

Storm IV Twin-Pod Cloud Car

1:36 Scale Model Kit



MODEL KIT

MosEisleyModelworks.com

Notes on: Printing,
Assembly & Finish

Storm IV Twin-Pod cloud car

The Storm IV Twin-Pod Cloud Car was an atmospheric vehicle known as a cloud car which was designed and manufactured by Bespin Motors on Bespin's Cloud City.

This high-atmospheric aircraft consisted of two armored pods connected by a strong engine block housing the small yet powerful Kyromaster dual ion engine system and the secondary repulsorlift systems.[5] The ion engine operated as the cloud-car's main propulsion system and allowed it to attain speeds of up to 1,500 kph while the repulsorlift drive was used for difficult maneuvers and increased the car's speed.[4] Much of the engine area was exposed to reduce engine heat and allow maximum air-cooling. As it was designed solely for atmospheric flight, the vehicle also had a system of flaps, jets, vanes, and rudders to improve control.

Both of the cloud car's pods contained a cockpit. The pilot was seated in the left pod, while gunner manned the right pod. The pilot's pod was equipped with advanced navigational systems and a communications array, while the gunner manned a pair of twin blaster cannons. Although not outfitted for advanced life support, the vehicle had pressurized cockpits for high-altitude flight and it was able to achieve low orbit using its repulsorlift system.

Though the weapons emplacements could hold a wide range of weapons, most of the original vehicles had a small power generator which limited it to supporting blaster cannons. Although inferior to the more powerful starfighters, the cloud car's cannons allowed it to take on starships such as the Millennium Falcon.

Storm IV Twin-Pod cloud car

Manufacturer: Bespin Motors

Line: Cloud Car

Model: Storm IV Twin-Pod

Class: Airspeeder

Cost: 75,000 Credits

Usage:

Availability: Licensed

Role(s): Traffic Control / Patrol Vessel

Affiliation: Bespin Wing Guard / Galactic Republic

Technical specifications:

Length: 7 meters

Maximum Speed: 1500 kph

Maximum Altitude: 100 km

Engine Unit(s): Kryomaster ion engine / TX-2 repulsor coil

Hyperdrive Rating: None

Armament: Double blaster cannons

Crew: 1 Pilot, 1 Gunner

Consumables: 1 day

-Tech info from Wookieepedia

Working With Resin

Cleaning Parts

This model is 3D printed in UV sensitive resin. It has been rinsed, cleaned, rinsed again and then given a final cure before shipping. You may clean the parts again to remove any oils from your fingers if you wish. If you choose to clean the parts use light soap or mild de-greaser in luke warm (not hot) water.

Warped Parts

Occasionally a part may be slightly warped. It is simple to fix by running the part under hot water; once it had softened, you can bend it carefully back into shape. Once the part is straight hold it in place under cold water to set the shape.

Surface Prep

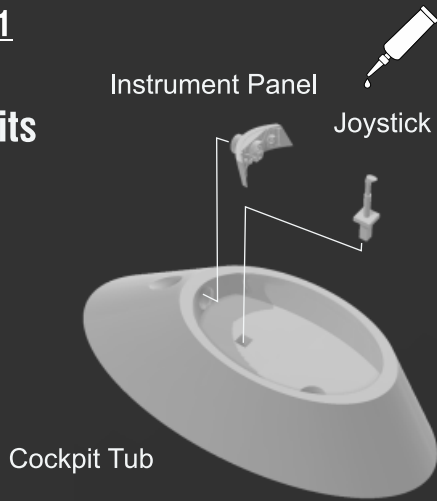
Like styrene models the surface of some resin pieces may need some smoothing or sanding. There are no mold lines with 3D printed parts but there may be small dimples to smooth. To do this, simply use fine grit sandpaper and smooth any imperfect surfaces. I also recommend a filler putty like Tamiya Putty, Perfect Plastic or Mr. Surfacer if needed to fill small imperfections.

Glue

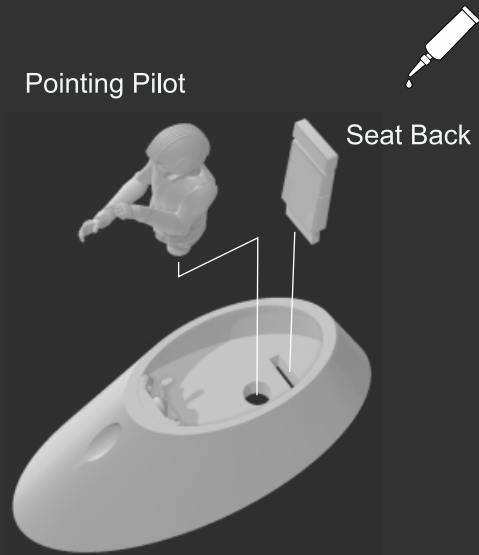
To glue resin, you should use Cyanoacrylate (Super Glue). You can sand the join area first to give it some tooth and a stronger bond if desired. For an extra strong bond- 2 part epoxy can be used on large pieces. You may also choose to drill small holes and pin pieces together though on the TIE Bomber model I have not found this necessary.

