



FLIGHTLINE GRAPHICS

Paint Masks - Stencils - Dry Rub Decals - Waterslides

Telephone: +44(0)7872 181119 (mobile)

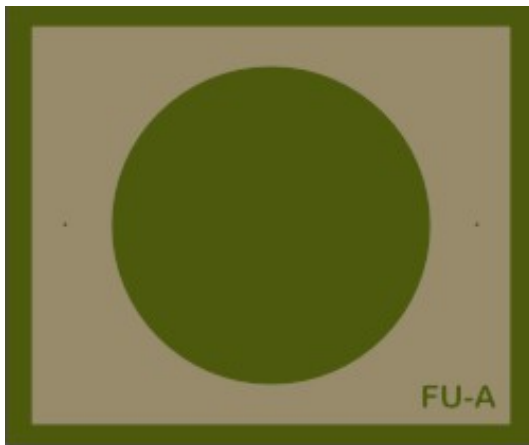
Website: <http://www.flightlinegraphics.com>

email: sales@flightlinegraphics.com

A1 / C1 Roundel White First Supplementary notes.

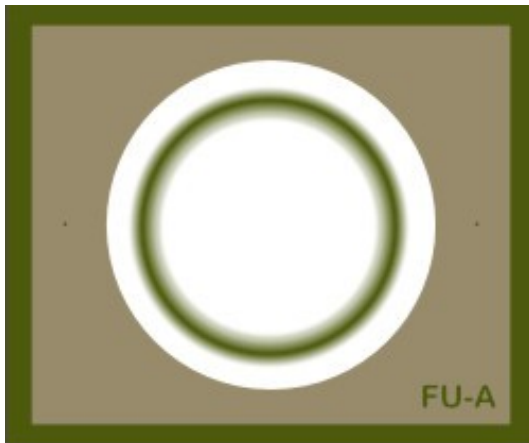
Painting A1 & C1 roundels is difficult to achieve with ever decreasing circles as there are 2 light colours involved which require amounts of paint to cover the darker colours below. This supplementary instruction sheet gives guidance on how to paint the roundels using a minimum of paint. Please read these instructions in conjunction with the basic instructions available online – [click here](#).

The “white first” process for A1 / C1 roundels uses the same number of colour steps, but in a different order (white, yellow, blue, & red) and results in a much lower paint build. This simulation shows a C1 roundel, but the A1 roundel follows the same procedure.



Position the “A” mask on the model following the normal procedures ensuring the 2 registration marks are located with dots or pins (see Paint Masks – The Basics)

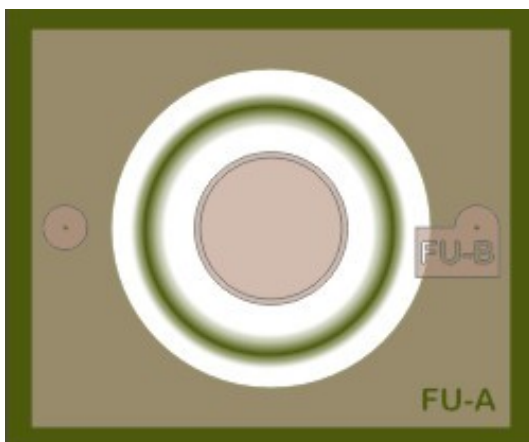
The “A” mask will not be removed until after the yellow colour has been applied!!



Apply white paint to the centre of the mask to a diameter slightly large than that of the “B” mask. You may also find it useful to pepper a light covering to the outer side of the mask where the yellow will be painted next. This will help to reduce greatly the amount of yellow paint that will be needed to obtain good coverage on dark surfaces.

Take care not to over apply white on the outer edges as this could cause a white “tide mark” to the outer edge of the yellow circle!

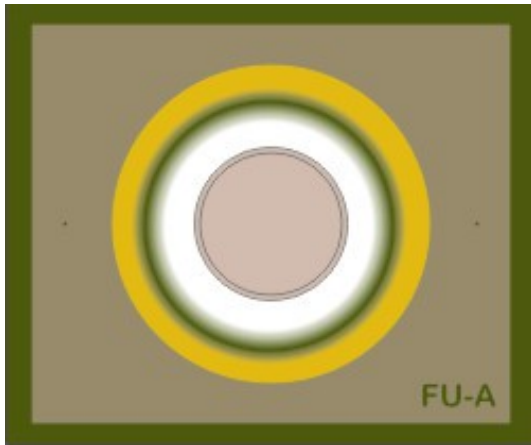
DO NOT REMOVE THE “A” MASK!



