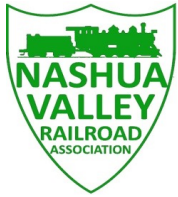




# NVRRRA Scenery Chair Report – March 2023





## Reminder - Scenery Inventory

- An electronic version has been sent to the NVRRA mailing list, can be used to do searches for specific items
- A 3-ring notebook has been placed on the top shelf of the scenery cart
- If you use anything on the cart and there is little to nothing left please fill out the form at the beginning of the book
- Please return all inventory when done back to the original location



## Scenery – Reminder Scenery Work

- Anyone who wants to contribute to the layout scenery efforts welcome and strongly encouraged to do so
- All scenery efforts need to be reviewed and coordinated with the Layout and Track chairs in order to ensure that everything fits as planned
- If you have an idea, please let me know before any work is started



## Work in Progress - Ayer

- Buildings

- Stuart reviewed a half-completed Greek Revival farmhouse with Larry who approved the structure for use on the layout and will be installed once Stuart has completed it
- He also took photos of an apartment building on Harvard-Groton Road and created a scale mockup using card stock. Once the final positioning of buildings has been determined Stuart will scratch build this structure

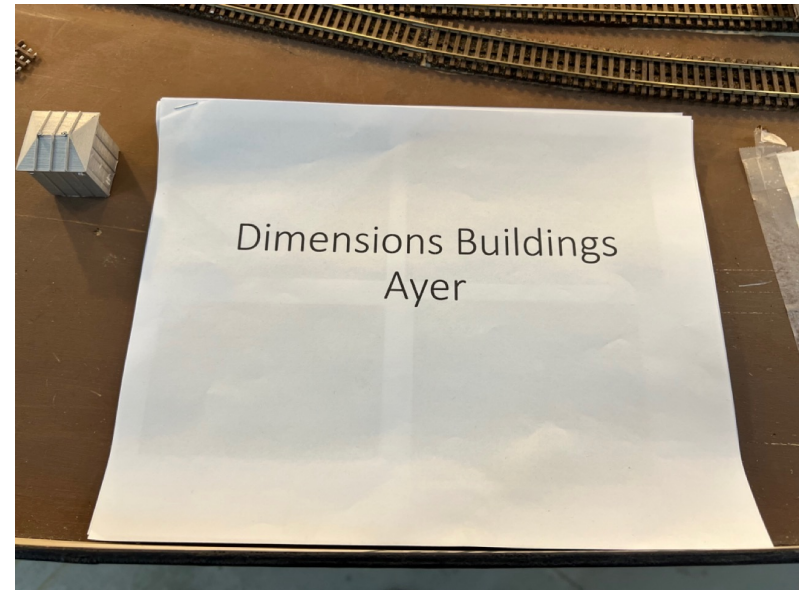


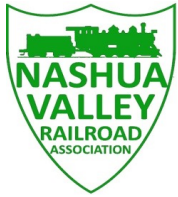




## Work in Progress - Ayer

- Building Dimensions
  - Larry R. has provided building dimensions using satellite photos for all buildings in scope for the Ayer portion of the layout





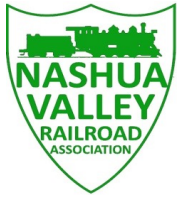
# Work in Progress - Ayer

- Additional Concerns

- Trying to get three items - the auto repair place, the Rix type structure and the junkyard junkyard might be squeezing too much
- Potential to change the Rix type building, now a moving and storage, to a transfer location and provide rail access. This would enable the placement of box cars at Flanagan's
- If we had a mixture of box car at the building, and a pellet car closest to Sandy Pond Road, it would allow us, if we wanted, to complicate switching if we state that the pellet car must stay during an Op session

- Next Steps

- Use a different color tape to show the road moved back



## Work in Progress - Ayer

- Doug is working on the Ayer Truss Bridge
  - 3D CAD drawings in process
- Work to be done:
  - Foundation
  - Retaining walls
  - Associated installation scenery integration





## Work in Progress - Mechanicsville

- Joe continues to make excellent progress in Mechanicsville. He has most of the plywood and foam covered up with the first coat of scenery. He is also trying to get three items - the auto repair place, the Rix type structure and the junkyard to fit correctly but he has concerns that this might be squeezing too much
- Patrick Kubala stopped by and took the required measurements needed and will be making mockups of the spaces in order to scratch build the 4 different buildings that are needed in Mechanicsville which will be done in near future
- Work is continuing with different layers of grasses and material just to get the first rough coat on everything that will eventually have added many layers of different colors and textures
- Sidewalks and bridge work needs to be over the CP main and the freight main at Noonan's

