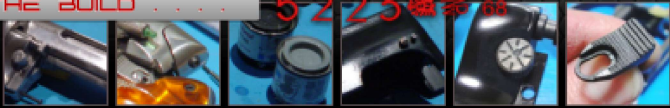




BLADE RUNNER - WORLDCON BLASTER BUILD

THE BUILD

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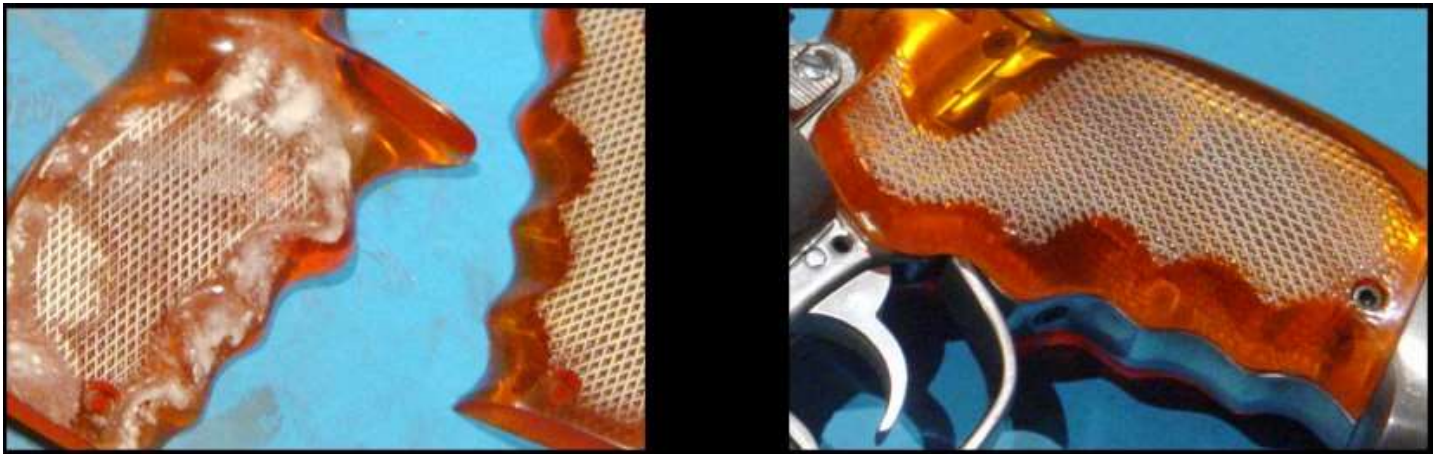
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Blue wonder and Painting

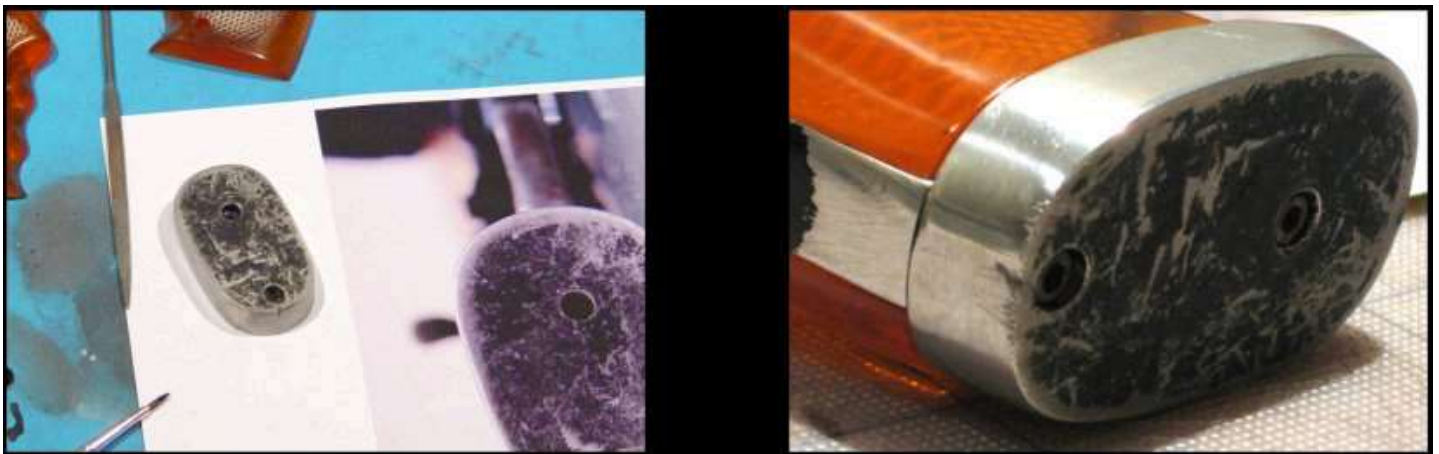
The first thing I did was to try and replicate the finish on the amber grips as is seen on the original prop. Its my opinion that the white residue embedded in the grips comes from frequent polishing of the handles during filming (this observation is further supported by what looks like more white polish residue in the rear grip screw recess). Using Brasso metal polish, I gently laid down a fairly thick layer over the grips and let it dry. Using a soft rag, I then removed the polish leaving behind a small amount in the grooves of the grips.



