

# Product guide

## Step by Step



### How to use Weathering Effects

Art. 73.807 (40 ml) - 26.807 (200 ml)

## European Thick Mud

Mud with traces of vegetation, a dark brown color most commonly observed in central European terrain and in humid areas of Mediterranean countries. Most of the non alkaline grounds present this aspect.

by Chema Cabrero



**1** European Mud depicts the tone of humid ground, a dark and dense shade, with a very realistic texture, even with traces of vegetation. You can use the product for a diorama base, or to give your model a mud-covered look. The product is ready for use, no need to add plaster or other products.

**2** In this case we are using the product reference over a base coated previously with some Vallejo pigments. The product can be applied with a stiff brush or airbrush, in this case on the tracks and bottom hull of the tank, covering all the logical places.

**3** In some places of the model, for physical reasons, the mud will accumulate naturally in especially thick layers. This effect can be reproduced by just adding more product, no need to wait for the previous layer to dry.



**4** The irregular finish which can be achieved with this product, especially when combined with others in the weathering range, gives the model a very realistic and convincing appearance.

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Art. 73.808 (40 ml) - 26.808 (200 ml)

## Russian Thick Mud

A familiar shade known as Black Earth, especially dark and dense, found in the very fertile soil of Eastern Europe, the Ukraine and southern Russia. Russian Mud contains traces of vegetation which add a special density and realistic texture.

by Chema Cabrero



- 1** The reference Thick Russian Mud depicts the dark tone of Russian earth, a dense and very realistic texture which contains traces of vegetation, ideal for giving a muddy appearance to the model or as a diorama base.



- 2** Thick Mud it can be applied using a hard fiber or stiff brush, in several layers to give the impression of the volume and irregular texture of accumulated mud.



- 3** In some areas the product can be removed partially, using a flat brush dampened with water, to blend the texture where it has accumulated more.



- 4** It is very easy to obtain various different results by thinning down the product with water or even with Vallejo Thinner 71.361.



- 5** Now streaking traces, blending with thick areas, can be added. For this a flat brush has been used with vertical movements. The thick Mud Effects dry with a real, slightly glossy finish which suggests the humid nature of the product.



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Art. 73.809 (40 ml) - 26.809 (200 ml)

## Industrial Thick Mud

Industrial Mud offers an easy way to show the texture of mud with a grayish shade, native to urban environment. In this example we will use it on a German Kugelblitz tank with a Splinter camo.

by Michel Pérez



**1** This is the product direct from the container. As you can see, some fine grains can be observed in the paste, providing the very realistic texture of dried mud. The product is ready to use and can be applied with any kind of brush. Moreover it is water soluble, so that you can blend it easily using water or Vallejo Thinner

**2** In this case we have used Industrial Mud to depict the accumulated deposits of mud around wheel bogies on the bottom of the tank. We used a small amount from the jar and placed it on the selected spot, and kept repeating this process until achieving the desired volume.

**3** If we use the product thinned down, we will obtain different effects. And with more Thinner, less volume and texture, which allows us the possibility of creating many interesting alternative effects.



**4** Another trick is just to work the product with the tip of a brush while it is drying. In this manner, we can control much better the area and accumulation of dry mud.

**5** With this product it is very easy to depict the mud inside track link holes, with a very realistic result.

**6** The model finally done, with a very natural look.

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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.

by Chema Cabrero



**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.

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### How to use Weathering Effects

Art. 73.811 (40 ml) / 26.811 (200 ml)

## Brown Thick Mud

Dark colored mud, typical of fertile clay lands where humidity is retained during long seasonal periods, found mostly in Mediterranean areas and the east of Europe.

by Chema Cabrero



- 1 In this case we will use the product directly on the model, without having applied any previous base of pigments or other textures except for the base color.



- 2 The product shows an especially thick consistence, ideal for depicting accumulations of volumes of heavy mud.



- 3 We first need to plan our work: accumulated mud in some logical places, streaking effects over vertical surfaces on the side of the tank for humidity and movement, showing the physical effects of exposure to the environment. For the dilution of the product we can use Airbrush Thinner.



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



- 5 The same process can be repeated on the wheels, but in this case the use of some Vallejo Airbrush Thinner Ref. 71.361 will allow for a more subtle finish.



- 6 The finished model presents an interesting variation of shades, showing areas where mud has accumulated heavily and others where the same shade is visible only as a trace, or in streaks and subtle layers .

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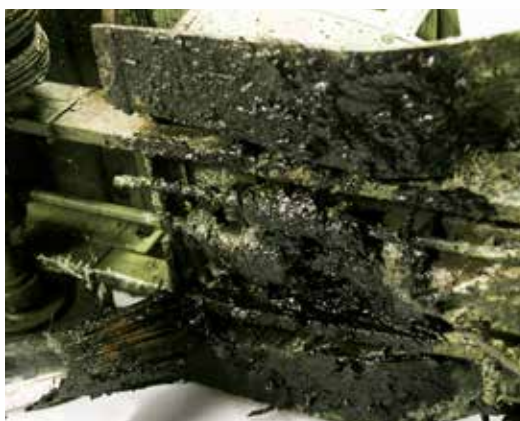
### How to use Weathering Effects

Art. 73.812 (40 ml) / 26.812 (200 ml)

## Black Thick Mud

Very dark color, seen in earth similar to peat, which is very rich in vegetal substratum, such as found in wooded and humid areas in the north of Europe. This mud shade is a very dark color, perfect for depict the mud in wooden and humid areas, over a base or diorama or directly on the vehicle.

by Chema Cabrero



**1** The consistency of this product is perfect for depicting accumulations of mud without adding plaster or similar products.

**2** It can be used directly, in this case applied with a brush, over the bottom and wheels of a truck. In some places, like track tires or any part of the vehicle which is in contact with the ground, you can remove the excess of mud, but try preserving its basic shade.

**3** With an airbrush you can blow air over a brush moistened with the product, creating heavy splash effects on the model.



**4** The thick mud splashes also need a logic for the placement on determinate parts of the model. With the Vallejo Thinner 71.361 you can thin down the Thick Mud for blending or just for creating gradations of density between accumulated mud and splashed areas.