Scale

As defined by the Webster's New World College Dictionary: "Scale is the proportion that a map, model, etc. bears to the thing that it represents; ratio between the dimensions of a representation and those of the object [a scale of one inch to a mile]"

Scale is a mathematical relationship between the size of the model and the real thing that it represents. A given scale can be represented as a mathematical ratio or as a fractional equivalency.

Example: A model with a 1/72 scale means that the original (or the real thing) is 72 times larger than the actual model.

Look at the Scale Ratios table listed below. For example, for a model built to 1/48 scale, every ¼ inch will be equal to 1 foot on the original. The lower the number on the denominator, the larger the model will be. Remember that the bigger the model the more detail you will need to add. Select the best scale for your collection which is subject to the available display space and your preferences.

Scale Ratios	
1/48	1/4 inch = 1 foot
1/72	1/6 inch = 1 foot
1/144	1/12 inch = 1 foot

If you like to know how big your final model will be, you need to first gather the actual dimensions of the original model and convert it to inches and then divide that figure by the kit's scale.

Example: For this example I will use the F4U-2 Corsair

	The F4U-2 Corsair has the following dimensions in real life:	Convertion to inches:	**Model's Length at scale 1/48**	**Model's Length at scale 1/72**	**Model's Length at scale 1/144**
Wing Span:	41 ft	492 inches	10.25 inches	6.83 inches	3.42 inches
Length:	33 ft 4 in	400 inches	8.33 inches	5.56 inches	2.78 inches
Height:	15 ft	180 inches	3.75 inches	2.5 inches	1.25 inches

For example, on the table, we got the length of the models at the different scales following these steps:

33 X 12 = 396 + 4 = 400

...then we divide 400 by 48 and got 8.33, 400 by 72 and got 5.56 and 400 by 144 and got 2.78