

How to use Weathering Effects

Art. 73.819

Rain Marks

Rain draws dust and dirt over surfaces, leaving streaks on vehicles and objects, while the dust, displaced by accumulated humidity, builds up in the joints and cracks of the model.

by Chema Cabrero



1 We are going to reproduce the dragged effects generated by rain and humidity on dirt and dust over a T34/76 turret.



2 On the vertical surfaces we draw traces with a round-tip brush, not all of them with the same thickness, and avoiding too symmetrical a pattern.



3 In some places we can use a flat brush for a wider trace. It is important to keep in mind the effect of gravity and the direction of the traces.



4 On horizontal areas where dust has accumulated, the product is applied especially around raised details and protrusions.



5 Now we blend the traces and painted areas using a flat brush moistened with Vallejo Thinner, (it is important for the base colors to dry completely, best wait 24 hours before applying the weathering effect with the Thinner).



6 The effect of the rain marks depends on the amount of product used, more or less product can be applied or washed off until the final appearance is satisfactory.

Product guide

Step by Step



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Art. 73.820 (40 ml) - Art. 26820 (200ml)

Snow

Snow is an ideal texture, coating surfaces evenly or in heaped mounds, with scale and proportion suitable for all landscapes and scenarios, such as accumulation on vehicle chains, piled on a cart or on the sides of the road or covering the roof of a cottage. Snow dries completely in about 24 hours, depending on the thickness of the application.

by Chema Cabrero



1 Over a previously textured surface we now apply the snow effect, working with the product as if it were actual snow in a real environment, allowing several layers to accumulate in some places, and coating vehicles and buildings evenly in others.



2 With a flat brush we begin extending the product over the diorama base.



3 In this case we apply the snow over a grass terrain with dark earth. Interesting results are achieved when we allow the original ground to remain barely visible under the snow.



4 If the base represents a rocky landscape, the snow will accumulate with a different, distinctive pattern.



5 When the snow has been swept by the wind, it will have accumulated in determinate areas, and this is very easy to depict by adding more layers of the product.



6 Before the product dries you can add natural details like grass just visible over the snow level, or even some branches or tree trunks.

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Art. 73.821

Rust Texture

Reproduces a rough orange coating, the dry, flaked aspect of rusted military vehicles, burned out cars, all oxidized metal surfaces in vignettes or dioramas. Apply by brush and airbrush, needle size 0.2 or larger with high pressure.

by Chema Cabrero



- 1 This reference from the Weathering Effects range reproduces a subtle rough texture like the rust generated on metallic surfaces of objects, the corrosion of burned or destroyed vehicles. Without a previous primed surface, this texture can be used directly on several materials like plastic, resin and metal.



- 2 You can apply it by brush or even with airbrush; in this case our advice is to use a 0.2 or bigger tip, with a compressor pressure of 20-25 psi. to avoid clogging.



- 3 Several layers can be applied uniformly. The product has a matt finish, a dark brown shade and a rough touch, on which, once dry, different rust shades can be painted as considered appropriate, as well as other weathering effects applied, such as washes, filters or pigments.



- 4 With the base coat applied, you can boost some parts with accumulated product, changing the aspect of the surface with a brush.

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Art. 73.822

Slimy Grime Dark

Humidity generates slime and verdigris on wood, tree trunks, rocks and stone walls, on moorings and pilings and even on metal. These effects have different colors, depending on the humidity of the environment and the amount of exposure to the elements. Slimy Grime Dark recreates the darkest shade, generally a humid black green. The product dries to a satiny/shiny finish, leaving a moist look, and can be diluted for overall use on damp walls or applied in several layers for increased wet effect.

by Chema Cabrero



1 This product has been designed to reproduce the appearance of green humidity with a dark shade, accumulated in recessed lines (bricks on walls, details) or, like in this case, like a layer of patina on an old building caused by long term exposure to inclement weather.



2 We can paint the appropriate patches with a brush, or draw vertical lines that can be blended with the help of Vallejo Thinner or water.



3 In some areas we insist and repeat the application to obtain a darker result.



4 With the Vallejo Thinner we can blend light layers of color on the surface of the model, as well as toning down the intensity of the shades while keeping their basic color values. We can also use the Thinner as a wash, with interesting results due to its capillary nature.



5 The finished model showing several different texture effects achieved with the same product.

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Art. 73.823

Slimy Grime Light

The effects of humidity on surfaces covered by textures of greenish mould, slime or verdigris can be present on almost any ground. These effects can thrive even on areas exposed to the sun, and cause a look of weathered abandon to wooden textures, constructions, or discarded and burned-out vehicles exposed to the elements. The lighter shade of Grime is perfect in combination with Slimy Grime Dark to recreate the progress from light to dark streaking.

by Chema Cabrero



1 The product reproduces the effects of surface moisture, a pale green shade, on walls or objects in a simple and quick application.



2 Slimy Grime is applied with a brush on fissures and areas where moisture accumulates and generates this particular effect in nature.



3 In some areas we can create a darker shade by simply superimposing several layers of product, always allowing the previous layer to dry.



