BOTTOMS

Another cheap, fast and effective way of keeping your models from moving around is to rubberize their bottoms. Tools of the trade:

HOT GLUE GUN (This method works best with low temperature glues as they tend to be more "rubbery".)

Place your selected models upside down on a even surface and run a bead of hot glue in a zigzag pattern on the bottom. IMPORTANT! Be sure to give your models at least five minutes before flipping them over or the results could be disastrous. The glue gunned bottoms of your models will now have the friction they need to hold their place on your Masterboard. This method works best for corridor pieces and ground tiles.

If you combine all three techniques: CLIP-IT, PENNY STRIPPING and RUBBERIZED BOTTOMS your bottoms your models aren't going ANYWHERE! Now no one can say anything negative about paper models...I hope ;)



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FILE SHARING & PIRACY

A special message to file-sharers & piraters (we all know you'll be downloading this ;))

Hey guys, gals, bots, fellow humans,

Denny here, the guy who started this weird little thing we call WorldWorks. I'm not here to lecture you on the evils of file-sharing or stealing our products but I do want you to understand a few things from my perspective.

In my opinion file sharing started out "back in the day" as a form of protest to the big software companies. It was "the people's" way of saying "pfffft...that's a ridiculous price for a piece of code!". And in many cases they may have been right. We all know that some software companies (not all but some) had a habit of gouging consumers. Instead of facing the pricing issue head on, many software companies chose to simply ignore the problem (the protest). That in turn infuriated the pirating community and they went on to develop more sophisticated ways of sharing files with one another.

Fast forward to 2005 and the only thing that has changed is the message. The message behind piracy in its (dare I say) pure form was "Bring your prices down and we will support your product". That message has somehow mutated into "Wow! Free stuff! Ooooh, look at that shiny free thing over there!". The thing is, now that we have this mutated message you seem to be overlooking something. Small businesses like this one purposefully make our products inexpensive to appeal to your pocket book. I'm one of those guys who actually listened to the message in its "pure" form and chose to charge a fair price for my products.

Without your willingness to give us a few bucks for quality product we can't go on doing what we do here. The truth of the matter is that your actions affect real lives. We are people just like you...giving it our all and just trying to get by. Ultimately you're sending me and anyone else trying to produce digital product in the modern age the wrong message (those of us who are fair about it). You're saying "Screw you! It should all be free. No exceptions". What you have in turn created is an environment where we (the people who listened to the message) are forced to raise our prices in order to compensate for the theft. That's counter productive to the message and that's not what we wanted to do.

I guess I'm saying we need to think about what it means to file-share and the lives it affects in the real world. Please think before you "share",
my family, the WorldWorks part-time staff and their
families all depend upon your support.



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