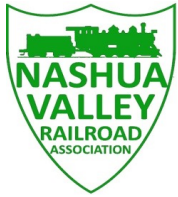






## Work in Progress - Mechanicsville

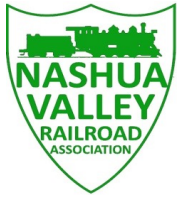
- Work in process - continued:
  - Eric LaLonde is helping Joe with the painting of storm clouds where the blue lights are located on the layout. He is doing the required research and has begun practicing the creation of the storm clouds. This will likely be done using oil paints and will require ample time to dry between stages
- Work to be done:
  - Install the sidewalk and curbing
  - The Rt. 67 bridge needs to be built, its roughed in now, needs I-Beams, sidewalks, chain link fence, guardrails, etc.
  - A hand laid curve turnout at Noonan's needs to be installed
  - An additional 4 scratch-built buildings need to be made
  - A working stoplight on the road that goes up the hill and the intersection of Rt. 67 needs to be installed



## Scenery Update – Adams

- Nick continues to make significant strides in Adams which include
  - Completed the mockup of the chip blower support structure (kit bashed from 3 Walthers kits) and digester structure (white building on top of paper plant)
  - He is also modifying the old mill by adding exterior lights and will repaint the structure
  - Nick has completed the inside of the chip storage building; note the wires which will be used to provide illumination of the inside of the building and the large opening so people can see the inside detail





## Scenery Update – Adams

- Work to be done
  - Finish wood chip unloading platform
  - Create wood chip pile
  - Install wood dust where appropriate
  - Chemical tank pit, complete ground cover, and potentially some backdrop painting if the chip structure does not cover the bald spot



## Scenery Update - Mill Work

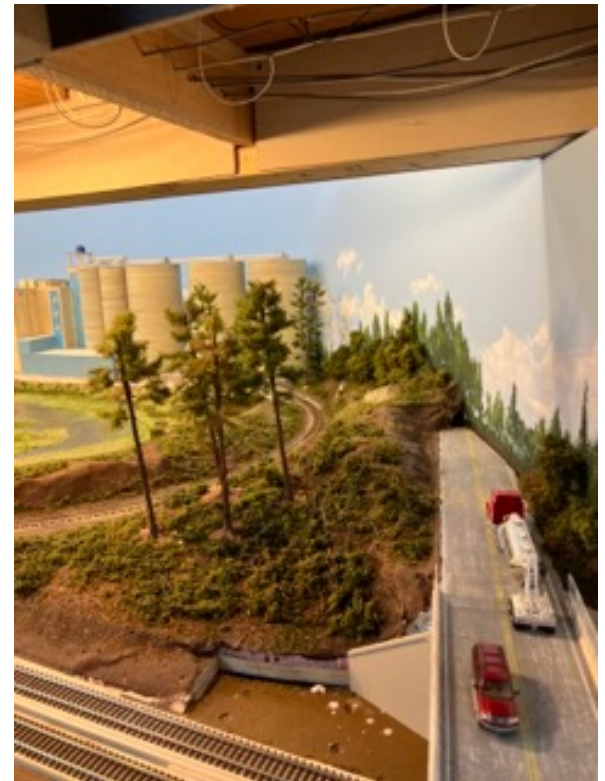
- No new work has been completed since last update
- Planning in process for:
  - Beginning stages of planning out Catania/Spagna and the piping that will go along with it. Once measurements are done then the build will begin

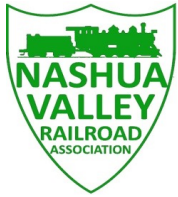




# Scenery Update - Mill Work

- Work left to be done:
  - Paint tracks and place ballast around the loop and weather both
  - The front fascia at the bridge needs to be completed
  - Model the Catagna Oil processing building

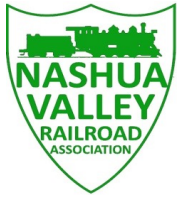




# Scenery Update - Fitchburg

- Nick and Cory have started working on the Fitchburg area of the layout
  - Nick has started on additional buildings for that area
    - The first building is modified from a kit
    - The additional buildings are being scratch built using old NVRRA boxcars