Pictures 01 and 02: A heavy layer of Brasso laid over the grips. A soft cloth was used to carefully remove excess polish

The Butt plate was the next item destined for special attention and using Karl's reference of the wear, I hand painted the scuff marks using a mixture of Humbrol, flat black and flat grey model paint. To recreate the scuff marks on the metal sides - as is seen on the original - I used a fine metal saw to gently cut the single deeper ridge evident on the prop and then using a rough brick, I created the other gouge marks by passing the metal over the surface of the brick in a firm, single downward motion. This was repeated lightly on the front as well.

BTW, I used a brick because the rough surface gave me the random wear pattern I was after.



Picture 03: Painting the bottom wear using a high-res print of the original as reference / Picture 04: The front and rear gouge marks were made using a saw and a brick surface

The plastic side covers and the Steyr magazine in my kit were the metal versions. I was tempted to acquire a plastic set but decided that I preferred the weight of the blaster with the metal pieces attached. I primed the 'plastic' parts using a heavy duty auto primer and then sprayed over the primer with black spray paint (I also painted the Binding Post knob, but I didn't prime it first because I wanted to rub the paint off to reveal the metal). Once the paint was dry, I finished the 'plastic' parts with a satin sheen varnish and then, just before it was completely dry, I carefully rubbed in a light layer of Brasso to give it a slightly dull, off color finish. The Brasso also sat in the recesses perfectly which enhanced the worn look I was striving for (NB. The Brasso was used sparingly and buffed off very carefully to avoid exposing the metal or the primer). Once this was done, using a very sharp tool, I carefully replicated all the scratch marks and chips seen on the Worldcon blaster side covers. Finally, with the same tool and using a series of horizontal strokes, I gouged the back end of the Site-rod cover where it looks like the movie blaster was thrown onto concrete during the filming (see picture 06 below). The Steyr magazine was left 'unchipped' because aside from shallow surface scratches in the plastic it shows no evidence that it was painted or primed.



Pictures 05 & 06: The metal side covers and the magazine were sprayed black and then careful attention was given to creating the scuff marks that are seen on the original

Finally, came the time to blue the surface of the blaster. I was able to secure a kit of BlueWonder chemical blue and I applied about 8 coats in total. Between each coat I warmed the metal using a hair dryer so that it was hot - but not too hot to touch (this is explained in the BlueWonder instruction video). When I had finished treating the metal surface, I used the developer agent (supplied in the kit) to bring out the color and as it was drying, I rubbed in very soft, shaved graphite pencil particles - this I found deepened the color even more and gave it a slightly richer luster. The graphite won't stay on the metal, but it lies in the recesses and this extra sheen sits well with the concept of wear and tear on the metal surface. The overall blueing effect is very satisfying but it can't work as well as it would on normal steel though because the gold and silver particles contained in the chemical normally create a rust on a metal surface (that's the process of chemical based blueing), but to my eye the fact that the end result is a lighter brown hue - rather than the usual blue hue - on the pewter, made the blaster look more worn as opposed to being brand new....



Page Three: Rust and other small details

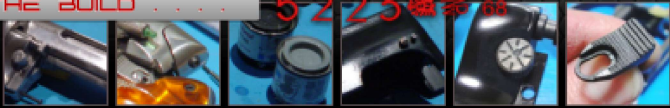
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Rust and other Small Details

In my opinion, I feel that the rust and weathering seen on the original prop is part of what makes it so unique. I had experimented with a rust technique on my Risk Ross PKD but in the case of this blaster I knew the solution I used before would not be convincing - partly because the new weapon is not finished as dark as my old PKD but mainly because the real metal surface called for a different solution.

