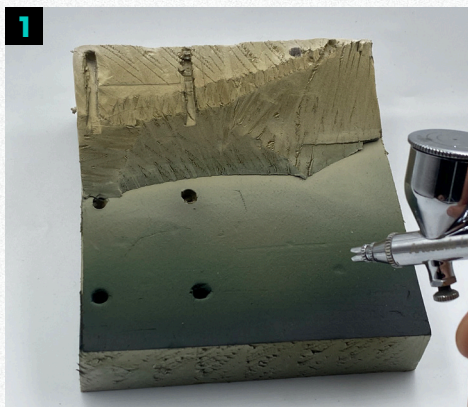


Tutorial

Beach with a pier

This tutorial shows how to model a beach base using the Diorama FX range.

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We will start by airbrushing the area where we want the water to be to create a depth effect. We will use Panzer Aces Light Mud 315 for the bank and Dark Mud 316 to simulate the depth. On top of this we will apply Model Air Olive Green 71.007, not covering it completely, but increasing in intensity as we move away from the shore. Finally, we will use a mixture of this color with Black 71.057 for the deepest



Next we apply the Diorama FX textures: Dark Earth 26.218, European Mud 26.807 and Light Brown Mud 26.810 to the ground. Use a small spatula and an old paintbrush to blend them together, making sure we have the lightest color at the edge of the bank. Finally, smooth the surface with a sponge.



Before the texture effects are completely dry, small stones of different sizes and colors are placed on the surface. We use the Diorama FX references Granite Grey 26.307, Warm Orange 26.320 and Arid Yellow 26.314, and affix them to the surface by pressing with a brush.



We use different references from the Hobby Scenery range to add some vegetation and make the scene richer. The result is then checked before the water is added.



The reference Diorama FX River Water 26.224 is very easy to apply with a brush or spatula, and its density is ideal for shaping and texturing the surface. It becomes quite transparent when it dries; creating the depth effect we were looking for.



Once the surface is completely dry, the foam on the small waves is recreated by mixing Still Water 26.230 with white paint. This is then applied with a brush.

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Finally, we add some rocks to the terrain with Diorama FX Granite Grey 26.309 and Mars Red 26.306, which are then secured in place with Terrain Fixer 26.322.



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