

Maintenance

Things to avoid: Ink, newsprint, acids, and **direct sunlight** all can damage the vinyl plastic. Markers, ballpoint pen ink, newsprint and acids from clothing (such as interior hatbands) may discolor the head over a period of time. Beware of handling the vinyl or silicone pieces with dirty or ink-stained hands.

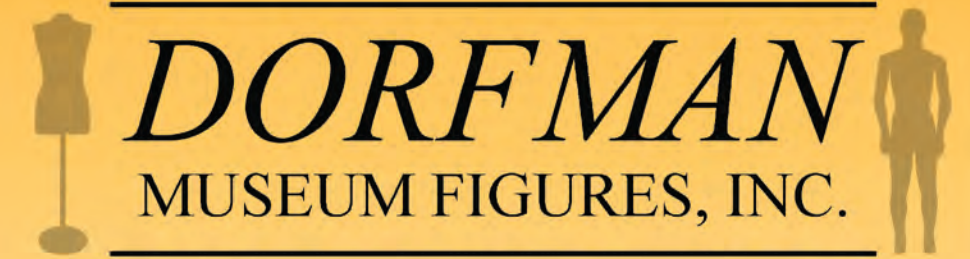
Dusting: Dust that settles on the heads and hands for months at a time may embed itself into the material if not routinely dusted or vacuumed. A clean feather duster can keep dust off. However, a vacuum cleaner (set on light suction) and a clean, soft brush are excellent tools for cleaning the figures. Keep spare brushes on hand and use brushes for this purpose only. Do not vacuum other materials with the same brush, for you may transfer dirt to the figure at a later time. Dusting frequency will depend on how clean the environment is. Cleaning may be needed monthly, quarterly, or annually.

Cleaning vinyl: The base color of the figures is in the vinyl, but the flesh tones are sprayed lightly on top. If you wish to remove fresh dirt, the best way is with a clean, soft cotton cloth slightly moistened with water. A small amount of soap can be used if necessary. Light rubbing will remove the dirt without removing the overspray coloring. Heavy or repeated rubbing will eventually take the overspray off, and should be avoided.

Cleaning silicone: If you wish to remove fresh dirt, the best way is with a clean, soft cotton cloth slightly moistened with **isopropyl alcohol**. Light rubbing will remove the dirt without removing the overspray coloring. Heavy or repeated rubbing will eventually take the overspray off, and should be avoided. **Do not use alcohol to clean the vinyl.**

Hair: Hair can either be human hair, synthetic, or a blend of the two, in order to get the best results for your figure. Care should be taken when freshening up the hair. It can be GENTLY brushed, combed and set with static-free combs and brushes. Any hair implanted into the head can come out if pulled, so care must be taken during brushing or combing. Hair can be set with curlers, gentle heat, and hair spray. Exposed vinyl or silicone (face, neck, ears) must be covered with a cloth or plastic before spraying, to protect the head from direct spray as well as floating mist. Forceful vacuuming on hair, or high humidity, can eventually take the styled shape out of the hair. (To avoid damage, take care not to heat the hair too much.) Hair spray will loosen after time, and a gentle vacuuming, re-combing and re-spraying will be in order.

Heelplates: Figures stand on metal heelplates and can be lifted directly up off of the metal spike. Make sure the figure is placed on the heelplate in the proper direction so that it stands straight. When standing the figure, the foot must be placed directly over the vertical spike of the heelplate to match up with the metal sleeve embedded in the figure's leg. The easiest way to achieve this is to lay the figure on a clean table or floor, insert the spike into the sleeve in the foot, then stand the figure up as one unit. **BE SURE that the spike goes up inside the metal sleeve, and not next to it, which would damage the leg.**



Care and Feeding of your #3500 Realistic Rigid Foam Figure (Military Man Figure)

Assembly, Adjustment, and Maintenance



While Unpacking & Installing

- Body oils attract dirt: **Clean your hands** before touching vinyl or silicone parts.
- Do not let **inks (pens, markers)** touch the vinyl.
 - Keep figures out of **direct sunlight**.
 - Do not let the foam packaging touch the vinyl or silicone

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rev. 04-2026

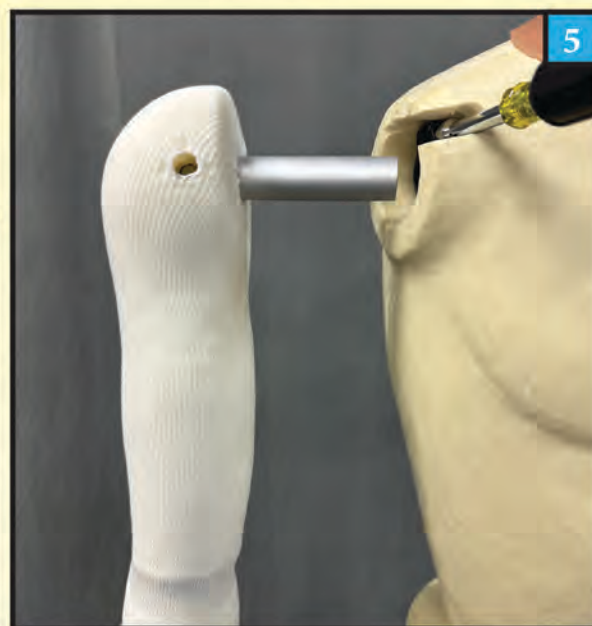
#3500 Realistic Rigid Foam Figure (Military Man)



