

# Product guide

## Step by Step



### Tutorial

## Mud & Puddles set

In this guide we show you step by step how to create a muddy path with puddles, as well as wet earth effects, with a few simple steps using the references included in the set, with a very realistic result.

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- 1 We are going to depict some muddy terrain saturated with water effects.



- 2 On the textured base we apply Still Water 26.235 with a brush to represent standing water.



- 3 Over the textured base the Still Water 26.235 offers a particularly convincing finish.



- 4 Still Water 26.235 can be mixed with other products, such as Model Air, Game Air or Vallejo Washes, to change its appearance. To reproduce the appearance of muddy water we add a little Model Wash Dark Khaki Green 76.520.



- 5 We pour the mixture into the contours of the base in thin layers not more than 2 mm deep.



- 6 Once dry (after 24 hours) we can add new layers to create the appearance of depth.



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7 Transparent Water 26.591 is applied by brush. It dries to a transparent finish.



8 This product is ideal to reproduce the effect of movement on the surface of the water.



9 By applying European Mud 73.807 and Black Mud 73.812 with a brush we can create the texture of wet mud on the ground.



10 Both products can be mixed creating the various shades of earth typical of this terrain.



11 Final result.