Marvin the Martian - Assembly Instructions

Marvin the Martian © Warner Brothers
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Tools and materials

Card (200g photo matte – needs to be pretty strong to support that big head), Adhesive (recommend Evo-Stick Resin W Wood Glue), Cocktail Sticks for glue application, Craft Knife, Pencil, long round end scissors or something to act as an extra long finger :)

Feet (A1-C8)

1. Soles (A1-A4)



Glue Upper Soles (A1) to Sole Rims (A2 + A3) leaving the back of the rims open. After making the leg support cuts in the sole heel, press the cuts in slightly with a pencil.
Attach the Lower Soles (A4) to the underside of the Sole construct (bend the tabs under as far as possible to assist fitting and apply glue to both tabs and sides to assist sticking - time for that extra long finger to help secure them).
Finally Glue the back of the rims to the heels of the upper and lower soles.

2. Boots (B1-B8 + C1-C8)

Assemble right foot (B1-B8), and assemble left foot (C1-C8). Check to ensure that boots fit flat to surface, if distorted make undercuts to allow more flexibility for those of us who can be a mm or two out when constructing such things :)

Finally stick the boots to the soles, I recommend doing both boots at the same time to ensure that their position is nice and even. Extend the leg support cuts in the upper soles to meet the edges of the holes in the heels of the boots if required - the legs will need to slot through these 2 surfaces.

Legs (D1 – D4)

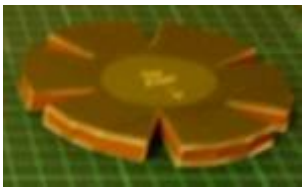


Assemble the pants (D1) by sticking the 2 main tabs to the back as shown in the kit. Assemble the legs (D2 + D3) by first rolling them. I usually use roll the card round a pencil then remove the pencil and roll the card around itself. Once they are flexible enough to easily reach the tabs, apply the glue and stick in place.

Next, stick the legs to the pants. I find it easiest to start by sticking the tops of the legs to the pants from the back to the front.

Finally add the top of the pants (D4) to the legs. I usually try dry fitting these parts first just so they can get acquainted before I try sticking them together. When gluing I would also apply glue to the inside of the pants as well as the tabs as this can be tricky due the inaccessibility of the tabs once in place.

Peplum (E1-E8)



Assemble the triangle formers (E3-E8) assembling the 3 segmented tops of the triangles first as these can be tricky and are also the most visible section of the former. Once they are all assembled stick these to the upper surface of the Peplum. Once the segments are firmly stuck in place, glue to the formers to the underside surface of the Peplum - make sure that the arrows of both the top and bottom surfaces are pointing in the same direction.

Once the Peplum is constructed you can trim areas of the Peplum tops and bottoms that overlap the formers using a pair of sharp scissors.

Finally the Peplum can be glued to the legs using lots of adhesive :) The gluing position is marked in light green.

Torso (F1-F5)

1. Arms (F1 + F2)

Cut out and roll the 3 segments of each arm using the same technique as was used with the legs. Take notice of where the score fold lines are marked as some tabs do not require scoring or folding.
Once sufficiently curved glue the segments together to form 3 joined cylinders, and press the triangular tabs towards into the holes.
Apply the glue to the triangular tabs and fold the arm segments into the holes as far as they'll go.



2. Body (F3 – F5)

Warning, do not glue the torso bottom or neck caps until instructed!!
Assemble the main torso (F3) using the build sequence diagram on the model pattern itself. Assemble the stomach section (F4), and glue the stomach to the upper.
Glue the neck piece (F5) to form a cylinder. Apply glue to the lower tabs and insert into the neck hole of the upper torso – match the seam of the neck with that of the body. The tabs can then be opened out through the holes in the shoulders and neck**.**

Now the arms must be attached to the body. To do this, fold a crease into the shoulder segment of each arm to reduce each aperture. Insert the shoulder segments of the arms into the shoulder sockets of the torso (F1 – Right Arm, F2 – Left Arm), and then open out the crease via the holes in the neck and torso.

Finally cap the neck top followed by the torso bottom.

Gloves (G1-H5)

1. Left Glove (G1-G5)

Build the left Glove Collar (G1) by sticking the tab of the rim to create the loop, then once dried stick glue each of the faces. When the collar has dried use a pencil (eraser end) to push in the tabs in the centre of the collar.
For the hand itself, follow the sequence diagram on the kit itself making sure to glue the tabs in the correct order (it is possible to glue yourself into a tight spot with these hands) also take note of the valley folds (marked in blue) which fold outwards as opposed to inwards, which should ideally be scored from the back.



When the left hand and collar are complete glue the collar to the top of the palm (hole upwards) roughly in the centre of the grey circular area. The collar area should overhanging the back by a few mm with seam pointing away from the fingers as shown. When this has dried insert the left arm into the collar of the white glove (some enlargement of the hole may be required for the arm to fit). The knuckle nearest the thumb should sit on the end of the Peplum – this is where the pieces should be glued.