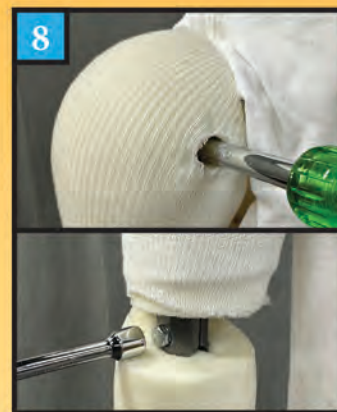
1. Figure placement in shipping box. The heelplate is secured under cardboard in the bottom of the box.
2. The legs can be adjusted if necessary. Left leg has hose clamps with 8mm nut and right leg has a black clamp with 10mm nut (drivers included).
3. To get shoes on the figure, you may need to cut straight down through the instep of the rigid foam foot, cutting the toes off.
4. Guide the heelplate spike into the steel sleeve inside left heel.



5. Insert the arms into the shoulders and tighten clamp with 10mm nut driver.
6. Hands are attached with threaded pipe and can be twisted to change position.
7. Figure standing with arms and t-shirt coverings.



Adjustable Points of the Rigid Foam Figure



8. Ball/swivel joints in shoulder and elbow allow you to adjust the arm position.



9. The right leg has a ball/swivel joint, allowing you to adjust its position.



10. The right leg has a clamp to adjust its length.



11. The figure stands on a large or small heelplate. The spike goes into a metal sleeve inside the left foot.



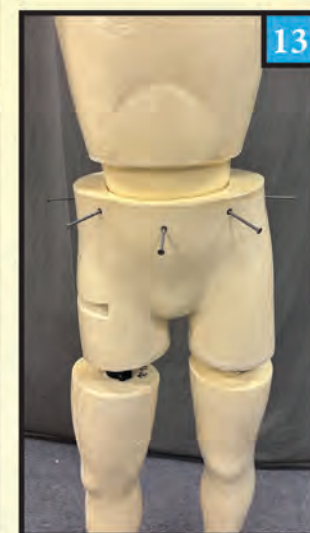
12. Optional Waist Bracket for standing the figure without drilling through the shoe. Use in addition to heelplate.

13. A 'ball and socket' waist connection allows the chest to be tilted or turned, and held in place with 4" screws.

14. Backing out the screws allows you to re-position the chest.

15. The arm is held in place by a clamp and can be adjusted in and out to change the shoulder width.

16. The full Military Man, shown without covers.



The following suggestions may not cover all issues concerning setup and installation. If anything is not clear, or if you have any suggestions or difficulties, [please contact us](mailto:info@museumfigures.com). (Really... we mean it.)

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Body: The "Military Man" figure stands erect by the use of a spike inserted into the figure's left foot (photo 11). The spike of the heelplate slides into the metal sleeve located in the heel of the left foot (photo 4). Orientation of the heelplate stand is important. If the spike has been bent other than perpendicular it will be marked on the base. The arms will need to be attached (photo 5). Stand the figure upright (photo 7). This is most easily accomplished with two people.

Dressing and working with the figure: **IMPORTANT: You will have to cut a hole in your shoe** to allow the spike to pass through the shoe into the figure's heel [Note: There is a way around this - See below]. To get shoes on the figure, you may need to cut straight down through the instep of the rigid foam foot, 'cutting the toes off' (photo 3). Place the foam toes into the shoe to fill it out, and then slide the shoe onto the foot. You may have to shave off the bottom of the foam heel to accommodate the height of the shoe's heel.

If you do not want to drill through the shoe, you may purchase a Waist Bracket from us (photo 12), which fits down over the heelplate spike, runs up behind the figure and straps around the waist (or hips or chest: It is adjustable in height). Catalog #4005.

Left Leg: The left leg connects under the hip with a length of PVC pipe. The height of your figure is set in the left leg before it is shipped. You can change the figure height if necessary by loosening the hose clamp (a 8mm nut driver is included in the supply kit) on the left leg and sliding the PVC pipe out an inch or two. (If you want to adjust the height of the figure please call us for additional tips.) **To ensure long term stability of the figure's pose, make sure all hose clamps are tight.**

Right Leg: The right leg is connected to the hip by an adjustable joint (photos 9, 10). The leg's position can be adjusted forward, backward, or to the side, by loosening the ball/swivel joint through the slot (with included 7/16" nut driver). The clamp can be loosened (with included 10mm nut driver) to adjust the length to match the height of the left leg.

Waist: The chest has a rounded bottom that fits into the hip (photo 14). This allows you to rotate the chest position to achieve slight posture changes. Using a small electric screwdriver, you can easily remove the screws, adjust position, and re-anchor the screws. This is best done by two people.

Arms: The aluminum articulated arm slides into an aluminum sleeve that is embedded in the shoulder (photo 5). The arm is anchored in place by a black clamp on the sleeve in the shoulder. If you would like to change the shoulder width, loosen the clamp and slide the arms in or out. Ball/swivel joints in the shoulder and elbow allow you to adjust the position of the arms (photo 8) using a 7/16" nut driver (included). The shoulder joint is accessible through the hole in the foam. The elbow joint can be accessed by pulling back the covering. Removing one arm may help to facilitate dressing.

Hands: The hands are attached by a threaded pipe. You can rotate the hands if necessary by twisting the hand on the threads (photo 6). Long arms are attached in a different manner, often unique to each body.

Head: The head can be rotated slightly by removing any screws in the base of the neck and gently turning the head (be careful not to let the head fall off when the screws are removed). Once the position is achieved, replace the screws.