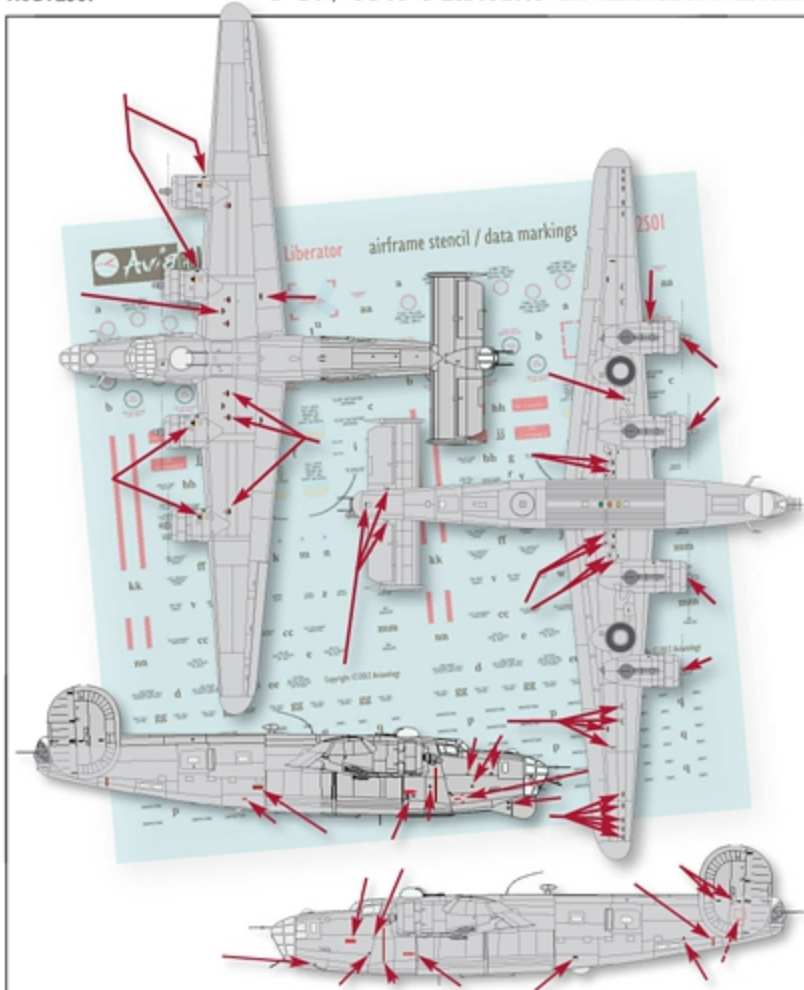


Aviaeology Airframe Stencil / Data series

AOD72S01

B-24 / PB4Y-1 Liberator (incl. Commonwealth Service Liberators)



This package contains an extensive selection of airframe maintenance / data markings, including a number of factory and field-applied variations that have been observed for some of the individual elements. This set is compatible with all B-24 / PB2Y-1 finish schemes with the exception of the lower Night (Matte Black) finished surfaces of the RAF Night Bomber Scheme. May be useful for portions of PB2Y-2 airframes as well. Includes enough to complete two 1/72 scale models, and detailed application instructions.