When the white paint has dried sufficiently apply the “B” mask. You will notice that the inner circle has a doughnut surrounding main circle.

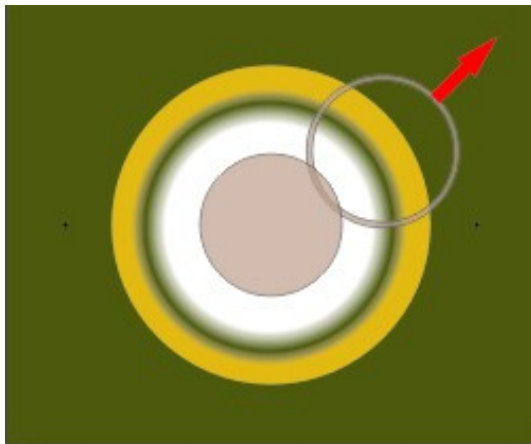
Ensure they release from the application tape when peeling back!

Remove the Registration Disks before painting.



Apply the yellow colour to the outer edge of the mask covering sufficient area to ensure a small overlap with the blue colour, see mask "C" for an indication of the diameter.

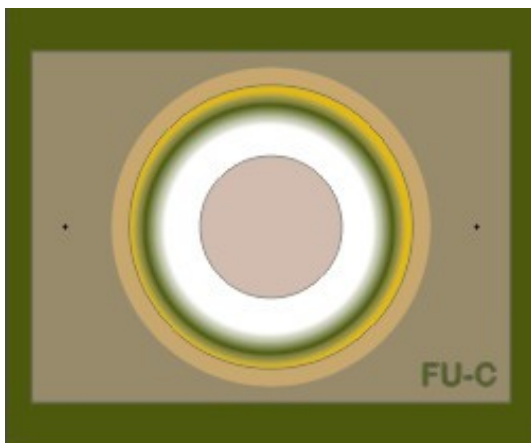
When the yellow paint has dried sufficiently the "A" mask can be removed.



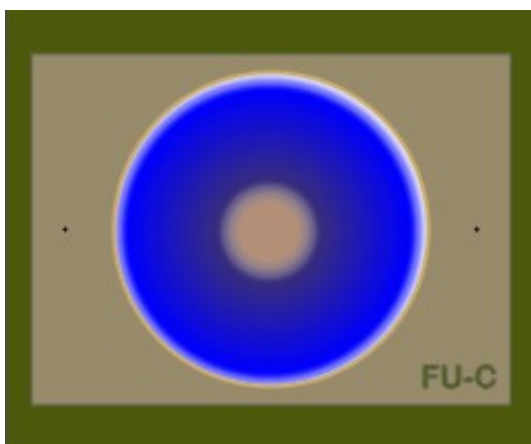
Now also remove the **outer disk** from the "B" mask, ensuring the middle section remains in position.

This outer disk provided protection from yellow overspray that may have built on the edge of the mask.

If it was not used you could end up with a small yellow ring on the inside of the blue circle!



Now apply mask "C". All of the now exposed area makes up the blue part of the insignia.

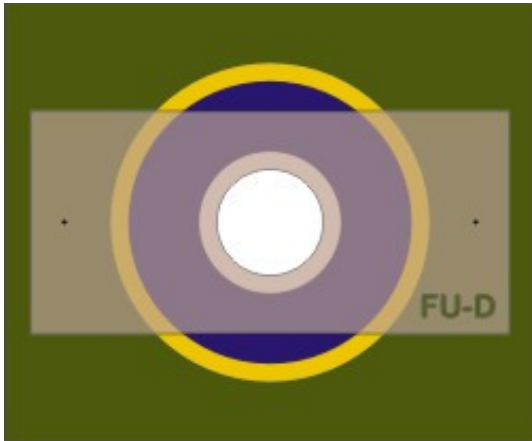


Spray the blue colour over the exposed area.



When the Blue colour is dry you can remove all mask materials.

All that remains to be done is the red dot at the centre.



Apply the "D" mask and paint the red circle at the centre.

When the paint has dried sufficiently you can remove the mask and registration pins/dots whichever have been used.



And there you have the C1 roundel applied with the minimum of paint.

Remember the A1 mask is the same procedure, but the spacing between each colour is the same.

Support : support@flightlinegraphics.com

Thank you.

Nigel Wagstaff
Flightline Graphics.