

Tutorial

Desert terrain base

Creating a desert landscape with the Diorama FX range.

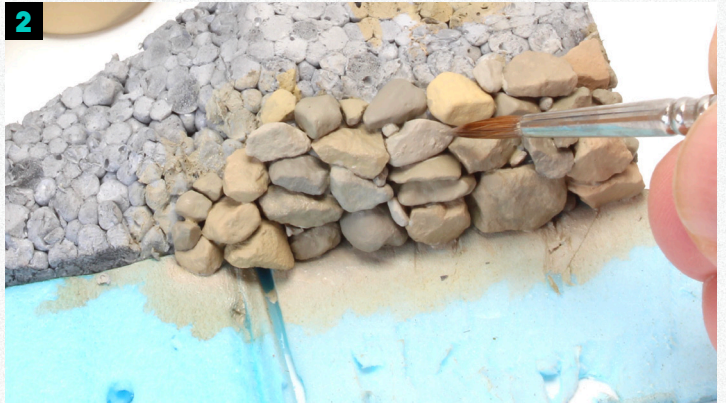
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1



We create the different elevations on a rectangular base of foamed PVC and build up a wall made of small pebbles attached with white glue.

2



Different shades of ochre are used to paint each one of the stones with a brush.

3



For the base we use Desert Sand 26.217 and the same reference mixed with Light Brown Mud 26.810 to lighten the front area.

4



A piece of sponge is used to texture the transition of the two tones of the terrain and to soften it.

5



We mix three shades of stones of the same grade in a well. Warm Orange 6.321, Alkaline White 26.302 and Arid Yellow 26.314 were used for this purpose.

6



These are then applied randomly, focusing on the transition areas of different heights. They are carefully pressed in to simulate their weight on the ground. The paste used as a base is not completely dry at this stage, which provides excellent adhesion.

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We add a few larger stones in some areas using the reference Alkaline White 26.303.



To increase its adhesion, Ground Fixer 26.322 mixed with a little Airbrush Thinner 71.161 is applied by capillary action with the help of a pipette.



Once the ground is dry we are going to work with Model Air UK Light Stone 71.143, White 71.001 and Beige 71.074, applying the different tones and grades while the paint is still fresh. For this we use the reference Retarder 62.065 from the Premium Color range.



A few washes will help us to outline the volumes and harmonize the different tones. To do so, we use Wash FX Oiled Earth 76.521 on the stones and crevices, and Light Grey 76.515 and Desert Dust 76.522 on the exposed surfaces.



Lastly, some vegetation is added using different references from the Hobby Scenery range.

