

Estes Trajector™ "NASA Skin" Kit Application Instructions

General Preparation

This kit is intended to be applied to an unbuilt Estes Trajector™ kit. However, a moderately advanced modeler can, with care, cut the skin into smaller sections that can be applied to a previously completed Trajector™ kit.

Remove and examine each of the sheets of the kit so that you are familiar with what each sheet contains. Also, each sheet is marked with an instruction to spray the sheet with a very light coat of clear spray before using. This is primarily a protective measure against soiling of the skin while you are cutting it out and applying it and is up to the modeler whether or not to do so at the start of construction. However, the clear spray also greatly toughens the coating on the skin material (which is itself polyvinyl).

Start by skinning a fin first to familiarize yourself with the handling and properties of the material. Then skin the body tube. Skin the nosecone last

Make sure the surfaces to which the skin is applied are clean and free of any projections as the smallest imperfection will show through the skin. Also be sure your workspace is absolutely clean of dust and other foreign matter to prevent such material from becoming "invisibly stuck" to the adhesive of the skin while you are working with it. Also make sure your hands are absolutely clean and dry when working with the skin kit (the skins are largely waterproof but moisture on your hands will also pick up any dirt they touch which will transfer to the skin printed surface or the adhesive during application).

Just about any quality Gloss Clear Enamel spray can be used for the initial light coating of the skins before they applied to the model. However, after trying many different clear sprays I recommend ACE Premium Enamel Gloss Clear. It applies very evenly and doesn't yellow and, if you decided to do so, it can be applied in relatively heavy final coats without the risk of distorting the skin material. Other sprays may cause the joints and overlapping areas of the skin to "pucker" ever so slightly...though it is so slight that most won't notice.

Finally, use a brand new #11 type blade and a metal straight edge when cutting and trimming the skin sections. It is also best to cut on a "cut friendly" surface (something that won't dull the tip of your knife such as a smooth wood surface, a sheet of heavy card stock, or [best] a "self healing" cutting matt).

Covering the Body Tube

Note that one edge of each skin section on each sheet has "Apply this edge first" along and just outside one edge of the printed skin area. Make a mental note of what edge of the skin

For the aft body tube skin covering, follow the instructions titled Aft Skin Section Application below.

After you have applied the aft skin, move to Sheet 2 and follow the instructions for Middle Skin Section Application.

Finally, after you have applied the Middle Skin Section, move to Sheet 3 and follow the instructions for applying the Forward Skin Section Application

Check applied skin. If you discover any "air pockets" you can gently prick through the skin to release the trapped air.

You may want to apply another light coat of the clear spray to the whole body tube at this point to seal all edges. After this "sealing" coat or clear spray, I suggest 4 or more coats of Pledge Floor Polish be applied.

After the body is covered, go back and make sure the Fin Spar Cutouts completely clear the cutouts in the body tube

Questions? Contact johnpursley@accur8.com

Body Tube Skin Section Application

After cutting skin out, place on a clean flat surface, facing up. Also, for the aft skin section (the one above), cut out the "Fin Spar Cutout #1" rectangle assist with aligning the rear skin over the fin slots (for best results, don't cut out the other two fin spar cutouts until after the skin is applied).

Carefully peel back the covering from the edge marked "Apply this edge first" to expose about 1" of the backing. Cut away approx 1/4" of the backing from this edge. Flip skin over and replace the backing you cut away, making sure the slick side of the backing goes back against the adhesive of the skin.

Tightly wrap the skin around body tube (printed side facing out) so that the aft edge of this wrap (nearest "Strong Magnetic Field strip) is flush with the end of the body tube (the end nearest the three fin cut outs) fore and aft ends of the wrap edges of this wrap are even. Make sure Fin Spar Cutout #1 aligns on all edges with one of the fin spar cutout in the body tube. Still holding wrap on body tube tightly with one hand, use your other hand to lift this edge and remove the 1/4" backing strip. Press the exposed adhesive against body tube along the length of the wrap.

Release the wrap that you have been holding tightly around the body tube and "swing" it out such that it "hinges' away from the body tube along the 1/4" backing cut line. The backing will release from the covering along this line once you have folded it back far enough. Carefully adhere the remainder of the skin to body tube slowly working around the tube circumference while lightly burnishing the adhesive to the tube by running your finger back and forth on the surface of the skin as you progress around the circumference.

