

Product guide

Step by Step



How to use Weathering Effects

Art. 73.822

Slimy Grime Dark

Humidity generates slime and verdigris on wood, tree trunks, rocks and stone walls, on moorings and pilings and even on metal. These effects have different colors, depending on the humidity of the environment and the amount of exposure to the elements. Slimy Grime Dark recreates the darkest shade, generally a humid black green. The product dries to a satiny/shiny finish, leaving a moist look, and can be diluted for overall use on damp walls or applied in several layers for increased wet effect.

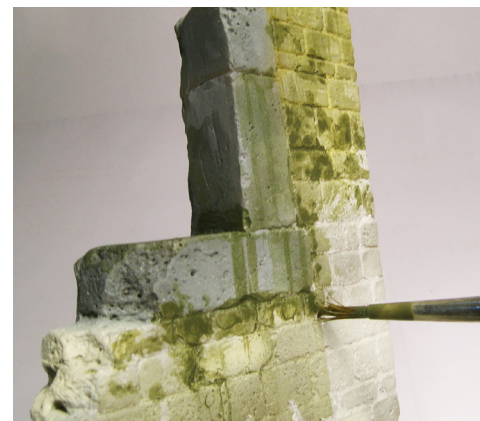
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1 This product has been designed to reproduce the appearance of green humidity with a dark shade, accumulated in recessed lines (bricks on walls, details) or, like in this case, like a layer of patina on an old building caused by long term exposure to inclement weather.



2 We can paint the appropriate patches with a brush, or draw vertical lines that can be blended with the help of Vallejo Thinner or water.



3 In some areas we insist and repeat the application to obtain a darker result.



4 With the Vallejo Thinner we can blend light layers of color on the surface of the model, as well as toning down the intensity of the shades while keeping their basic color values. We can also use the Thinner as a wash, with interesting results due to its capillary nature.



5 The finished model showing several different texture effects achieved with the same product.