How to use Weathering Effects

**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*

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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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