

Tutorial

Wet Terrain

This step-by-step wet terrain tutorial shows how to quickly and easily create dense, fresh mud effects, along with still water ruts, using a variety of references from the Diorama FX range.

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Prepare a small improvised base of Styrofoam, making a few grooves with a razor blade to simulate water pools or puddles. Dark Earth 26.218 is applied to the grooves using an old, tatty brush with open bristles. Small vertical strokes of the brush are applied to the surface of the base, allowing the mud to be pushed well into the grooves and crevices.



Once the ground is almost completely covered by the Dark Earth reference, it is left to dry for approximately one hour.



The second layer of mud is applied with Russian Mud 26.808 in the same way as in the previous step, placing the mud on the raised areas of the terrain this time.



It can be seen how the use of these two types of mud brings a contrast and depth very similar to that of a muddy terrain.

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Once the mud is completely dry (about 24 hours), the puddles of water in the ruts can be added. We used Still Waters 26.230, slightly tinted with a few drops of Wash FX Dark Khaki Green 76.520 to give the green hue of stagnant water. Apply the mixture to the cracks and crevices with a pipette, filling the crevices completely. If bubbles appear, simply stir with a toothpick to make them disappear completely.



The final result shows a very realistic and convincing muddy and waterlogged terrain.

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