Assembly

A 1 Cockpits



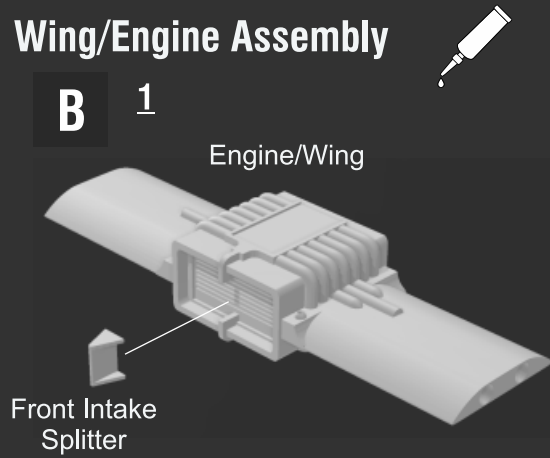
2 Pointing Pilot Seat Back



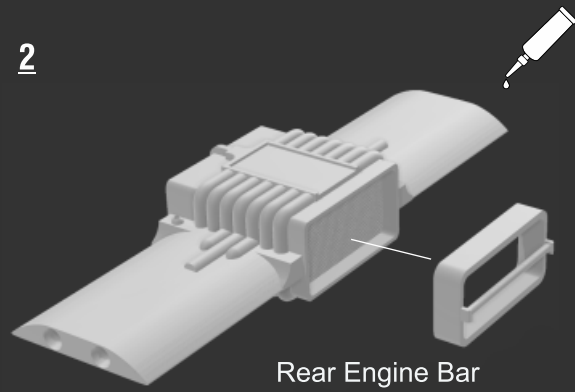
Repeat for other cockpit with mustache pilot

