

Product guide

Step by Step



Tutorial

How to create mud effects on armored vehicles

Dense mud effects on a 1/35 scale armored vehicle on the Eastern Front during World War II. Dense mud references included in the Mud and Puddles set, number 73.189, have been used. There are suitable for depicting dense, wet mud on vehicles and terrain.

By Chema Cabrero



1 Wet mud effects will be applied on a vehicle, which will be later placed on a base. References used will be European Mud 73.807 and Black Mud 73.812 included in the set Mud and Puddles 73.189.



2 Both references can be worked separately or mixed to obtain new shades.



3 Avoid symmetrical patterns in its application, aiming for a natural look.



4 An airbrush is used to blow air onto a brush, generating splashes.



5 At this stage, the model already has a very realistic appearance.



6 Thinner 71.161 or water can be used to dilute the references to create new effects.



7 The Black Mud reference is applied over the lighter shade to create a contrasting effect.



8 Mixtures can be blended together in some areas.



9 The splash effects created with the diluted references offer a finish that further accentuates this wet effect. In some areas Still Water 26.235 can be applied by brush to achieve a glossy finish.

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