

# Product guide

## Step by Step



### Tutorial

## Creating a simple base using Vallejo Rough Grey Pumice and Dark Earth

This tutorial will show you how to create a simple and realistic scenic using Vallejo Model Air colors, pigments and Still Water 26.235. It represents a wet piece of ground suitable for either a model vehicle or a figure.

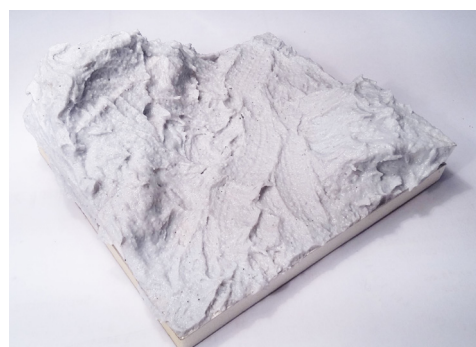
By Chema Cabrero



- 1 Cut to size a base made from a light material which is easy to handle, in this case foamboard, and make various levels to create the contours of the road and its borders.



- 2 With a thick brush and a spatula, cover the surface with Rough Grey Pumice 26.213, laying out the basic shape of the terrain. Thick coats can be applied without a problem and shaping the contours of the groundwork is quick and simple. For reference, use photographs of real terrain.



- 3 With the basic shape finished, observe how the angles of the foamboard structure have disappeared, leaving an irregular surface. This allows more coats to be added if desired.



- 4 When the initial surface has dried, and we are satisfied with its appearance, continue to prepare the terrain, using Dark Earth 26.218 to cover the entire landscape.



- 5 The texture offered by this product is ideal for the reproduction of earth and mud in scale and various coats can be applied until the entire base is covered.



- 6 The density of the product makes a brush ideal for its application, if possible one with thick bristles. The appearance of the groundwork, worn away and eroded, is easily replicated.



- 7 Different Earth Textures can easily be mixed together or combined with natural elements, such as gravel, stones or sand, to create realistic textures and appearances.



- 8 Earth Textures' superior adhesive qualities allows it to be used to secure natural elements, such as soil and stones, to the groundwork without the use of glue.



- 9 It is advisable to use photographic references to place natural materials, as nature, through the action of rain and mudslides, follows very definite patterns in moving different sizes of stones.



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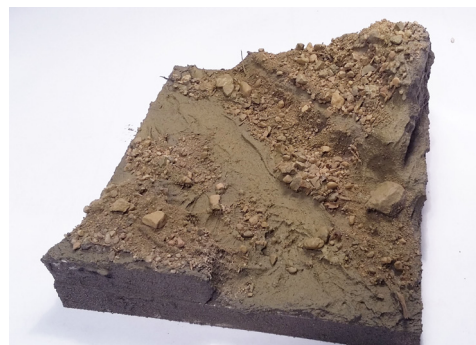
## Creating a simple base using Vallejo Grey Pumice Paste and Dark Earth



- 10 Although apparently random, everything in nature follows a logic and order in placement which must be applied to the model rigorously, as any element out of place will stand out and ruin the realism of the finished base.



- 11 Gelbbraun Primer 70.606 is applied by airbrush to homogenise the different colours of the base.



- 12 Working in layers, various levels of transparency can be obtained which result in interesting effects on the features of the groundwork.



- 13 Subtle layers of Model Air Aged White 71.132 are applied to suggest dry areas of ground parched by the sun.



- 14 The final appearance of the base is completed using pigments and Model Wash Oiled Earth 76.521.



- 15 The effects of humidity and mildew are replicated using Model Wash Dark Green 76.512 in those areas in which they are most likely to appear in rainy conditions.



- 16 Once the base has completely dried, Still Water 26.235 is used to replicate puddles and other areas where water has accumulated. Still Water can be mixed with any low-density Vallejo color, such as Model Air or Game Air.



- 17 Light Green 71.137 can be used for areas of stagnant water and US Desert Armour 71.122 for mud. A few drops will be sufficient to color Still Water without it losing its transparency and will make the final appearance more realistic.

- 18 Now the base is finished and ready to receive a tank, truck, figure, accessories and other elements of the diorama.