Once I had reassembled the weapon, I studied the original photographs to see what qualities were needed to emulate the rusted surface. I quickly realised that I needed to employ a very delicate touch or the surface would quickly become overworked and contrived. So, using an old toothbrush, I dabbed the bent bristles into some flat black paint and then proceeded to gently stab the surface of the blaster in the areas I felt the rust was most noticeable. The bristles of the brush are perfectly designed to create a random stipple pattern without the end result looking like paint splatter. I was also very careful to keep the spots small because too big a spot is not convincing.



Picture 01: The items used to emulate the rust on the surface: an old toothbrush, a fine paintbrush and flat black paint and shaved graphite and pastel pencil

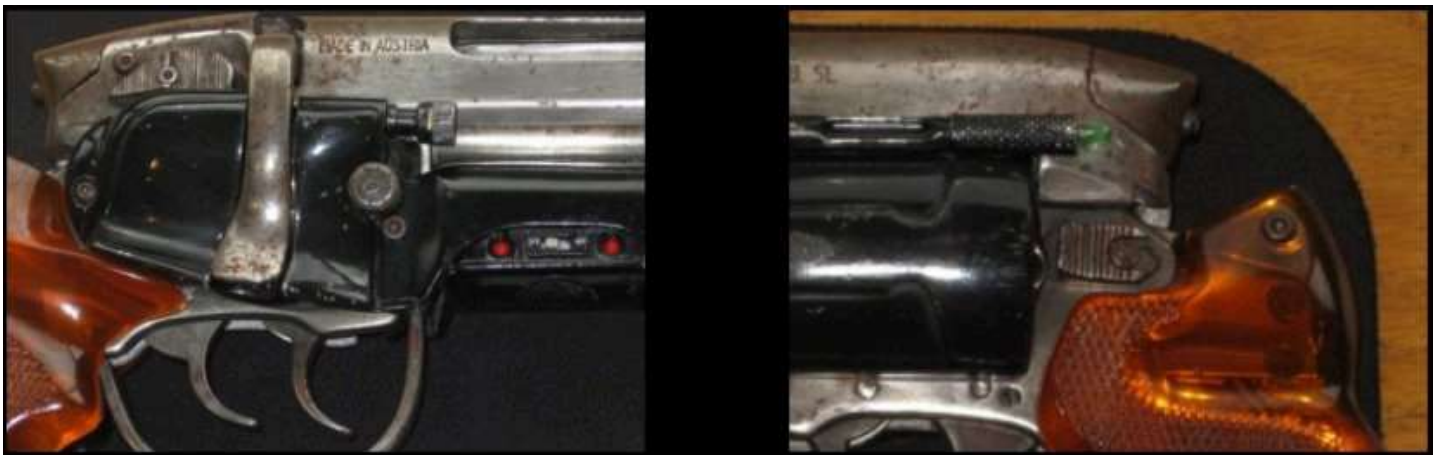
Working in smallish areas, I first laid down the paint stipple and allowed it to become tacky. I then shaved the top of a Sanguine hued Conti pastel pencil. Using the tip of my finger, I gently dabbed the pastel pencil particles into the drying droplets of paint. This was done using varying degrees of pressure so that the result was a random thickness - some rich rust red and others a very dark black-red spot. To vary the finish, I also rubbed in a small amount of shaved graphite particles and this gave some of the spots an older, less red sheen..



Pictures 03 and 04: The surface of the blaster after the application of the stippled black paint. NB, this process was repeated over and over again until the desired effect was achieved

Besides the fact that the pastel pencil gave me the color I wanted, I also noticed that under certain lighting conditions, the 'rust' showed up very clearly while in other conditions, the rust looked more subdued and dull. I had seen this effect while studying Karl's original set of WorldCon prop pictures and this is what led me to experimenting with this technique.

Remember, *its important to keep the treatment light and less obvious or the blaster ends up looking totally contrived.*



Pictures 05 & 06: Subtle rusting on the surface of the blaster. Extra rust was added to recesses and places where logically water would gather.

