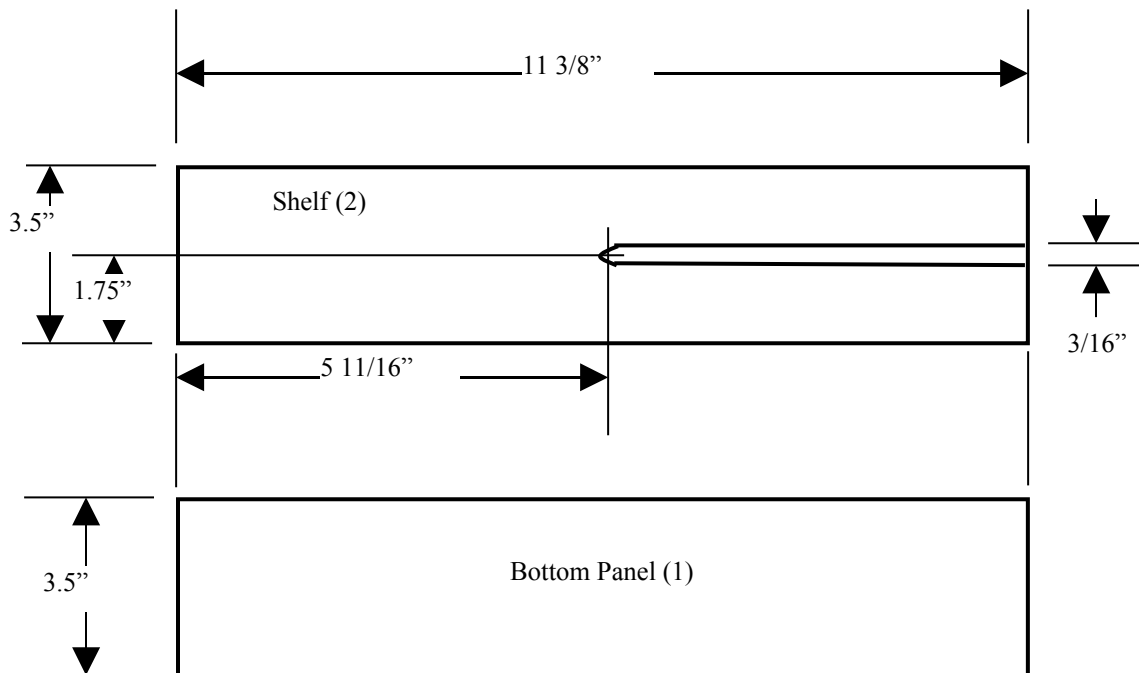
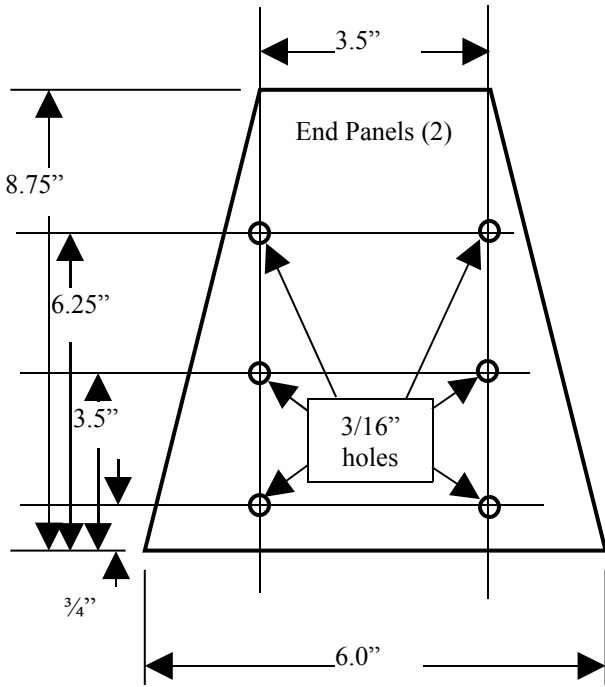


# Building a Paint Storage Rack

Larry Osolkowski

If you're anything like me, you probably have collected a large quantity of paints over the years. Whenever I got a new kit that really inspired me, I'd run out to one of the hobby shops to pick up a few bottles of the right colors. I also like to use Tamiya for the brush-on detailing stuff, but I prefer Model Master for the airbrush work, so I wound up with twice as many bottles, but of different sizes. Last week, my son David got inspired to clean up the workbench to make it easier to actually work on some of those "unbuilts". As we started to get into it, it occurred to me that the layer of paint bottles covering a lower shelf at the back of the workbench was probably not the best way to organize things. After pondering a bit more, I realized that it wouldn't be too hard to build a couple of storage racks out of some thin plywood I had lying around. I also realized that if I did this right, I could use the racks for both Tamiya and Model Master bottles, and even use it to transport my paints when necessary. The design I came up with is described in the drawings after this article. The rack has three shelves on each side, and a shelf will hold 7 of the large Tamiya bottles, or 9 of the Model Master bottles. The wood I used was underlayment plywood, left over from a floor tile project. I bought some 3/16" wood dowels at the local Sears hardware store to make some "railings" to hold the bottles in, and put the racks together with some small nails and wood glue. It helps to prevent splitting if you drill small pilot holes before putting the nails in. I'm planning on bringing one of them to the December meeting, if you want to see the finished piece. It sure has cleaned up the clutter on the workbench, and makes it a lot easier to find that certain color that used to be buried somewhere in the back of the shelf.





Materials:  
 Panels: 3/16" or 7/32" cheap plywood – underlayment grade  
 Retainers: 3/16" wood dowels  
 Wood glue

Drawings not to scale

