Product guide Step by Step



valleio

Tutorial

Creating Mud Effects

In this tutorial I will show how I have used the new Weathering Effects products for creating built up mud on my BergeTiger. The model is to be depicted as being stuck in thick deep mud which has buried the tank's suspension in the muck up to the hull.

By Scratchmod



1 have mixed the three Environment products with small amounts of the pigments to a consistency and color I was happy with.



Using an old brush the mud was applied onto the lower hull and wheels. I went ahead and applied full coverage to avoid any bare spots that may end up being seen if viewed from a certain angle.



To create small mud spatters or splashes I used Russian Splash 73.802 mud. I placed small amounts of this product as spattered mud on the front and rear or the model.



4 After allowing the applied mud effects to dry and start to cure an hour or two I then mounted the tank tracks on to the model.



To start the build up of mud on the tracks I first applied Mud and Grass 73.826. And allowed this to start to dry.



While the Mud and Grass was drying I then made a mud mixed as I did for the hull and wheels. This was then applied and blended into the previously applied Mud and Grass.

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Before the mud had dried I added some roots to the still wet mud effects. The model was then set aside to allow all the mud effects to fully dry and cure for a couple of hours. These acrylic products dry very fast and are rock hard when dry and cured.



8 Some items that will be used for the base and to replicate thick wet earth and mud: some roots, some grass tufts, sifted dirt, small pebbles and some dry course material ground-up from a piece of ceiling tile.