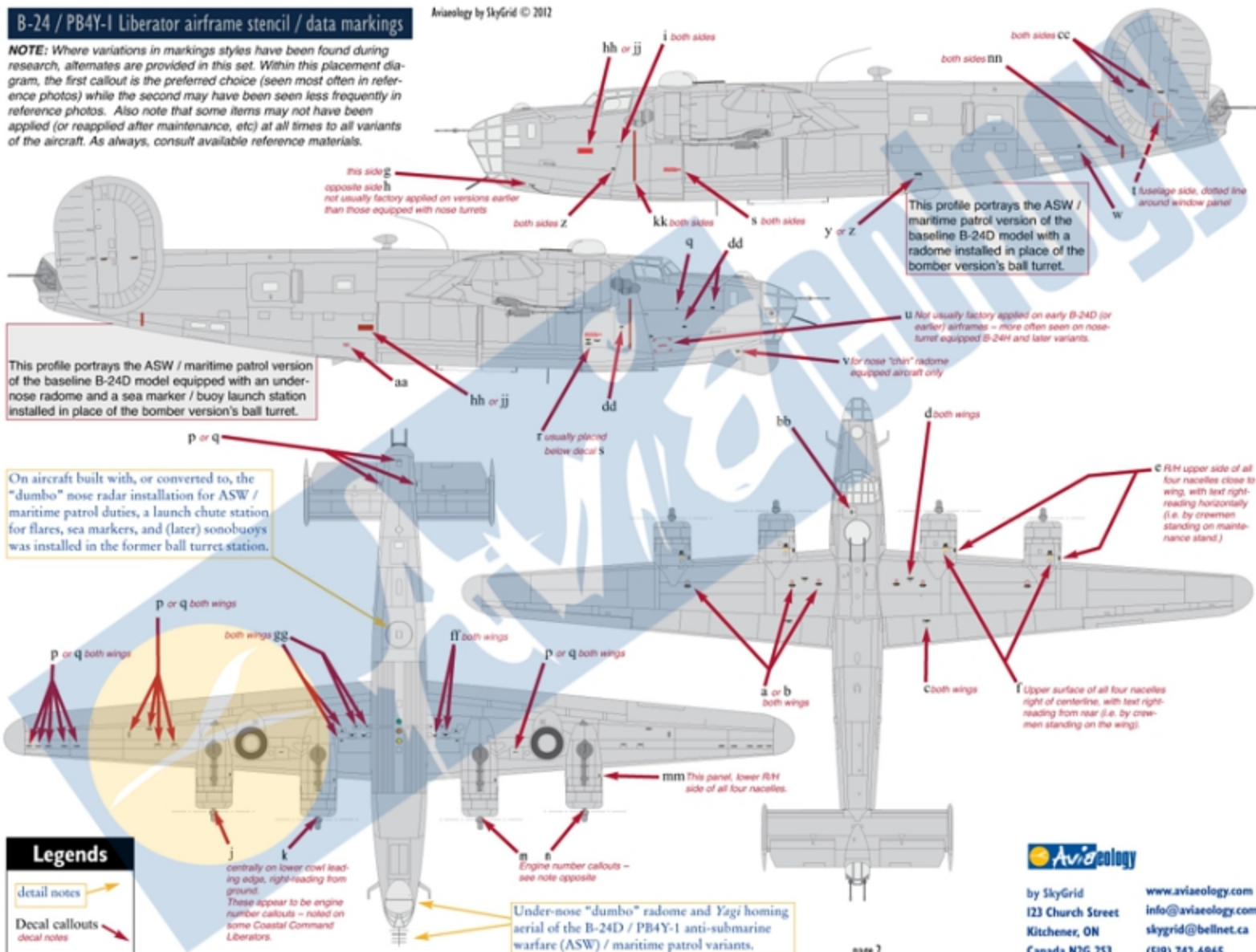
B-24 / PB4Y-1 Liberator airframe stencil / data markings

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NOTE: Where variations in markings styles have been found during research, alternates are provided in this set. Within this placement diagram, the first callout is the preferred choice (seen most often in reference photos) while the second may have been seen less frequently in reference photos. Also note that some items may not have been applied (or reapplied after maintenance, etc) at all times to all variants of the aircraft. As always, consult available reference materials.

This profile portrays the ASW / maritime patrol version of the baseline B-24D model equipped with an under-nose radome and a sea marker / buoy launch station installed in place of the bomber version's ball turret.

On aircraft built with, or converted to, the "dumbo" nose radar installation for ASW / maritime patrol duties, a launch chute station for flares, sea markers, and (later) sonobuoys was installed in the former ball turret station.



This profile portrays the ASW / maritime patrol version of the baseline B-24D model with a radome installed in place of the bomber version's ball turret.