Apply the other body tube skin sections following the instructions above. Carefully butt the rear edge of each succeeding skin to the forward edge of the skin that has been applied to the body.

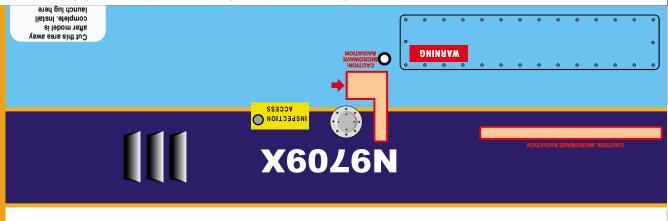
body tube wrap first

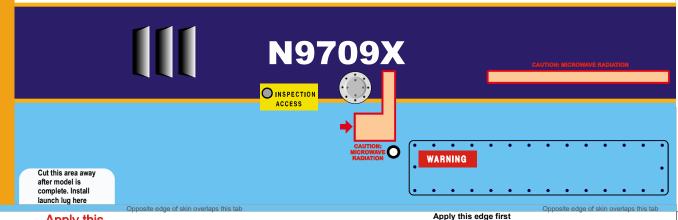
Sheet 1

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Apply this body tube wrap second

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Vertical fin (NASA Yellow stripe) leading/trailing edge cuffs. Apply to leading and trailing edges of vertical fin before applying skins to each side of fin. Fold in half along long dimension before removing backing as reference to center over edges

Sheet 2 **NASA Trajector** SPACEMODELS **ACCUR8.COM**

Spray light coat of clear (such as Blair 500 Digi-Finish) to sheet before using

Covering the Nose Cone

Covering the nosecone requires a bit more care and attention to its application than you encountered with the body tube but still not that difficult if you just take your time (see any provided supplemental instruction/tip sheets)

For best results, use a filler such as Squadron White putty to fill all the grooves and "gunports". DO NOT fill the groove that runs unbroken all the way around the nosecone just aft of the cockpit and about 3/4" forward of the cone-tocylinder transition. After sanding everything smooth, give the nosecone a coat of silver or light grey. Filling all the grooves is optional...the skin will go over them just fine but you will be able to see them through the skin (which really isn't

Cut the nosecone skin from Sheet 4 noting which edge is marked "Apply this edge first." After the skin is cut from the main sheet, cut very forwardmost nosecone skin section along the curved line just ahead of the blue "cut away" areas. Don't discard the smaller section. Also, cut about 3/8" of the backing away from this edge and replace as you did with the body tube sections.

The red line in the yellow "Linear Charge" stripe aligns exactly over the groove just behind the cockpit canopy mentioned above. The "Apply this edge first" edge of the skin aligns along the top centerline of the cockpit. Use the mold line seam of the nosecone as a guide. Make sure that the two ends of the red "Linear Charge" stripe align both end-to-end and over the nosecone groove. Finally, make sure the two light blue "cut away" areas over the cockpit canopy are even on each side (they will not completely cover the canopy). Once satisfied with positioning and while still holding the wrap tightly to the nosecone, lift the edge with the 3/8" backing strip and carefully remove the

Very carefully "stick" exposed skin down to the very top of the canopy along the centerline, working your way down into the "valley" formed by the junction of the raised cockpit and the conical section of the nosecone. You want to be sure that the skin actually goes all the way into this valley and securely adheres without bridging the valley. Finish sticking the skin in place all the way toward the small end of the nosecone. Once the 3/8" strip of skin is adhered in place, release the remainder of the skin and "swing" it up along the 3/8" cut line. Carefully work around the nosecone adhering the skin in place until the wrap is almost completely around the nosecone at the "valley" on the other side of the cockpit. You will want to make sure the skin snuggles down in this valley before finally finishing along the top centerline.

As you are working the skin into place you DON'T want to tightly adhere the very aft edge of the skin. If you try to stick the aft edge down during application, you will end up with ugly wrinkles due to the slight compound curve that is formed between the conical and cylindrical portions of the nosecone.

Cut along the edges of the light blue areas of the cockpit canopy cutaways and peel them off to expose the canopy windows. Optional "framed" canopy windows are included in the skin set to a little bit "extra" to the model.