2. Right Glove (H1-H5)

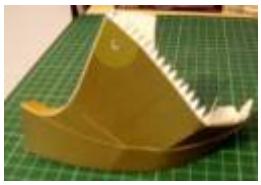
Build the right Glove Collar (H1) as before, but this time pass the pen all the way through the collar.
Use the sequence diagram to assemble the right hand, this time it is easier to build each part separately to a degree then bring the parts together for finally assembly. To do this simply follow the assembly sequence on the tabs for each part, then once dried glue to the main part as shown by the blue arrows. At this stage it should be easy to assemble the rest of the hand (again take note of the valley folds on the diagram marked in blue).



Once the right glove is completed, screw the right hand collar onto the right arm until the pale red of the arm no longer shows and so that the seam of the collar is facing towards the body (out of sight). The fit should be tight but if the collar will not pass this far up the arm simply increase the length of the incision marks, and pass a thicker pen through the collar. Once in place screw the right hand onto the right arm until it is flush with the collar. **Do not glue these parts in place yet –** this will be done later once the head is in position.

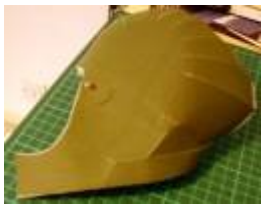
Helmet (I1-I6, J1-J6, ij)

1. Right Cheek Plate (I1-I5)



Glue I2 to the light green area on part I1, but do not glue any of the white tabs of I1 at this point (and don't forget to cut out the red circles). Curve the inner (unprinted) side of I2 around the outer tabs of I3 and glue in place - The narrow end of I3 should be at the same end as the wide end of I2 (see the red arrows on the pattern for clarification).
Now the top of I2 can be glued to the white tabs just above it.
Glue the bottom section of I4 (the short section below the score marks) to the front of I1, the front of I3, and then to the front of I5 (time again for that extra long finger).
Curve the inner of I5 side into the tabs of I3 and glue in place before finally gluing the upper section of I4 to the remaining tabs on both I1 and I5.

2. Right Dome Section + Right Helmet Pin (I6 + I7)



For the Dome Section simply cut out I6 and glue each of the fingers – there are numbers on the tabs to indicate an order which should ease construction.
The helmet pin (I7) is simply a thin box, so assemble as normal.

Dry fit the pin so it passes through the holes in parts I1 and I5. The fit should be reasonably snug but use a pen/pencil to enlarge the holes slightly if necessary.
Next apply plenty of glue to the light green circular area on the side of the Check plate and on the white tabs to about half way along the top (till just before the sharp curve in the top of the cheek plate).
Now attach the circular tab of the dome to the light green area and insert the helmet (The grey section just be inside the helmet and the green outside the helmet). Secure this area and the rest of the glued tabs, before applying glue to the rest of the tabs on the top of the Check Plate and securing the rest of the dome in place (note that the back of the dome should tuck behind I2 in the area where the tabs stop).

Repeat Process for Left Cheek Plate & Dome Section

3. Complete Helmet Assembly, Supports + Upper Rim (ij1 - ij3)



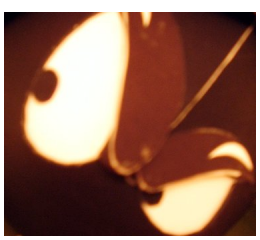
Once the 2 halves of the helmet are complete they need to be glued together to form a single helmet piece. To do this, first glue the halves of the 3 bottom parts of the helmet (i.e. the bottom rim: inside, bottom and outside) - remember that the dome should tuck behind the back of the rim. At this stage the section where the 2 halves meet underneath (I3 + J3) may be a little weak – here we can glue the supports (ij1 and ij2) to the inside to help strengthen this area.

Once this is done the simply glue the tabs on the tops of the fingers of the Right Dome Section (I6) and attach them to the fingers on the Left Dome section starting at the front and working backwards.

Finally cut out and attach part (ij) the rim of the Dome Section the tabs on the front of the helmet – use the centre line to position this part in the middle, and glue the tabs at the rear of the rim to the front tops of the Check Plates.

Face + Formers (K1-K10)

1. Face Assembly (K1-K7)



First cut out the main face section - for the eye holes cut the straight lines that radiate around the eye sockets and **score the eye sockets from the back** (the incisions around the eye sockets should help to show where to score).
Assemble the main face section (K1) - start by gluing the main centre seam together under the nose section (lines on the 2 centre halves show where to affix the top of the nose tab), followed by the rest of the face seams.
The neck opening should be scored, cut along the red lines and folded inwards.

Cut out the thin strips around the eye parts (K2 + K3) and glue them behind the eye sockets. Once this is done fold back and glue the black strips behind the eye sockets.