The Grub Screws: The main screw comes supplied with a small post of metal that sticks out from the side. After I had polished the screw, I set about remolding the post of metal. Using a heavy set of pliers, I gripped the post in the teeth of the pliers and firmly squashed and rubbed the little post until it resembled the blob of what looks like solder stuck to the side of the screw. I then filed and polished it again and then painted the base ring a dull gold before dirtying both of the grub screws using a mixture of black paint and graphite shavings - the dark crud stays in the recesses. I also left a little polish residue between the two screws (on the magazine cover) because it was something I noticed on the original prop.

The Wiring: This is the only major departure I made from the original. I have always had a big problem with the idea that there were *cut wires* on the side of the prop but I was even more disgusted with the shoddy repair work done on the prop wiring just prior to it being auctioned.

In an attempt to find a compromise, I used some old yellowed wires and ran a complete connection through to the magazine.

I purposefully kept the wires neat and tidy and specifically didn't cut them off in any way.

The Binding Post Knob: As mentioned on an earlier page, I applied black paint straight onto the post (without first priming). I then gently rubbed off an appropriate amount of paint and after working out the correct orientation, I cut the distinctive shallow groove into the side of the post using a fine metal saw. I had noticed that the groove on the original seemed to be brass (while the ridged head looked silver

steel) so I painted the groove a dull antique gold to emulate the finish on the original weapon.



Picture 07: Detail of the grub screws showing the weathering and the 'solder' spot / **Picture 08:** I used an old wire but opted not to have them cut / **Picture 09:** Subtle weathering on the binding post

For more pictures please refer to the gallery page ([link](#))

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The exact details of the blaster Harrison Ford carried in Blade Runner have been debated for many years and it was only after the resourceful Karl Tate, shot a beautiful series of hi-resolution pictures of the original prop (long thought to be lost), that the true build was unveiled.

Over the years the blaster has been released by various individuals with the most aesthetically pleasing – in my opinion - being the elegant resin blasters produced by [Rick Ross](#). More recently we have been spoilt by other brilliant individuals creating newer releases such as the pristine WorldCon's produced by [RAC Props](#), SidKit and more recently, the stunning [Tomenosuke](#) limited edition blaster.

While we can argue the merits and accuracy of each (as well as the accusations of re-casting), I have to admit to being profoundly grateful to *all* of the gifted people who have made it their business to produce fabulous replica's for the rest of us to build and enjoy.

Siderio's sad departure spurred me onto acquiring one of his last blaster releases and these pages are a documentation of the Work In Progress of my metal SidKit model #114.

Siderio's original on-line construction guide is archived here ([Link](#))

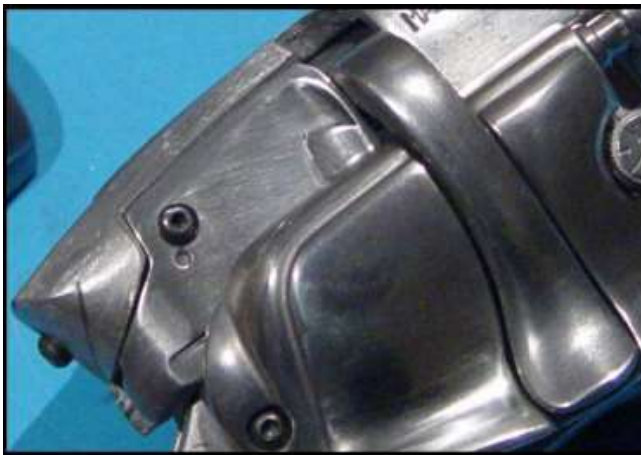


The clean casting of the Sidkits has long been admired – even by Siderio's harshest critics - and each of the individual Pewter elements was perfectly produced and packaged. One of the downsides of the SidKit is that the Pewter is not as hard as the metal Rich used in the RAC blaster and because of this, I opted to hand rub each part with sandpaper and polish it as opposed to using a Dremel tool. I was worried the Dremel would remove too much metal and render some of the fine detail soft and indistinct. I had studied some replica's that have been built out of real Steyr and Bulldog parts and the smooth polished finish of a real firearm always stood out. I wanted to try and reproduce the solid, clean finish I had seen - so it was important to buff each piece until it was smooth and polished.



