

U.S.S. ENTERPRISE

from *DISCOVERY* photoetch set

**PARA
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PGX234

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INTRODUCTION

Thank you for purchasing ParaGrafix's photoetch set for the Star Trek: Discovery USS Enterprise kit. We have made every effort to ensure that these parts can be used successfully by a modeler of modest experience, but there may be items that require advanced modeling techniques. For a basic primer on the use of photoetch, please visit <http://www.paragrafix.biz/instructions.asp> for printed instructions and <http://www.paragrafix.biz/video-instructions-1.asp> for videos.

Materials

In addition to the photoetch, you will also need scissors* or a knife** to remove individual pieces from the main fret, a file to remove material left from cutting, and super glue (aka CA or cyanoacrylate).

Techniques

Some photoetched parts will be easier to bend into shape if they are annealed. If you are not familiar with annealing you can learn everything you need to know watching our video "Working with Photoetch Part 4: Annealing" here: <https://www.paragrafix.biz/video-instructions-1.asp>

NOTE: The parts to be annealed have very thin sections to them that can melt away if flame annealing.

* Such as Xuron Professional Photoetch Scissors.

Key

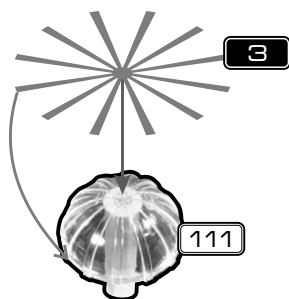
Kit part (plastic): 1

Photoetched part: 1

Warp Engines

Bussard Collectors

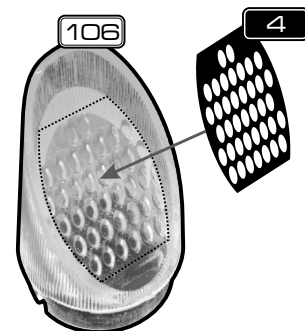
Anneal the two Bussard collector "fan blades" (etch parts 3) and attach to the corresponding kit part 111. Annealing will remove the "springiness" of the brass and allow it to follow the contours of the kit part.



Rear Grills

TIP: You will find it easier to paint photoetch parts 4 before mounting them to the engines.

Mount the rear engine grills (4) to the back surface of kit parts 106. Note the arrows on the backsides of the grills denoting the up direction.

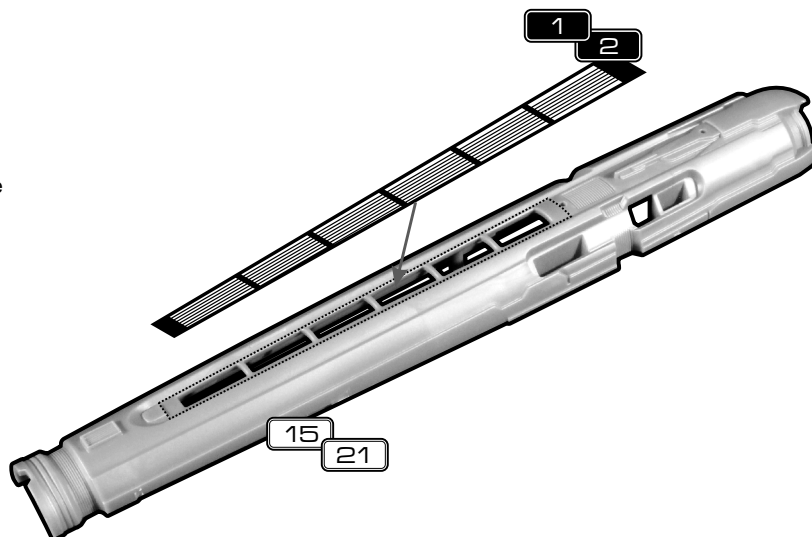


Warp Engine Grills

TIP: Although not required, you might consider annealing the warp engine grills (etch parts 1 and 2) so that they follow the contours of the warp engines better.

TIP: Mount the clear warp engine grills (kit parts 106) after attaching the photoetched parts to avoid fogging them with glue.

Mount the photoetched parts to the outside edge of the two warp engines (15 and 21). The back ends should be right up against the small rectangle at the rear of the engines. Note the arrows on the back of each part, indicating the up direction for proper placement.



Shuttlecraft Hangar

Cut the domed portion off of kit part 133.
Remove the two small tabs at the rear of kit parts 5 and 6 to allow space for the hangar.

