

Product guide

Step by Step



How to use Weathering Effects

Art. 73.801

European Splash Mud

A dark brown color most commonly observed in central European terrain and humid areas of the Mediterranean countries. Most of the non alkaline grounds present this color. With this product you can depict subtle splash effects, as well as accumulated layers covering the model surface.

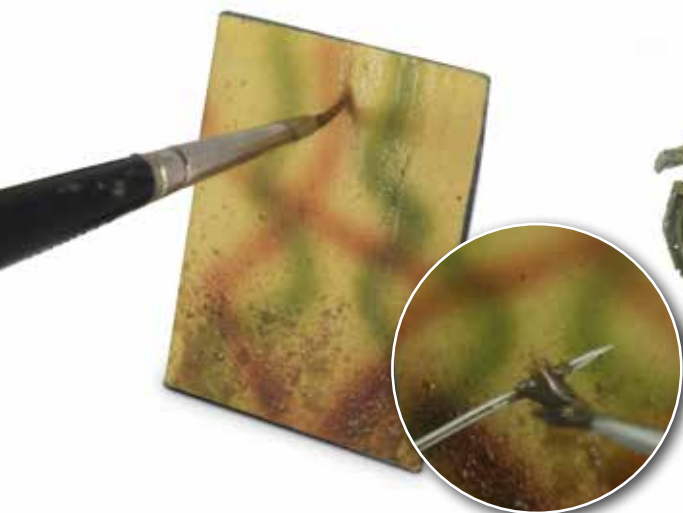
by Chema Cabrero



- 1 Splash Mud can be projected by applying it on a brush, rubbing the brush with a needle or stick- an easy way to keep the amount of splash and its direction under control. If you want to cover a larger surface, you can use a stiff hard fiber brush, and project the product unto the surface by just rubbing the fibers of the brush with your fingertip.



- 2 For larger splatter effects, you can blow air over a brush loaded with the product, another trick for achieving realistic splashes, which creates a very convincing random scattering.



- 3 We can also apply the mud with a brush, as streaking traces on vertical panels, and then blend and diffuse these traces with a wet brush for the desired run-off effect.



- 4 Working with layers of product, you can achieve very realistic results, and Splash Mud can also be combined it with layers of other Vallejo Weathering Effects or with a previous coat of Vallejo Pigments.

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Art. 73.802

Russian Splash Mud

A familiar shade known as Black Earth, very fertile soil, especially dark and dense, found in Eastern Europe, the Ukraine and southern Russia.

by Chema Cabrero



- 1 In this case we will work over a previous base, textured with Vallejo pigments.



- 2 It is always advisable to use several shades, since vehicles drive over various grounds and through various fields. In this case we can use the dark tone of the Russian Splash Mud for contrast with the base, projecting it with a hard fiber brush. Tilt and position determine the orientation of these splashes. Remember that these effects have a logic based on the physics and movement of the real vehicle.



- 3 By blowing air with the airbrush over a brush moistened with the product, you can reproduce a very real splash effect. We need to work at close distance from the model, for this reason we regulate the compressor pressure to 15-20 psi. An excessive splash effect can be unreal and out of scale.



- 4 The final result shows an irregular and realistic effect by avoiding symmetrical surfaces and textures with a uniform finish, and not covering excessively some of the details.

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Art. 73.803

Industrial Splash Mud

The color of grayish mud, native to urban environment where the presence of human activity, industrial construction and decay, has caused this particular shade of sludge. If you are looking for the kind of grayish splashed mud so typical in industrial areas, this Vallejo reference offers an easy way to achieve this project. As shown on the example below, we have applied Industrial Splash Mud over the darkest shade of the camouflage.

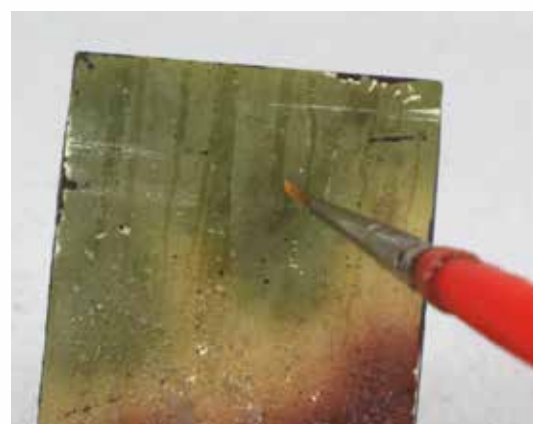
by Michel Pérez



- 1 When you take the product from the jar with a brush, you can see the density of the formulation. Splash Mud has a viscous consistency. If you want less density, you can thin it down with water.



- 2 The splash effect is very easy to achieve by just rubbing the brush with a stick or flicking it with any other hard object.



- 3 This is a water-based product and can be easily diluted further with water. With a light thinning we can achieve very realistic traces of the various kinds of streaking caused by humidity.