Picture 01: Test fitting the bodywork - A Rick Ross PKD in the Background / **Picture 02:** All the parts were hand polished and fit was compared with existing reference material

For me, it's a prop first and foremost and I've never regarded the blaster as something the character Rick Deckard actually *did* carry - because as Ford so eloquently stated in an interview: "Fuck it, it's only a movie!". Since my feelings towards the blaster are firmly rooted in the real world, I made the decision to try and make it reflect the prop as we know it from the great reference photo's of Karl T. I decided to concentrate on the aesthetic elements and correct only those parts that I felt were simply too far off the mark and the back end of the Steyr bolt required a lot of filing and careful fitting to get it to sit correctly. For this I used only fine metal files and model builders needle files. The Bulldog cylinder release catch screw is also very different so I flattened the head and tried to give it the shallow profile similar to a genuine one.



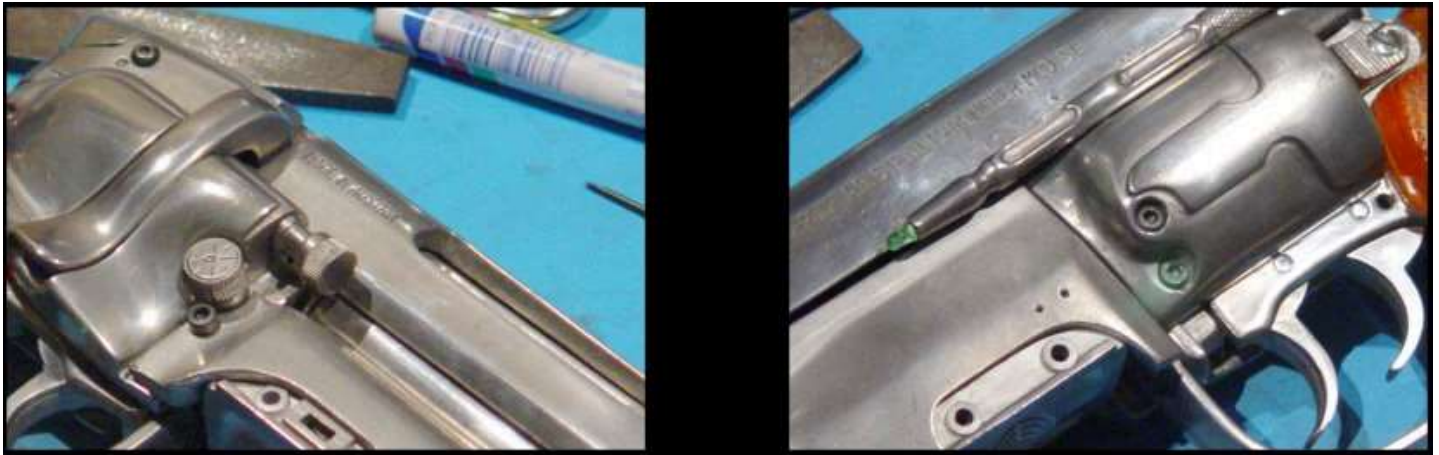
Picture 03: Filing and setting the fit of the Steyr bolt assembly / **Picture 04:** The Bulldog release catch screw was totally incorrect - it required extensive remodeling and polishing

Another thing that worried me was the barrel because the inner diameter was totally wrong for the Bulldog round. I don't have the facilities to heat metal or I might have been inclined to try and re-cast the entire piece. Living in Australia (with our strict firearm laws) it's also not a simple case of dropping in on my friendly gun dealer to ask for a replacement. In the end I opted to insert the pink cap that is supplied with the kit and I carefully drilled out the centre to the correct diameter. I hand filed the bevel on the outer rim of the barrel and then, after sanding the pink end-cap flush with the existing barrel, I masked the end and sprayed it flat black with a heavy-duty paint. Finally, before the paint was dry, I rubbed in shaved graphite particles to give it a metallic sheen.



Picture 05: I hand filed the outer bevel profile / **Picture 06:** The plastic end-cap I inserted and drilled to the correct diameter / **Picture 07:** Painted and rubbed with graphite

I replaced the brass hollow trigger rods with solid steel one's and then in preparation for the blueing, I test fitted all the individual pieces together taking care not to strip the soft screw threads. Finally I re-polished and cleaned all the parts for the next step in the build process...



Picture 08: Test fitting the pieces together. Care must be taken with the soft screw threads / **Picture 09:** I replaced the hollow brass trigger rods with solid steel pins

Page Two: Blue Wonder and Painting

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