

Product guide

Step by Step



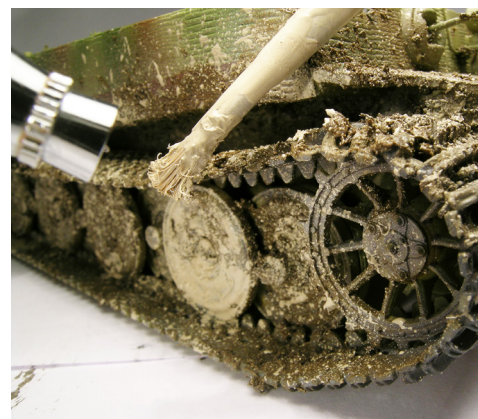
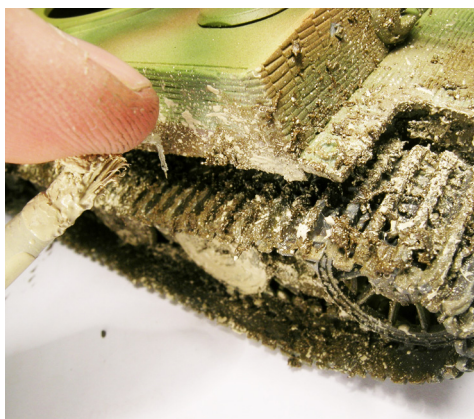
How to use Weathering Effects

Art. 73.804

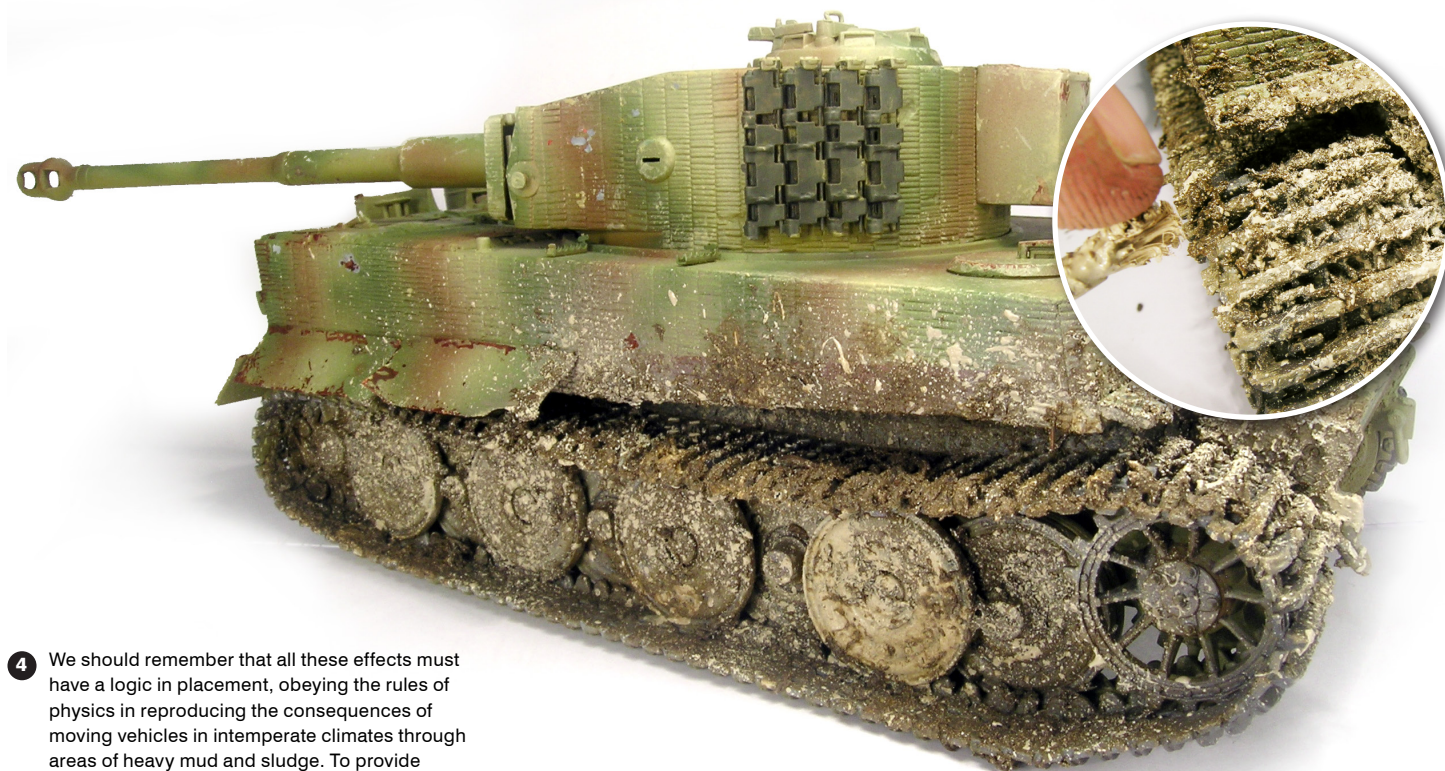
Light Brown Splash Mud

The color of mud on alkaline lands, found in dry climates of desert and Mediterranean areas which, due to their sandy nature, easily absorb the humidity.

Chema Cabrero



- 1 We will use Light Brown Splash Mud over a previous coat of European Thick Mud, looking for an interesting contrast.
- 2 With a first layer of splash and spattered mud applied randomly, a very realistic surface, with several shades of dark and light tones, will be obtained. We can project the product with the help of a stiff brush, splattering it in the chosen direction.
- 3 By blowing air with the airbrush over a brush moistened with the product, we reproduce very real splash effects of mud on the model. With the air pressure under control, you can depict subtle drops or great muddy areas.



- 4 We should remember that all these effects must have a logic in placement, obeying the rules of physics in reproducing the consequences of moving vehicles in intemperate climates through areas of heavy mud and sludge. To provide greater realism, we need to avoid symmetrical surfaces and textures with a uniform finish.