Face Assembly (K1-K7) Continued…

Assemble the eyebrows (K4 + K5) - the front small tabs glue underneath the round section of the front of each eyebrow. Attach the eyebrows to the face by gluing the white tabs underneath the eye sockets.

Cut out the eye sections (K6 + K7) and stick them to behind the eye sockets.

Finally cut out the pupils (K8 + K9) and assemble each one by gluing and stacking the black pupil onto the top of the white ones. I suggest blacking the edges with a felt tip before gluing in place over the guide marks.

2. Formers



First assemble the Face Former (K10) by rolling the card downwards so the edge of the tab free section touches the middle line, applying glue to the area marked "glue" and glue this section over the tab free section. Glue this section between the 2 circular holes in the sides of the face with the holes roughly in the centre of the former.

Next assemble the Neck Support (K11) by assembling the part inside-out with the bottom tabs folded outwards (make a note of the side with the 'F' as this needs to point towards the face). Try dry fitting the part to ensure a good fit, apply glue to the both the inner tabs of the neck hole and the white side of the bottom tabs of the Neck Support section and push the part into the hole until the tabs are flush with the bottom of the head.

Assemble the Main Support Former (K12) (do not apply glue to the marked outer mid-section yet). Make incisions where shown by the red lines and fold the tabs outwards. Dry fit this part into both the Neck Support, and the inside of then body via the neck top to ensure a good fit.
Insert this former into the Neck support, again with section 'F' pointing towards the face. Move the support up and down do ensure a reasonable amount of movement is possible, before moving the former so that the Glue section is just above the top of the Neck Former. Apply plenty of glue all around the "glue" section of the Main Support and slide it into the Neck Former until they are in line.
Warning this needs to be done pretty quickly and with enough glue to act as a lubricant – the last thing you want is the Main Support sticking on the way down – a few dry fits are a good idea too.

3. Attaching the Head

Cut out and attach the face underside (K13) the bottom edge of the face with the section marked with a red cross in line with the neck opening of the face. When glued in place bend the fingers towards the front of the face to give access to the back section.



Assemble and insert the Brush Pole (M1) ¾ of the way into the top of the helmet (this is simply to help guide the Main Support up to the opening on the top of the helmet).

Apply copious amounts of glue on and behind the pins on the inside of the helmet, to the left of the holes on the face, and on the top tabs of the Main Support (Dry fit this action 1st and make sure face holes are large enough).

Move the face towards the mouth of the helmet making sure the Brush Pole goes into the mouth of the Main Support. Slide the head into place and hook the holes onto the helmet pins making sure that the top of the Main Support follows the path of the Brush Pole. Secure the sides of the face to the sides of the helmet, the top of the Main Support to the top of the helmet.
Remove the Brush Pole (we don't want to accidentally glue this into place just yet).

Finally us a cocktail stick to apply plenty of glue to the inside of the chest, the section where the neck meets the body, and the top of the neck before sliding the main former into the top of the neck section until the top of the neck is flush with the head. When everything had dried tuck the loose fingers into the gap between the underside of the face and the back of the helmet.

Visor (L1-L5)



First assemble the Visor Side Supports (L4 & L5) and dry fit on the helmet pins to ensure a good fit. Then attach the Visore tops and bottoms the the Visor Front, by first gluing the main connection tabs and then working left and right to secure the secondary tabs (note that the main tabs are colour co-ordinated to show which main tabs should be applied to the Visor Top, and which should be applied to the Visor Bottom).
Next glue the side supports onto circular sections of the visor (the green sides facing the helmet) . Once dried glue the tabs of the tops and bottom sections onto the side former.
Finally apply plenty of lue to the pins and the middles of the side formers, and attach the visor to the front of the helmet (rotated lower than it will actually sit) and rotate the visor upwards until the visor top is touching the helmet.
Note that the bottom side of the visor is the straighter section – the one fixed with the blue tab.

Brush (M1-M5)



Assemble the Pole Ring (M2), the Pole Cover (M3), the Brush Base (M4), and the Brush (M5) leaving the front of the Brush open. Glue the Pole Ring (bottom hole facing the helmet) to the Brush Base, the Pole Cover into the Pole Ring, and the Brush to the Brush Base. At this stage use a thin pencil, screwdriver etc to ensure a clear path through.
Next apply plenty of glue in the through holes, insert the Brush Pole (M1) into the Pole Cover until it appears inside the Brush. Apply plenty of glue to the top of the Brush Pole and continue to push it through until it touches the roof of the Brush.
Once dried Glue the front of the Brush, and apply plenty of Glue to the Helmet's Top Hole, and the Brush Pole. Insert the Brush Pole into the Top of the Helmet and rotate into position.

Final Assembly

To finish the model apply plenty of glue to the right Hand Collar and the Right Hand itself, and rotate them both in place (collar seam facing inwards) positioning the Hand so that the thumb is touching the chine, and the Finger is flat against the Left cheek Plate. Finally Glue the finger to the Cheeck Plate in that position.

