

Product guide

Step by Step



How to use Weathering Effects

Art. 73.810 (40 ml) / 26.810 (200 ml)

Light Brown Thick Mud

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

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1 In this case we will use the product directly over the model, just the base color without any previous base of pigments or other textures.



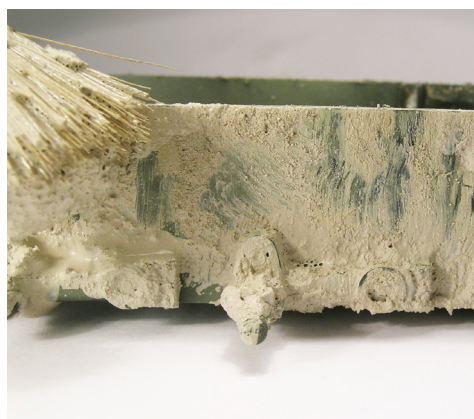
2 The product shows a thick consistency, ideal for reproducing accumulations of heavy mud.



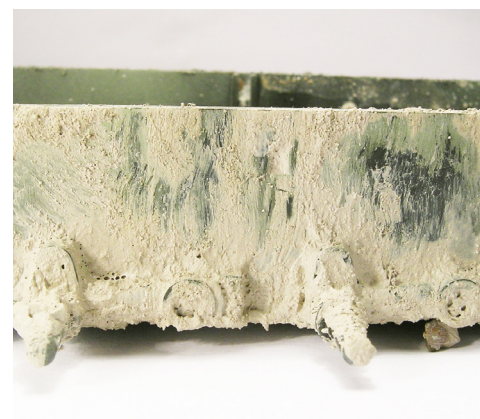
3 First we need to plan our work: accumulated mud in some logical places, streaking effects over vertical surfaces on the side on the tank for humidity and movement, the physical aspect of the model and the result of its exposure to the elements. For the dilution of the product we can use Airbrush Thinner.



4 We can also show the effect of thin layers of mud, or the effects of streaking traces of mud, using a flat brush for blending all zones and textures. The final result must be irregular, avoiding unreal symmetries.



5 If we like, we can add more layers of mud in the places where these would logically accumulate. Photo references will be very helpful, showing these effects on actual vehicles in the field. An excess of product, or an exaggerated effect, can ruin the final aspect of our work.



6 The finished model presents an interesting wealth of shades and effects, showing where the mud has accumulated and where it can be seen only in traces or in a very subtle layer on certain areas of the model.