

Tutorial

Arid Terrain

In this simple step-by-step guide we will show you how to create an arid or dry terrain using the references present in the Diorama FX and Pigment FX product ranges.

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Light Brown Mud 26.810 is applied to obtain an intermediate shade of dry earth. It is applied with a brush, covering the deeper parts of the ground, without covering them completely.



This is how it will look once the first dry earth tone has been applied.



Next, Desert Sand 26.217 is used on the raised areas of the terrain.



You can appreciate the contrast created between the two different references used, as well as the smooth transition between the two dry earth tones.

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A variety of stones are added to the terrain using two references from the Landscape Texture series. Warm Orange 26.321 and Arid Yellow 26.314 are used to recreate the typical gravel found in arid terrains. Small amounts of gravel are applied on top of the still fresh earth references to help them adhere to the ground.

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The larger stones are represented using the reference Arid Yellow 26.315. We will place them randomly on the terrain with the help of a pair of tweezers.

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Finally, the different terrain elements are integrated with a general wash of Pigment FX Desert Dust 73.121, diluted with Airbrush Thinner 71.161.



Once the pigment has dried we can appreciate the dusty and dry aspect characteristic of an arid environment brought by these references.

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