Not usually factory applied on early B-24D (or earlier) airframes - more often seen on nose-turret equipped B-24H and later variants.

for nose "chin" radome equipped aircraft only

usually placed below decal S

Flt upper side of all four nacelles close to wing, with text right-reading horizontally (i.e. by crewmen standing on maintenance stand.)

Upper surface of all four nacelles right of centerline, with text right-reading from rear (i.e. by crewmen standing on the wing).

This panel, lower RH side of all four nacelles.

Under-nose "dumbo" radome and Yagi homing aerial of the B-24D / PB4Y-1 anti-submarine warfare (ASW) / maritime patrol variants.

Legends

detail notes →

Decal callouts →

decal notes →

centrally on lower cowl leading edges, right-reading from ground. These appear to be engine number callouts - noted on some Coastal Command Liberators.

Engine number callouts - see note opposite



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Preparation & Application

1. Make sure the surface is glass (well, plastic) smooth for best results. The glossier, the better. Modelers who paint with a flat finish should overcoat the dried paint with *Future* (an acrylic floor finish) or similar prior to applying the decals. There are specialty model-hobby products out there, but acrylic floor finishes usually give good results. Prior to decal application let the clear coat dry 36-72 hours. The timing can vary due to humidity, temperature, and how thoroughly the underlying paint has dried.
2. If the surface has any remaining grit or thin spots, light sand with 600 grit wet/dry (the black stuff) spritz / rinse to get rid of the sanding residue, let dry and apply a second clear coat.
3. Prepare a shallow dish with lukewarm (approx. room temperature) water and a very small droplet of dish soap. If your water supply is relatively soft (pH factor) you can usually skip the droplet of dish soap.
4. Cut out the desired individual decal and lay it on the surface of the water, design-side UP. Most modelers develop a sixth sense for when the decal will loosen just enough, but 30-60 usually does it. The backing paper becomes thoroughly soaked and the design being carried takes on a slightly different sheen.
5. Pick up the cut piece from the water surface, preferably with modeling tweezers handling the paper and avoiding mechanical contact with the design or its clear carrier film edges.
6. Try to set up the model so that the surface to receive the decal is facing upwards, approximately horizontal. Prepare the model surface by placing a fair sized droplet of the softened water on the area where the decal is desired.
7. Using the tweezers, bring the soaked cut out piece close to this little puddle, as horizontal as possible relative to the model surface, and slide the decal element off of the paper onto the puddle. You can use a artist paint brush to poke it along. Or use your fingertip if you're feeling dextrous enough.
8. Manoeuvre the decal into its final position without pressing it too tightly to the model surface. The idea being that the water between the decal and the model serves as a buffer, delaying the activation of the decal's adhesive until you have the positioning just right.*
9. Starting from the centre, pad gently on the positioned decal with a slightly dampened soft cloth (or quality paper towel). The goal here is to squeeze out the water puddle from under the decal. Be aware that the decal's adhesive will start to take hold in a more aggressive way immediately after you start this step. Work out from the centre is the best practice since it usually drives out any major air bubbles as well.*
10. With the initial padding done, the decal's adhesive will start to do its job, snuggling the decal down onto the surface tightly as it dries. If you observe any trapped air bubbles, poke them with a hobby knife tip or sewing needle and pad the area firmly with the dampened cloth.
11. Once the decal has dried completely, any adhesive residue can be gently wiped away with a slightly more saturated damp cloth.
12. Give all decals a few days to really snuggle into the paintwork and then overcoat with *Future* or similar; one or two coats as desired. If the underlying clear coat has "fogged" a little during the decalling process, this will usually disappear under this additional clear coating.
If your model features camouflage, you may apply a flat or semigloss over top of this clear coat after a suitable drying time. Knowledgeable hobby shop staff familiar with the "*Future* technique" can usually recommend a compatible overcoat.

* Many modelers apply a topical decal softener at this point to help the decal "snuggle down". For screen-printed *Aviaeology* decals it is recommended that you use the more mild solutions on the market (such as *Micro Set*). The more aggressive softeners (such as *Solvaset*) should be used with caution or only after being diluted with water (after suitable testing with scrap decals of course).