Next apply the forwardmost nosecone skin. Its seam runs along the bottom of the nose. Use the mold seam as a guide. The grey glare shield centers in front of the cockpit canopy. Only about 3/16" of the tip of the plastic nose will be exposed when you are complete.

Though the polyvinyl material the skin is printed on is not designed to be heat shrinkable it WILL shrink slighly under fairly high heat and light pressure applied by a small clothes iron or a "covering iron" sometimes called a Monokote Iron that is available for about \$15 at your local RC airplane shop. You can heat shrink most of the wrinkles out by setting the iron to the cotton setting (or "High" for a covering iron). You might want to test the heat setting by touching the iron to a scrap of covering to make sure it doesn't melt the covering material after touching for about a second. Once satisfied with heat setting, begin removing wrinkles by very lightly touching one end (the end of the wrinkle nearest the small end of the nosecone) of each wrinkle with the tip of the iron. Only touch very lightly for one second but no more than two seconds. Then immediately lift and move the iron a little further along the wrinkle (about 1/64" or so) and repeat. Though it sounds tedious, the process goes rather quickly. Also, NEVER slide the iron...just touch and apply light pressure straight against the wrinkle.

Once you get all the wrinkles worked down, follow up buy setting the iron heat cooler by about 24% (wait for it to drop to that temp) and then "roll" the edge of the covering under the flat surface working all the way around the aft edge of

You may end up with a few creases or "ugly" attempts to iron out the wrinkles but don't worry. Unless you made a real mess the wrinkles will go almost unnoticed against the grey color pattern of the skin. If you just can live with the wrinkes, carefully cut along the printed line that runs around the rear edge of the skin and remove the offending wrinkled section. The nosecone will still look just fine with an exposed band of silver or grey painted nosecone surface.

Repeat the skinning and the "dewrinkling" process for the aft (cylindrical) nosecone wrap. Again, if you end up with unbearable wrinkles, just cut along the printed line and expose the base nosecone. You can also paint the "gap" yellow, orange, or black and the results will be quite nice.

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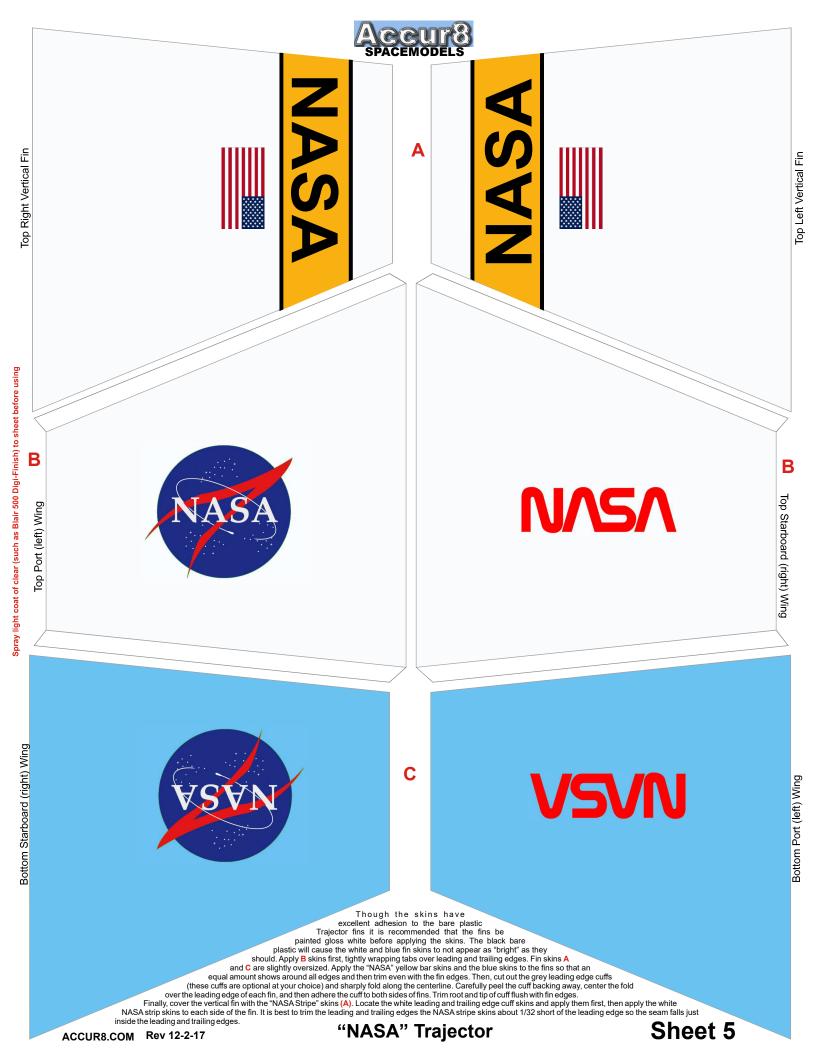
Before starting, make copies of all sheets as instruction reference

