

# Product guide

## Step by Step



### How to use

## Rust Texture

The dimensional rust texture on my Russian built 2S3 model was created with 73.812 Black Mud, of the Weathering Effects series, a great texture product for creating old crusty rust on vehicles, machinery, and dioramas.

By Scratchmod



- 1 After priming the entire model using 77.660 Black Surface Primer I started to apply some base rust colors. The various rust tones are applied randomly with most of the lighter tones applied to the edges of panels.



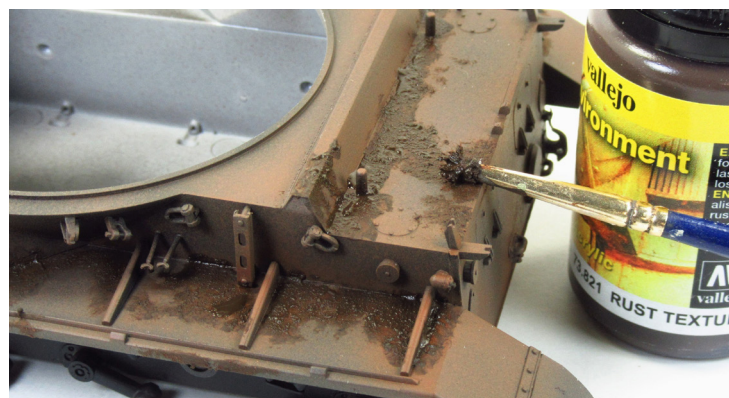
- 2 With the Primer and base rust colors dry and cured for 24 hours it is time for the thicker rust. To create depth and texture to replicate old rust I will use 73.821 Rust Texture.



- 3 used an old paint brush to apply the Rust Texture to nooks and other areas where I wanted to show old crusty rust as well as create dimension. This application also helps create the bubbled and blistered paint effect that occurs when metal corrodes under paint, eventually chipping away the paint.



- 4 Here I am applying the Rust Texture to the lower section of a vertical steel plate. Using reference photos will help in the proper location of this old rust.



- 5 Horizontal surfaces such as the fenders and rear deck plate on this model would gather water, which in turn will cause the metal to rust quicker.



- 6 Here is the model with Rust Texture applied and allowed to dry and cure overnight.



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- 7 To reveal the rust texture, and to help in removing the base paint color of the vehicle, I next applied 73.214 Chipping Medium. This medium can be air brushed or applied with a paint brush as I am doing here. I applied the medium slightly thicker in the nooks and other areas where I built up the Rust Texture to facilitate removing large amounts of paint.



- 8 After allowing the Chipping Medium to dry for a few hours I then applied the base color to the model using several light, sand-colored Model Air colors to create highlights and shadow effects.



- 9 There are several ways one can use the Chipping Medium depending on the kind of chipping effects one is after. This all comes down to the drying time of the base color. I typically will let the paint dry and start to cure for a few hours before removing paint. For creating chipped off areas in the thicker built-up Rust Texture, I do not wet the entire model surface with the Chipping Medium, but only the specific areas where I then use an old stiff brush to chip away paint.



- 10 Here we can see the start of the chipping process.



- 11 We can see here some of the effects created using the Rust Texture. I added some light rust streaking here to show how this effect looks if we only want to do a small rust chip.



- 12 The results so far in the chipping process. At this stage I can determine if the chipping needs touching up, or if more needs to be chipped off.