

Tutorial

Muddy Terrain

How to create a muddy terrain base for your scale model with the Diorama FX range.

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1



We will start by applying small amounts of Russian Mud 26.808, Dark Earth 26.218 and Brown Mud 26.811 to the base with a small spatula. These will be then mixed on the surface of the base with an old brush.

2



The references Granite Grey 26.307 and Vulcan Black 26.316 will then be sprinkled over the still wet surface in a random manner.

3



Next, while the mud references are still wet, apply the vegetation details using different grass references from the Hobby Scenery range, as well as pieces of natural twigs. Then, the vehicle track marks are made using a length of track belonging to the model that has been moistened with water so that it does not stick to the surface.

4



Once the surface is dry to the touch, a few extra areas of static grass will be added. These will be glued to the terrain using white glue.

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5



Using the reference Muddy Water 26.221 with a spatula, we will add puddles to the area of the path where we previously applied the track marks. This will cause the reference to pool in the deeper areas and create puddles of murky water.

6



The final step for the wet effects will be to have some stagnant water pooling in the bomb craters. To do so, we will use Still Water 26.230, which has been colored with a few drops of Model Color Light Mud 70.760. This is poured in the craters with the help of a toothpick to avoid creating bubbles on the surface.

7

The final step is to give the vegetation a general wash using the Wash FX reference Oiled Earth 76.521. This will integrate all of the greenery with the overall appearance of the terrain.

