

# Product guide

## Step by Step



### Tutorial

## Using Vallejo Washes

In this tutorial we will see how to use several Model Wash references to represent dirt effects, rust and tone variations on a T90. The versatility and possibilities of use with the Model Wash range allow us to obtain simple and fast results easily.

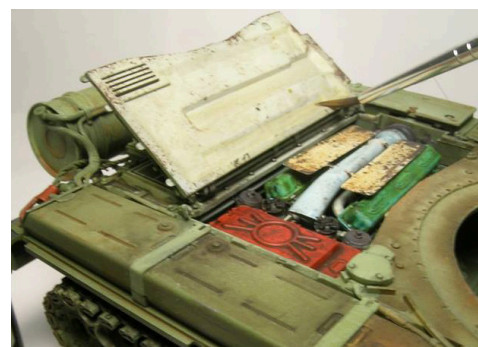
By Chema Cabrero



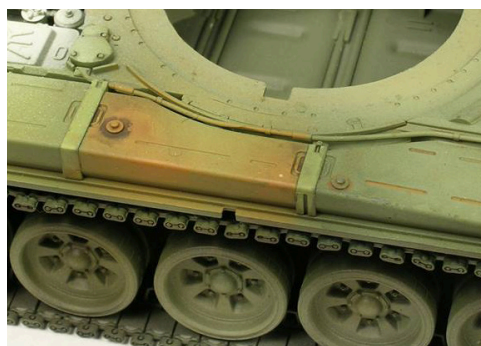
**1** We will work on the amazing Meng Model T-90, concentrating on the early stages of weathering and using Vallejo Washes as washes but also like filters, blending them across the model's surface to change the tone of the camouflage.



**2** In this case, dirt and rust have accumulated over one of the side fuel tanks. We can depict this effect by adding subtle layers of rust combined with a dirt wash using an airbrush. You can also add some Oiled Earth 76.521 around the fuel cap to avoid a flat and monotone finish.



**3** Using the Vallejo Washes like filters, you can make subtle tonal changes across similar-looking parts, suggesting the real-life separate processes employed to paint these parts.



**4** Sometimes by applying a subtle layer of Vallejo Wash, you can change the general tone. We have added a filter over the rear fuel drums, using Brown 76.513 and Rust 76.506.



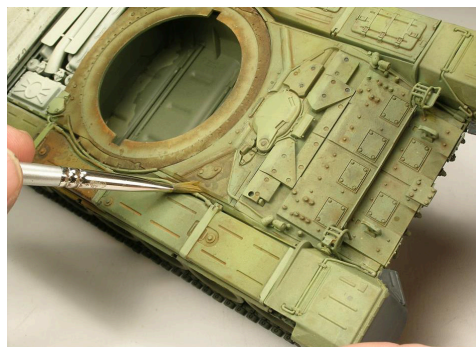
**5** You can replicate the result of oil, dust and earth accumulated around the edges of raised details or around the fuel caps. Remember if you're not happy with the result, you can easily remove or blend it using tap water or Vallejo Thinner and a clean brush.



**6** The model with the techniques described above applied, resulting in a weathered look and shifts in tonal value.



**7** When the wash is completely dry, you can add another layer to result in a more vivid effect.



**8** The metal Explosive Reactive Armor blocks tend to rust easily. You can blend Light Rust Wash 76.505 over the green camouflaged surfaces and the recessed weld lines (remembering that the weld lines themselves will never rust).



**9** You can play around with the green tones, adding Desert Dust 76.522 and Rust 76.506 to obtain different effects. If you like more contrast, simply add more layers, alternating between light and dark tones.



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**10** You can blend the splash effects with dirt streaks by using a brush to obtain ultra-realistic finish. With the wash work complete, it's time for pigments to obtain the next weathering effects.



**11** Applying them as a wash, you can add Brown 76.513 and Oiled Earth 76.521 around the details.



**12** For a light, dusty appearance over the previous dust and dirt layers, you can add further filters over the top of the turret.



**13** The finished model.