

Product guide

Step by Step

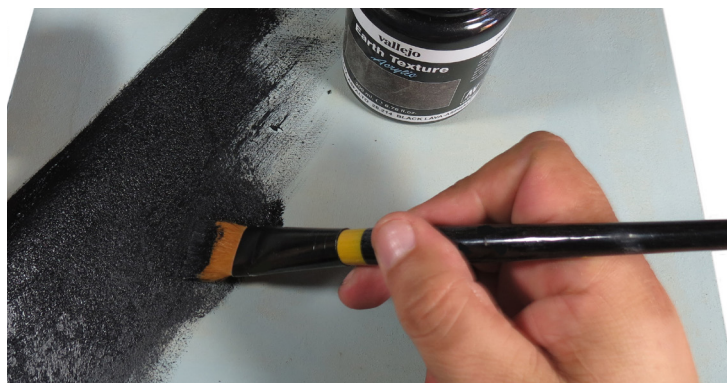


Tutorial

Secondary runway - cold environment

Nothing compares to a well-finished airplane or helicopter model placed on a suitable scenic base. Situating the model in the environment where the aircraft operated really brings them to life. Vallejo produce a range of products that allow us to do this easily and realistically. In this we will see how to make a 1/48 piece of asphalt away from the main runway, surrounded by grass and other natural features, on a cold, autumnal day.

By Pablo Albornoz



- 1 On a previously primed piece of MDF board, we mark where the asphalt will be applied. Remember it is best to do this at an angle and not perpendicular to the edges of the board. We apply a layer of Earth Texture Black Lava-Asphalt 26.214 with a flat brush. We want this to look quite rough, so we apply the Texture unevenly. It is very easy to dilute it with water to make the finish smoother.



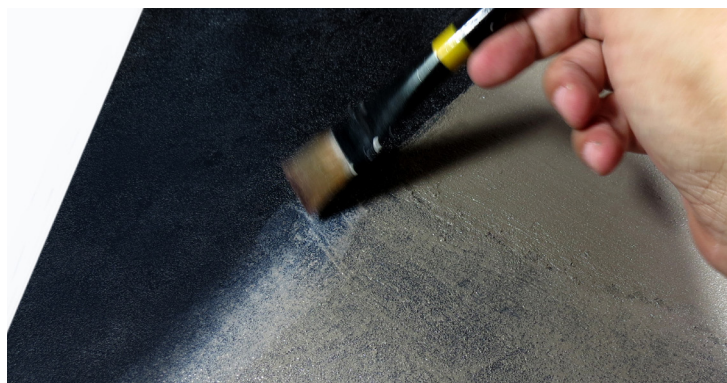
- 2 Using a spatula, the Black Lava-Asphalt is applied to the remaining areas. We should try to make this as smooth as possible by moving the spatula in circular movements and with each movement going back over what has already been applied. Finally, to eliminate any lines we can smooth the application with a damp flat brush to ensure a perfect finish.



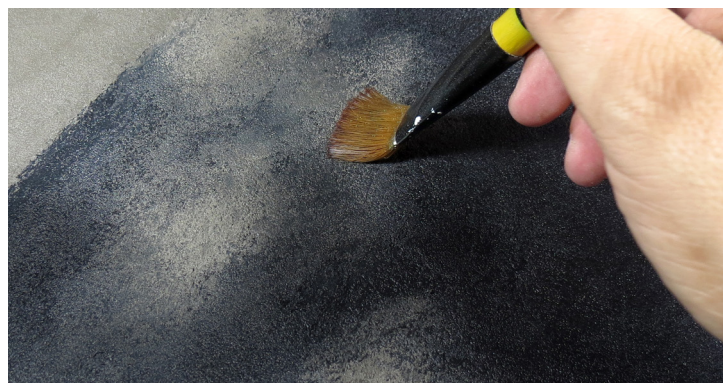
- 3 Once the Lava Asphalt is dry (after about 20/25 minutes), Earth Texture Dark Earth 26.218 is applied to the remaining areas with the spatula. Its texture is very fine, and like the Black Lava-Asphalt, it is very solid once dry.



- 4 The Dark Earth is very finely textured, so with the use of a smaller flat brush we can create some irregularities in the terrain.



- 5 With a wide flat brush, Dark Earth is applied with more water on the entrance to the secondary runway. We can change the texture, as they are often less cared for than the main runway and they are usually dirtier than the rest of the asphalt areas.



- 6 We continue with the application of Dark Earth, using some more water, on the sections of the runway where initially the asphalt was uneven.