Wing/Engine Assembly

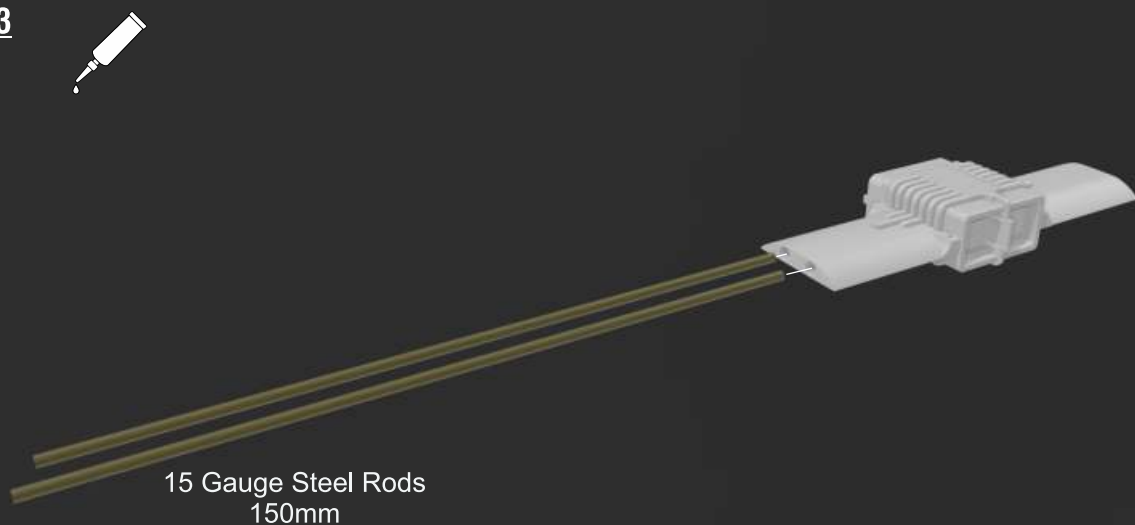
B 1



2



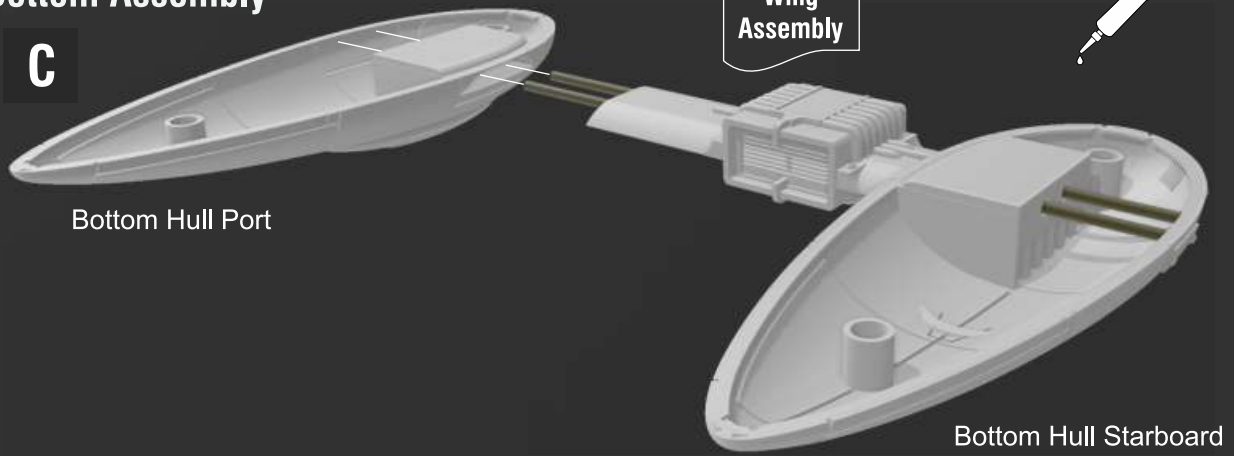
3



Assembly

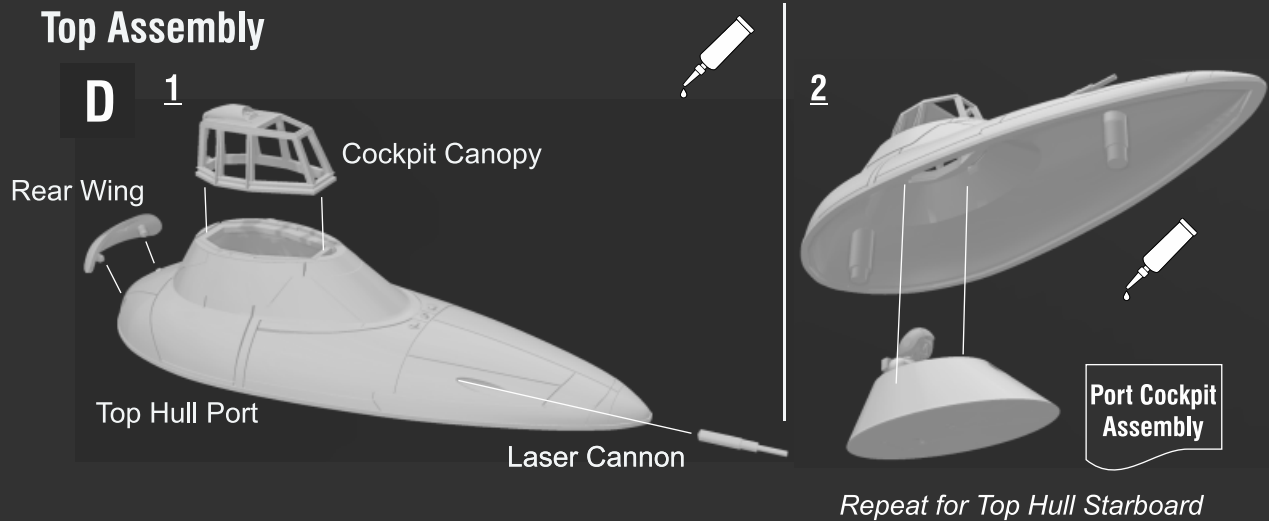
Bottom Assembly

C



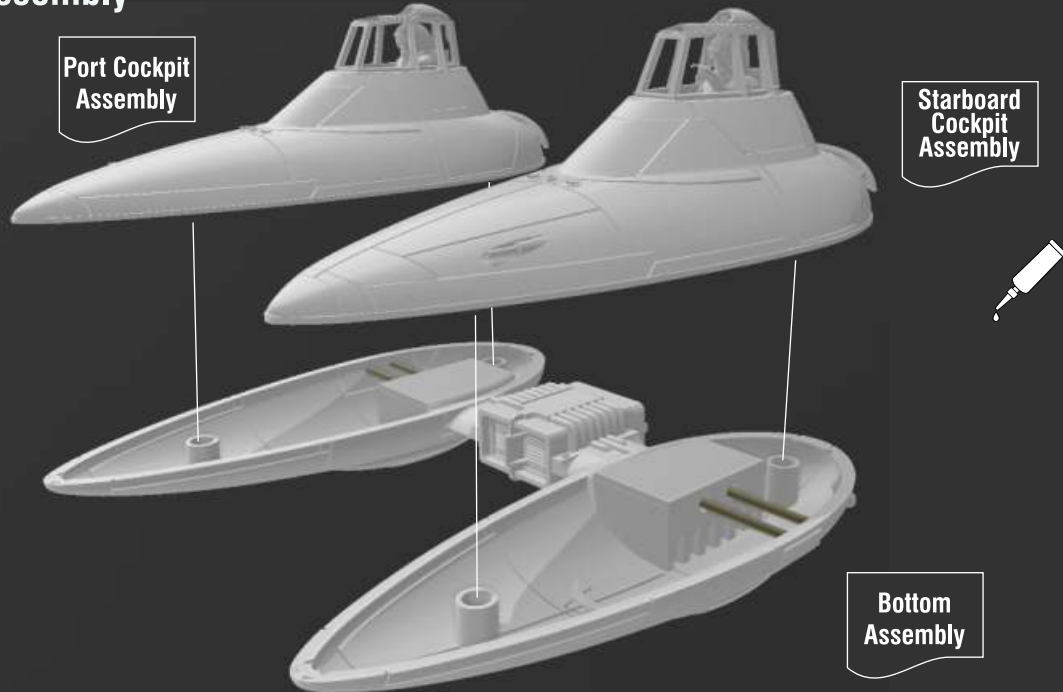
Top Assembly

D



Final Assembly

E



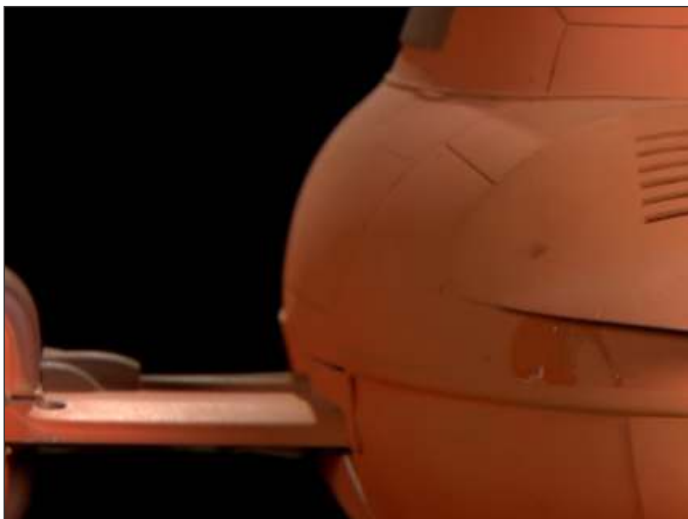
Color Reference



A Word About Color

Paint colors on sci-fi models can be a hotly debated topic. The reference material I have available regarding color is pictured here. These images will vary slightly on different monitors and when printed by different printers. This is an approximation of the color and is only meant as a starting point. Your taste and interpretation of colors used may differ...

...and that's okay. At the end of the day it's your model and if you're happy with it then it's been a successful and worthwhile endeavor.



Electronics

Lighting options for the Cloud Car are only limited by your imagination. To light the engines you will need to drill one hole into the back of the engine to intersect the rear support rod hole.

There is also a small hole in the cockpit