- 4 The final result shows the difference in texture and shine, in both cases with a very realistic look.

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Art. 73.804

Light Brown Splash Mud

The color of mud on alkaline lands, found in dry climates of desert and Mediterranean areas which, due to their sandy nature, easily absorb the humidity.

by Chema Cabrero



- 1 We will use Light Brown Splash Mud over a previous coat of European Thick Mud, looking for an interesting contrast.
- 2 With a first layer of splash and spattered mud applied randomly, a very realistic surface, with several shades of dark and light tones, will be obtained. We can project the product with the help of a stiff brush, splattering it in the chosen direction.
- 3 By blowing air with the airbrush over a brush moistened with the product, we reproduce very real splash effects of mud on the model. With the air pressure under control, you can depict subtle drops or great muddy areas.



- 4 We should remember that all these effects must have a logic in placement, obeying the rules of physics in reproducing the consequences of moving vehicles in intemperate climates through areas of heavy mud and sludge. To provide greater realism, we need to avoid symmetrical surfaces and textures with a uniform finish.

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How to use Weathering Effects

Art. 73.805

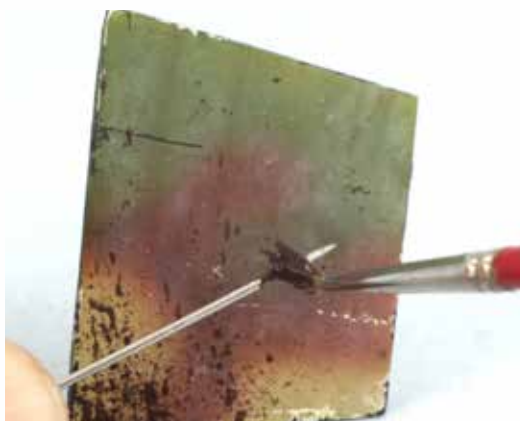
Brown Splash Mud

Brown Mud is also a classic in the modeling world, maybe because mud is very common in our actual environment. With this reference we can depict natural splash effects as for example over this Schürzen section with camouflage in three colors.

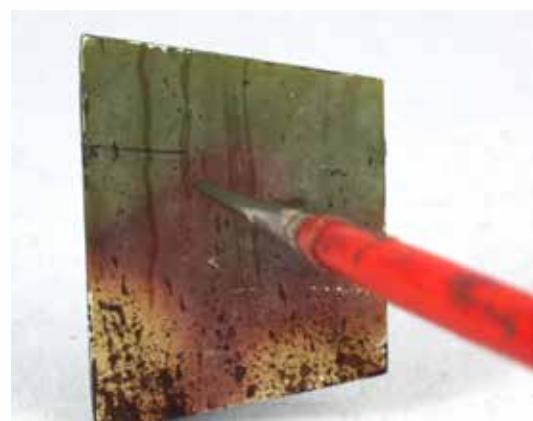
by Michel Pérez



- 1 With the moistened brush you can see the texture of the product, the viscous consistency and characteristic color. If less density is desired, the mud can be thinned down with water, this will result in less opacity on the model.



- 2 With this Brown Mud you can depict a very natural splash effect, using the splatter technique mentioned earlier.



- 3 You can achieve streaking traces easily, thinning the product with Thinner Ref.71.361 or water for dilution.



- 4 Combining both effects, splashes and streaking traces of fresh wet mud, you can achieve a very real looking finish over the Schürzen.

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Art. 73.806

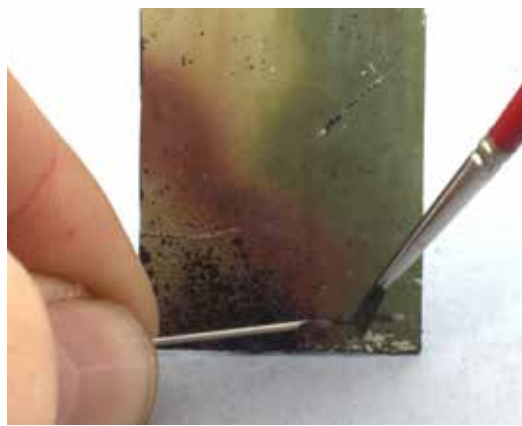
Black Splash Mud

This sort of mud is probably the most frequently depicted in the military models and dioramas of the last decades. This is not so strange because the wet mud in places of Central Europe show this particular dark shade. Let's see how it works over a tri-tonal camo.

by Michel Pérez



1 Like the rest of references of the Splash Mud range, this is a water based product, no smell, no odor, and you can clean the used tools easily. This is the natural look just out of the bottle.



2 Rubbing the brush with a needle (as portrayed) or other similar tool, you can obtain a convincing, very realistic splash look finish.



3 Playing with all the possibilities of the product, as well as thinning it down, you can depict various other effects, like streaking grime or dirty water.



4 The final aspect shows this splash effect combined with the streaking grime, very real, with the subtle shine and texture that suggests humidity and moisture.