



VOL. IX

NO. I

## NEWSLETTER

<http://www.bmbg.org.au/>

**Ensign's report** 1st January 2016

### Your Newsletter and You

*The time draws near for me to hang up my editor's cap.*

*When I started this newsletter about eight years ago, I thought I might produce 100 issues - this is number 95, and I'd like to see someone else make the 101st issue their first. I have never found any shortage of subjects to write about with this wonderful hobby of ours and I think the newsletter provides a worthwhile link to foster a sense of belonging among members of the BMBG, especially those we see less often. It is also a record of our achievements and a showcase, through the Internet, to like minded modellers Australia-wide, and even world-wide. (Yes, I do get feedback from overseas - in fact, more than from our members.)*

*The newsletter can take almost any form you like - monthly, bi-monthly, quarterly - a seasonal three or four pages would work well. I don't think any less regular issue would work. I found it better to write less, but consistently. That way you're always going to have more material than space available; publishing all the material you have for one issue sets up expectations for the next, when you might be struggling to fill the pages.*

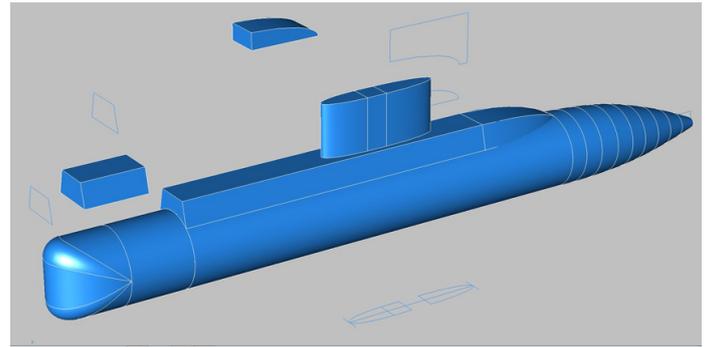
*Whilst I always welcomed contributions, I didn't want to forever nag members for them, as often is the case in clubs. I figured I'd always be prepared to fill the pages myself, and consider any contributions a bonus. That doesn't mean you should download slabs of material from the Internet; anyone can do that. Apart from copyright issues, the newsletter is supposed to reflect us, who we are, what we are doing.*

*Help is available during the change-over period, so please think about becoming the next editor. I have used In Design software to produce it, but most computers come with a Microsoft equivalent, or failing that we can probably find some free software to suit. One of advantages of producing the newsletter is that you are keeping your mind active and learning new things.*

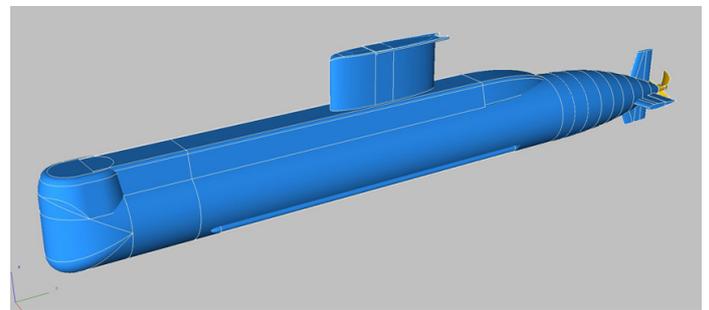
*I will flag this for discussion at our next meeting. It has been suggested the newsletter could take the form of a blog, as many are now, but we need to be aware that not all members are computer savvy, and a printed summary edition still needs to be made available.*

### Drawing a submarine in 3D

During the recent hot weather I decided to try ViaCAD Pro, a 3D parametric design software package I picked up cheaply on the Internet (I refuse to work in my workshop when it reaches 45 deg.)

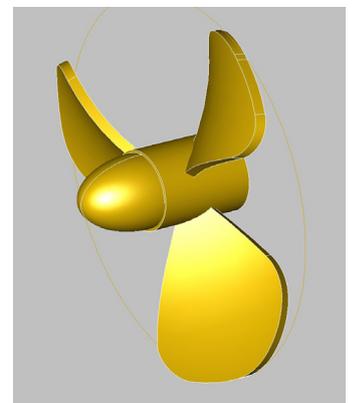


I chose to draw as an exercise the Type 209-1400 submarine which I am currently scratch-building. Despite a simple interface, ViaCAD has some nice features such as elliptical and variable blend radii, and the basic shape of the submarine was soon realised.



I did strike problems however, and investigation is needed to establish if this is due to my technique or bugs in the program.

Propellers can be tricky to draw, and my 209 is fitted with this non-scale 3-blade prop while I figure out how to draw the correct 6-bladed scimitar one. Similarly the whole drawing must be considered a work in progress, next will come the torpedo tube and mast penetrations as my skills improve.



These days 3D drawing is a necessary precursor to any form of digital production technique, and this is why I am learning it. You can't make anything on your new whiz-bang 3D printer unless you can draw it first!

A 3D drawing can be given perspective, viewed from any angle and shaded (as here) or given a photo-realistic rendering.