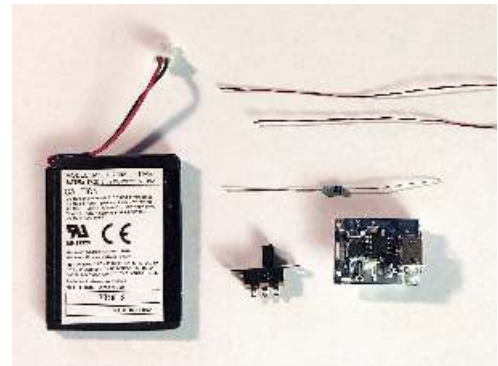
instrument panel if you wish to add fiber optic strands for the instrument lights.

Watch the build video on Youtube to see how I lit the engines using a PS3 controller battery!



Here's one option...

- Micro SMD (x2)
- 3.7v battery size
- Switch
- Resistor
- USB Charging board



If you have never tried lighting scale models before I would point you toward the wonderful world of Youtube. That's how I started and am still learning. It's a great place to start learning a new skill. You've taken your first steps into a larger world!

Below are a few youtubers that I have found exceedingly helpful in my journey. look em up!

[-Ostrich Longneck](#)

[-Interstellar Modeler](#)

[-Luke Towan](#)

[-Afrotechmods](#)

About Mos Eisley Modelworks

Model building has, for me, been a portal into that galaxy far, far away. It has recently become a way to make ends meet during the global pandemic. This is an opportunity to share something I love with the world and I sincerely hope you enjoy!

Look me up:



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