

Product guide

Step by Step



Tutorial

Deep sea effects using Vallejo Water Texture

This is a simple step-by-step guide showing you how to use Vallejo Water Textures combined with Foam Snow 26.231.

By Chema Cabrero



1 We are going to use a black lacquered wooden base to display a Japanese IJN Type I-400 submarine.



2 The Vallejo Water Texture range includes Pacific, Mediterranean and Atlantic. Each is a different shade of blue. The product comes in the form of a dense gel that can be applied with a spatula or molded with the help of a brush. It can be used to represent both deep water and waves, as well as moving currents. It can be combined with Foam Snow 26.231 to recreate the effect of the crests of waves.



3 In this case we are going to use Pacific Blue 26.203. Remember that, despite a very vivid appearance at first, the product dries to a darker and more realistic shade, with subtle transparency effects in the thinner layers.



4 We can mold the gel with a flat brush, easily creating the appearance of waves and movement. Using photographs as a reference is especially useful to create realistic effects.



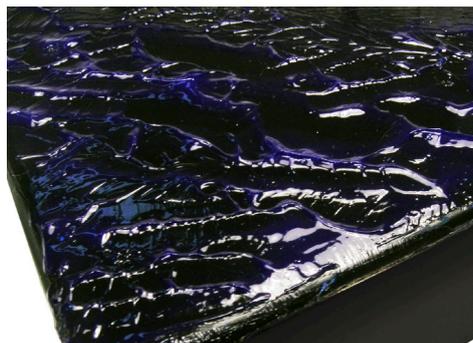
5 If we want a more intense effect of reflection on the surface, we can apply the Water Texture onto a white base or another similarly light color.



6 On a dark base the Water Texture gel generates a very realistic depth effect, due to the contrast created between the transparent blue gel and the darker base.



7 It dries completely after about twelve hours, and we can apply more layers of Water Texture to obtain a greater sense of depth.



8 We can mold the shape of the waves with a flat brush.



9 We can now use Snow Foam 26.231 to recreate the foam effect on the crests of the waves.

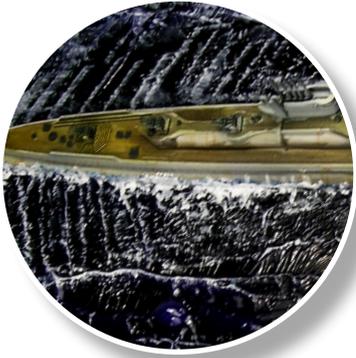
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- 10** Snow Foam 26.231 is a high-density white acrylic paste that can be applied with a brush or a spatula. It can also be dry-brushed onto the Water Texture to reproduce the foam effect on the waves, as here.



- 11** In some places, such as on the waterline, we can recreate the effect of a foaming sea using a small, number 1 or 2 brush. Bear in mind the scale in which we are working to reproduce realistic effects.



- 12** The finished model.