



# ÖZGÜR GÜNER



**AK.** Hi, Özgür! Let's start with a traditional question – when and how did you start modeling? What was the first model?

Hi.. Well, my first model. I know it's interesting but my first model was a sailing ship. Almost 30 years ago, I found a kit in local shop, without box and plan, easily packed in a plastic bag. I built and painted it very poorly. Then, some 1/48 scale Italeri aircraft kits. But my second and real start was about in 2003, this time with armor vehicles.

**AK.** Alongside with generally popular WW2 subjects, you build a lot of, say, exotic tanks, used by Israeli and Japanese armored forces. How did you get interested in these subjects? Are there any Merkava variants that you haven't built yet?

It's correct. Years long I built WW2 subjects. One day, when I was looking for changes and challenges I found a full resin Merkava kit (pretty old Legend Merkava IV). With that kit I started to my researches for IDF. Every time I found new and interesting subjects. Now I have a pretty big archive with IDF subjects. I built more than twenty different Merkavas.

All major variants and some special vehicles with field modifications. Latest Merkava (4M) is missing on my portfolio, but currently I'm working on it. In future, I want to built a merkava version with constructor chair.

**AK.** In recent 5-10 years we see a lot of IDF and some Japanese armor models produced by major manufacturers. Now you don't need to search for rare kits and invest money and effort in resin kits and stuff like that. What do you think: why does it happen and are you happy with that?

Actually, we are living a golden age for IDF Modelling. 10 years ago it was a dream to find so many good quality IDF vehicles. The IDF has a very big potential (nice looking tanks, unique vehicles etc) and at last major manufactures also discovered this reality. Years ago for a Merkava MK 1 Hybrid I had to use

kitbashing and lot of things scratch built. Now there is even a kit for Mk1 Hybrid. Of course doing yourself is always good but with new possibilities, IDF modelers can give more focus on other process.

**AK.** What is more important for you: building & super-detailing or painting and weathering? How much do you care about the proper color shades?

For me, weathering is more important. You can use tons of detail sets, or make a pretty clean and perfect building process but after a "bad" weathering they are not playing any role. No one will say "as finished model looks not good, but builder used detail sets!" That's why weathering is, as last step on a model, most important for me. I always try to use right color shades. But it doesn't mean they should be 100% exactly the original ones. There are a lot of different tones in real life. For example, I wouldn't paint a merkava with dark yellow, but any IDF Sand Grey would be ok for me. On weathering phase I can play and change the tones as I want.



**AK.** Do you have any most liked or hated finishing products and other things in modeling?

To be honest, no. Years long I used enamel products. Since 7-8 years I'm using only acrylics. It means, no oils, no enamel based paints & products. Maybe in future I can combine them. What I believe is, modelers should try different methods and products and find out which one is right for their style. On the other side, modelers own talent make the difference, not products. No product can give a magical touch.

**AK.** When participating in modeling shows and other events, what is the most interesting for you: master-classes, viewing models, socializing, shopping?

Well, it's a complete packet. All of them are interesting for me. But place 1 is for socializing, I think. Talking, enjoying and drinking some liquids with all friends from whole world is really priceless.

**AK.** Thank you for the interview and keep building models!