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Spider Victim

Posted by: Batfly



I needed a break from my spider prop so i started his victim today. Took me from noon till about 8:30pm with an hour and a half break (used to pick up spiders wiper motor and to eat Chinese food =D). It's just the wire frame so far.

Next I need to attach it to the 1x2 that is going to support it. Then attach the 2axis animated talking skull and run wires. After that is saran wrap, painting (to look bruised), and then web it up.

Here's some pics of the start...



So I decided I am going to hang him versus using 1x2" supports. It was easier to just screw the chicken wire onto a 2x4 and use that to attach the 2 axis animated skull.

Then I just screwed some fishing line (doubled) to the board and hung him to two screws in the ceiling. Next I ran cat5 from the skull inside him down his leg and out his heel. Then I hung him up to test and to easily wrap him.

I also tweaked his mid section to look more emaciated. It was brought to my attention the shoulders seemed narrow compared to the waist and hips, So I pulled them in a bit. I think it looks a lot better.

Next I wrapped him in cling wrap. had to use clear packing tape in some areas to secure the wrap. i also strategically used the tape to pull the wrap around the arms and hand so it didn't blend in so much.
he was shinny!

I considered spray painting the cling wrap white or flesh color before webbing as I was concerned you'd see the mesh under the webbing. You can and in hind sight this might have been a good idea after all. I was just too lazy to take him outside in this 95 degree Florida august weather. so I'll probably just end up putting on multiple layers of webbing to hide it. I plan on spray painting this layer to look bruised, to darken the recesses, and to highlight the limbs. So maybe that'll be enough.

Also, I think I should have done the webbing outside also as the spray on adhesive is making the floor kind of sticky, still doesn't look to bad even though the wire mesh is visible. I also blackened the eye and nose sockets. That made a cool difference. I'm going to bruise up the skull a tiny bit also later.

Also, I had the cat 5 running about 30-32 feet with an RJ-45 coupler in line. I shortened it to about 25 feet total with the couple and I'm still getting major jitters in the servos for the skull. I'm thinking of shortening the total length to about 12-15 feet and soldering the cat5 instead of using the coupler. but that's no biggy and I'll do it later.

All in all it's turning out good so far!

Today I painted the victims body with brown and green. wanted to create more depth and a bruised look. i also wanted to see if it would help with hiding the mesh that keeps showing through. it does and it doesn't.

Then I added accent/detail webbing. I only did it partially as it was getting hot out and i was getting bored with the adhesive, stick webbing to body tediously, fight web off of fingers, repeat. But the detail coat somewhat helps hide the mesh underneath.

I did try to put a large piece of cardboard behind him to block some light. that seemed to make the wire mesh vanish. he's going to be out only on Halloween night. I figure if he's lit from the front and it's dark things should be ok. I'll do further testing once he's

done. and if I need to add more webbing so be it.

As for the neck, I think I'm going to just add a wire mesh collar type deal behind the head and web that up. should give the illusion of a neck and keep mobility at a maximum.