# Super Trees

- Completed:
  - Super Tree drying stand
- In process
  - Working to find a reasonable color combination of latex or oil-based paints to simulate tree bark. Once that has been done the this can be purchased in bulk
  - Reviewing the use of a Wagner power paint sprayer and very thinned latex or oil-based paint in order to paint upwards of 100 Super Trees at a time
- Overall, the goal is to learn which way to build trees and how to arrange them is best in a mass production effort

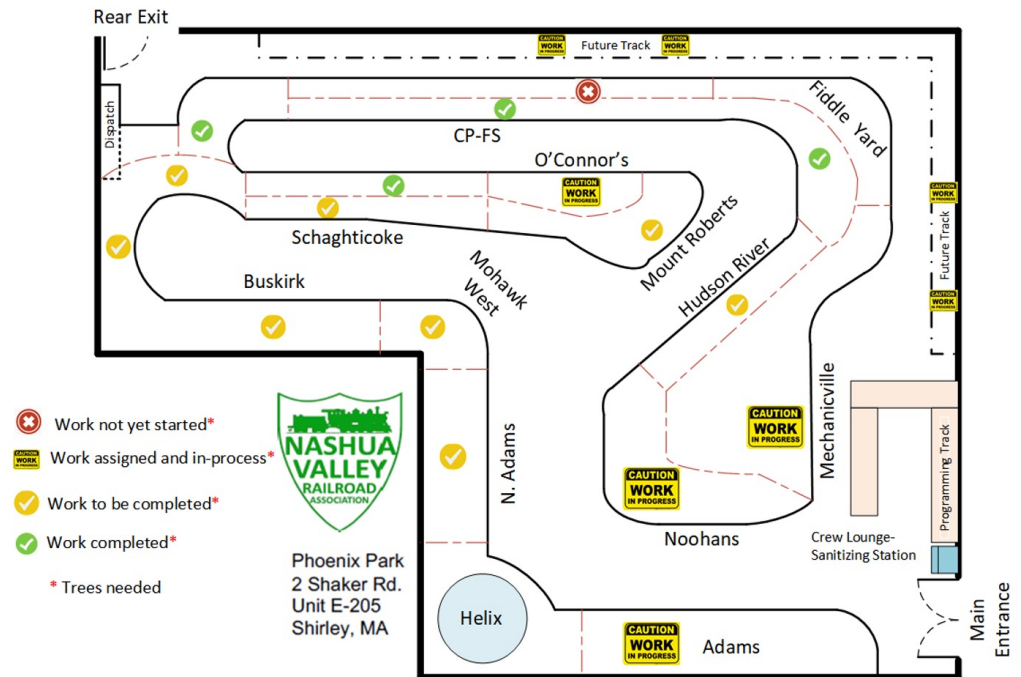






# Scenery – Work Areas

- I have been working on creating a map of the various work areas detailing:
- In process
  - Who is working in an area
  - What is bring done
- Needs work to be done
  - Area available for work
  - What needs to be done
- Once completed they will be sent to all members





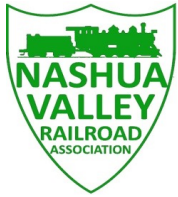


# Scenery – Work Areas

## Upper Deck Scenery Work Remaining to be done

Adams

Location:	Member performing work	Work completed:	Remaining/future work to be done:
Adams - Berkshire Mills	Nick C.	Mill building	Wood chip unloading area
	Nick C.	Recovery building	Wood chip piles
	Nick C.	Mixing building(original to Bolton club)	Exterior and interior storage
	Nick C.	Whitener loading structure	Create piping to transport wood chips from unloading/pile to the mixing plant
	Nick C.		A small slurry unloading platform
	TBD		Backdrop needs clouds
	TBD		Trees
West Portal	TBD		Lighting work
North Adams	TBD	Basic ground cover	Buildings need finishing touches
	TBD		Ccrap yard needs finishing touches
	TBD		Hillside and Little Hoosac portal need lots of work
	TBD		Backdrop needs painting and clouds
	TBD		Trees
			Lighting work
Mohawk West	TBD		Needs sealing/painting inside tunnel
	TBD		Cover could use some basic ground cover/shrubs and loops/handles for removal
	TBD		Trees



# Scenery – Misc. Updates and Information Needed

- Misc. Updates

- The benchwork in the Camp area has been painted brown
- It appears that additional shrubs were added to the CP-FS area. The heard seems to have successfully procreated as well

- Information Needed

- There is new industrial garage door façade added to the area that spans between Fitchburg and Camp. I need to know who is working on this so I can document and coordinate this effort with the Layout and Track Chairpersons