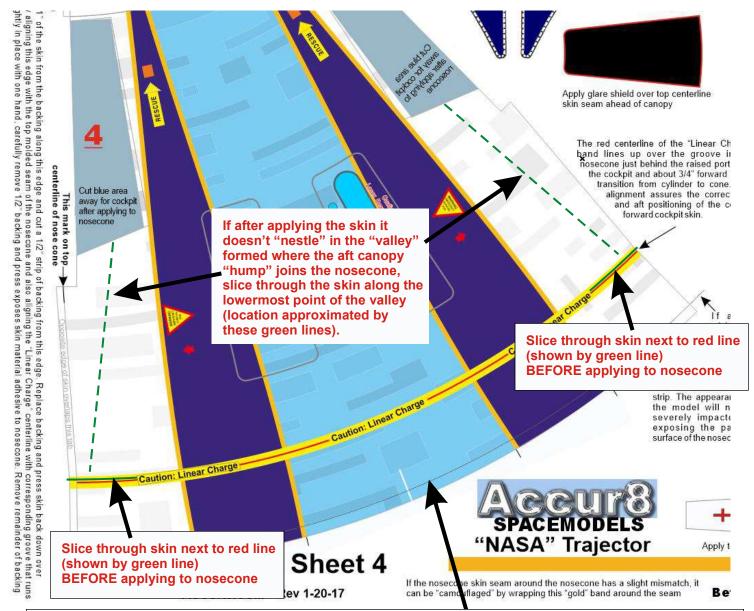
If the nosecone skin seam has a slight mismatch, it can be "camouflaged" by wrapping this "gold" band around the seam

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Alternative leading edge cuff to simulate RCC leading edge

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If after applying this skin section you can't satisfactorily remove wrinkles at the compound curve, cut along this line and remove wrinkled strip. You should be able to remove remaining wrinkles by rolling (don't slide!) a warm clothes iron or covering iron over the remaining wrinkles. Then apply the aft nosecone skin, butting it against the aft edge of this nosecone wrap. Its forward edge will also have wrinkles that you should be able to "iron out". This is the most challenging part of skinning the nosecone. Take you time and be patient!

The biggest challenge in applying the skin to the Trajector and Interceptor nosecones is making the skin conform to the curve where the conical section of the nose meets the cylindrical aft section. The skin material WILL heat shrink to a slight degree by using either a clothes iron or, preferably, an iron intended for applying plastic coverings to model airplanes (typically called a "Monokote Iron"...an invaluable tool to have in your toolbox for many uses). I set my "Monokote" iron to half max and slowly "roll" it over the wrinkle (don't slide the iron on the skin or you risk damaging the skin). Apply only light pressure as you roll the iron over the affected area. Only apply the iron to the surface 2-3 seconds at a time so that you don't heat the underlying plastic of the nosecone enough to deform it.

With a clothes iron, due to its size, it may be easier to rest the iron in its "parked" (standing) position and roll the affected area of the nosecone over the stationary surface of the iron.

Afew minutes of work with the iron and a bit of patience will go a long way.

If you can't get all the wrinkles out of the forward skin section, cut along the line indicated above and remove the wrinkled strip. Then, apply the aft skin, butting it against the edge of the forward skin. It will likely have wrinkles so repeat the "ironing" process for the aft skin.

Sometimes you just can't satisfactorily get all the wrinkles out. In such cases, you can carefully cut the middle "V section" out of the wrinkle and get the edges to lay flat. Then, you can use the provided "camouflage strip" provided to wrap around and cover the excised wrinkle areas.