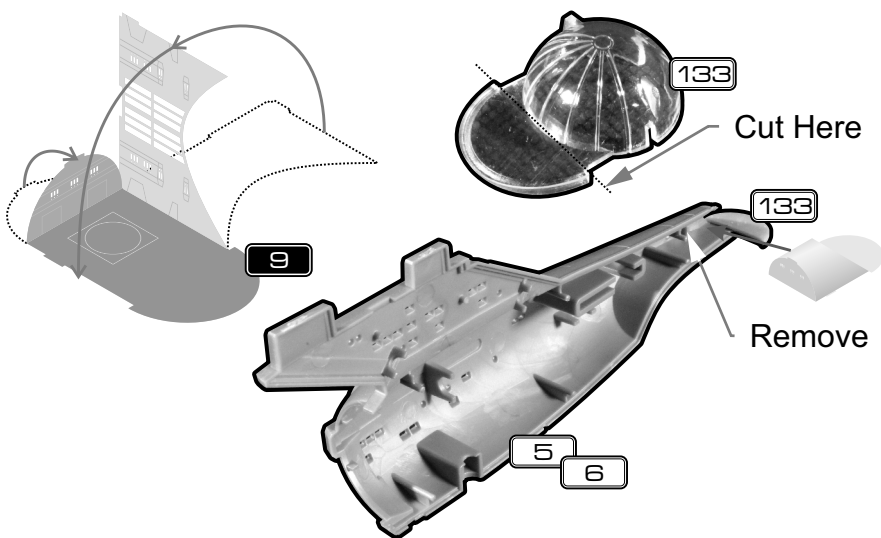
TIP: Cut off the two small window inserts from part 133 and glue into the window slots at the rear of kit parts 5 and 6.

Fold the forward bulkhead and sidewalls of etch part 9 up, then roll the sidewalls over the top to the other side.

NOTE: It is advised that you **do not** anneal the sidewalls as this could make the floor and forward bulkhead floppy and warp.

Attach

Add the remaining portion of kit part 133 and the etched hangar when performing kit assembly step 10.

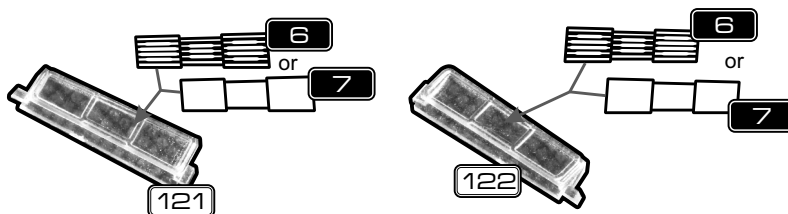


Impulse Engines

NOTE: Parts 6 are optional and are not accurate to what is seen on *Star Trek: Discovery*. Parts 7 are intended to help cleanly mask the impulse engine lights.

Mount etch parts 6 or 7 to kit parts 121 and 122, making sure to align them properly.

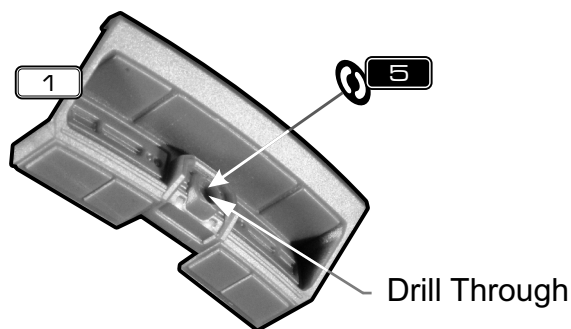
Note that the etch pieces are identical – they are simply mirrored and if flipped upside down, they will be the same shape.



Airlock

(At least it is assumed that it is an airlock.)

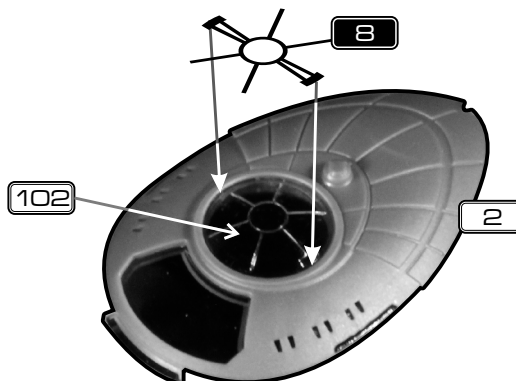
Drill out the circular opening in the rear bulkhead (kit part 1) to allow light through. Mount etch part 5 so that it is centered on the opening and the lighted areas are at the 3 and 9 o'clock locations.



Bridge Dome

NOTE: Anneal and paint etch part 8 before attaching it to the bridge dome.

Once the bridge dome (kit part 102) is in place, attach etch part 8 to it, with the double "arms" pointing at 3 and 9 o'clock.



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