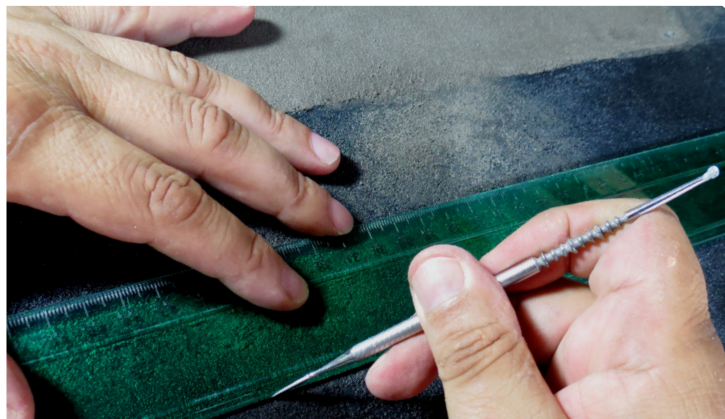
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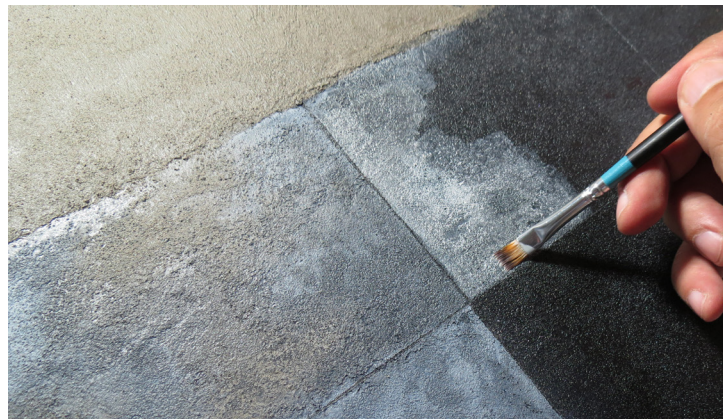


Tutorial

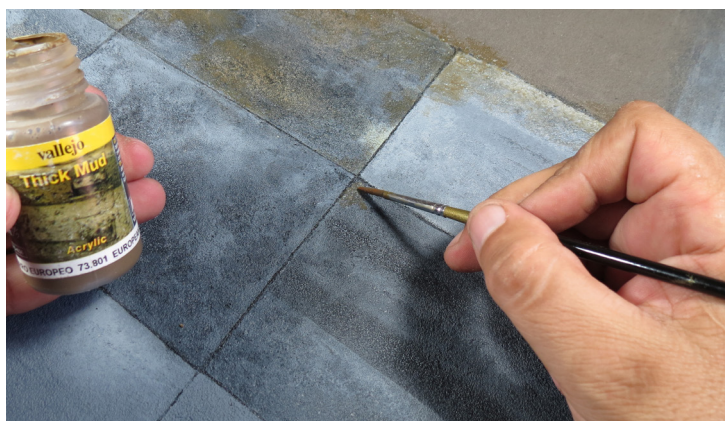
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- 7 Using a steel engraving tool, the separations between the separate parts of the runway are engraved.



- 8 Using several shades of grey over a base of Model Air USAF Light Gray 71.276, the panels are stained, in a random fashion, alternating the shade between each section.



- 9 We paint on Thick Mud European Clay 73.801 to add tonal richness to the runway.



- 10 We can achieve a perfect replication of wet areas using Environment Streaking Grime 73.824.



- 11 Using Model Wash Oiled Earth 76.521 as a filter, the different tones on the ground are blended, giving a more realistic finish.



- 12 Using Model Wash Light Grey 76.515, the gaps between each section are highlighted. The brush must be loaded with the wash, allowing it to flow smoothly along the gaps.

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- 13 The miniature vegetation available in Vallejo's Scenery Line is applied. They are self-adhesive, not needing any glue, and are placed with a pair of tweezers, metal curette or stick pressing them onto the base. Once in position they remain firmly in place. In this case we use Wild Tuft – Light Brown SC148.



- 14 In among the previous tufts Wild Tuft – Dry SC425 is applied. This gives a cold, autumnal feel which complements the effects of earthy and reddish shades applied previously, helping to balance the entire landscape.



- 15 Looking at the finished scene, it's important that it conveys the sense we are trying to achieve: a secondary runway on a cold, autumnal day with the colours and vegetation having predominantly red and muted greens.

- 16 Here a Saab Gripen of the Hungarian Air Force is in place on the runway. Its light gray finish makes it stand out but also complement the colours used on the base. The finished model aircraft must be present and the colours used on the base constantly checked against it, to find the right balance between the model and its environment.