4 Using Vallejo Thinner you can blend the product easily over the surface with interesting streaking effects.



5 It is important not to forget that we must avoid patterns of symmetry, nature offers irregular shapes and applying that criteria to the model will increase the effect of reality.

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Art. 73.824

Streaking Grime

Streaking Grime achieves the effect of light dust suspended in the air or blown by the wind into the ridges of vertical surfaces on vehicles and buildings.

by Chema Cabrero



1 We are going to reproduce the dragged effects generated by the rain and humidity on dirt and dust over a T34/76 turret.



2 On the vertical surfaces we draw traces with a round-tip brush, not all of them with the same thickness, and avoiding too symmetrical a pattern.



3 In some places we can use a flat brush for a wider trace. It is important to keep in mind the effect of gravity and the direction of the traces.



4 On horizontal areas where dust is accumulated, the product is applied especially around raised details and protrusions.



5 Now we blend the traces and painted areas using a flat brush moistened with Thinner, it's important for the base colors dry completely, best wait 24 hours before applying the weathering effect with the Thinner.



6 Depending on personal taste more or less product can be added to the model, until the final appearance is satisfactory.

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Art. 73.825

Crushed Grass

Crushed Grass contains traces of vegetation and provides a perfect image of grass sticking to the wheels and tracks of the vehicle, and of grass and plants crushed and flattened by the passage of heavy armor, a very realistic detail for models, vignettes or dioramas.

by Chema Cabrero



1 This product is specially designed to reproduce the appearance of crushed grass on the tracks of a tank or the wheels of a vehicle, civilian or military use.



2 Its texture and density facilitate its application on the model or the base, using brushes or appropriate tools.



3 In this case we will apply the product on the tracks of a Panther, suggesting their pass over a wet prairie or grass zone.



4 The fresh and wet grass crushed by the vehicle weight and movement are accurately reproduced.



5 We can apply the product in several layers as we like. Also you can depict crushed grass splashes blowing air from the airbrush on a brush charged with the mixture.



6 The texture and size of grass are in proportion to the models and you can dilute or blend them using water or Vallejo Thinner.

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Art. 73.826

Mud and Grass Effects

Contains crushed vegetation and reproduces the texture of grass and mud on dioramas, as well as compacted on the tracks of tanks and the wheels of armored vehicles.

by Özgür Güner



1 Vallejo Mud and Grass is a mixture of acrylic texture and synthetic grass, has been developed to provide maximum realism to a model, representing the crushed grass on muddy roads and on the wheels and tracks of the vehicles passing along.

2 Original photo references are used to obtain a realistic result. Here we are showing the product on the lower side of the vehicle, combined with Thick Mud (see Weathering Effects). Once the mixture has dried, it will not change color.

3 More grass can be added to the sides of the suspension and other components. If grass should be seen only in particular areas, tweezers can be used to apply the product with more precision.



4 Just wait about 30 minutes for the product to dry completely. Once dry, the product does not change color.

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Art. 73.827

Moss and Lichen Effects

Moss and Lichen Effects reproduce the weathering, the yellow green colors and textures of lichen on stones and walls, caused by exposure to the elements. The product is applied with a fine brush, or dabbed on with a sponge to reproduce the mottled aspect of the lichen.

by Chema Cabrero



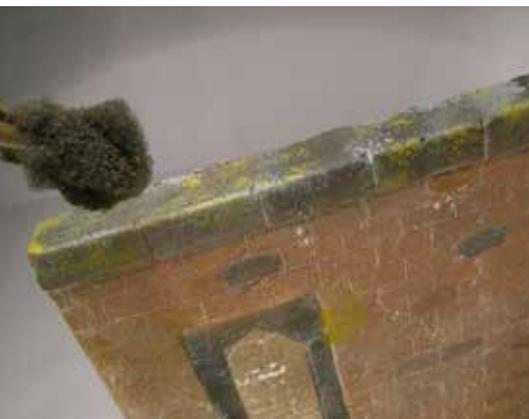
- 1 The peculiar yellowish shade of lichen formations on rocks, wood and walls is perfectly reproduced by this Vallejo reference. We can apply the product with a brush or sponge.



- 2 We can further enhance the effect in areas where humidity logically favors its formation.



- 3 The product can be diluted, and applied so that it accumulates (due to capillary effect) in the most logical and appropriate places.



- 4 The particular texture of the products and its way of covering rocks and buildings can be reproduced easily with the aid of a sponge.



- 5 A very realistic final result is achieved by combining the areas of brush application with other areas mottled with the sponge pattern.



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Art. 73.828

Wet Effects

An all purpose weathering product, formulated to reproduce the humid aspect on models and dioramas. Can be combined with other weathering effects to increase the impression of humidity and wet weather.

by Özgür Güner



- 1 This- ready- to- use product is ideal for simulating glossy wet surfaces or for enhancing the look of wet mud.
- 2 You need an old fine brush to add Wet Effects to the places that need a glossy wet look.
- 3 You can use Wet Effects randomly over the model to create more eye- catching details.



- 4 Or you can use it on the tracks to add more realism. Just apply it on the middle of the track surface- where it would be on real vehicles. Wet effects will retain the glossy look once dry.