

Product guide

Step by Step



Tutorial

How to paint the Vallejo Scenics Kubelwagen Base SC007

This reference includes the rear end of a Kubelwagen vehicle and a scenic base allowing it to be displayed in different environments and locations.

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1 This is a resin kit representing the rear of a Kubelwagen with a slightly buried wheel on a barren terrain. The model is very detailed and of high quality; it consists of very few parts and can be assembled quickly. After removing the parts from the casting and cleaning them, the fittings for the hood, the rear hooks and the exhaust pipes are assembled. The model is divided into three elements for painting: the rear of the vehicle, the wheel, and the ground.



2 The first step is to prime the three parts of the model. For this purpose, airbrush primer Grey 73.601 is used, ensuring a good base for later painting.

It is intended to represent a Kubelwagen of the DAK forces, after suffering a mishap in an arid, desert area.



3 After priming, the base color is applied to the vehicle and the wheel. For this purpose, Dark Yellow 71.025 is applied by airbrush, adding a little White 71.001, to obtain a tone degraded by sunlight. Several highlights are applied to the base color, increasing the amount of white in the airbrush cup, following a zenithal highlight pattern, in which the upper and horizontal areas are more brightly colored.



4 The ground is painted with the base colors IDF Sand Grey 73.71.141, Sand Yellow 71.028 and US Desert Sand 71.140. The first color is applied with an airbrush, with the other two colors overlapping and creating some tonal variety. The area with the tire marks is intentionally left lighter to create further contrasts.



5 The Kubelwagen is placed with its wheel on the ground, both already with the base color, to check that the composition is acquiring an interesting appearance.



6 We want to represent a Kubelwagen that was initially painted in panzer gray and then repainted in Afrika Korps yellow. The aging of the vehicle ends up wearing away the more superficial yellow paint, revealing the initial panzer grey. To create the panzer grey tone, a 50% mixture of Field Blue 70.964 and German Grey 70.995, slightly diluted with thinner, is prepared. This tone is applied using the sponge technique and then painting the chipping effect with a fine brush. The most prominent areas are those that are more exposed to scuffing and therefore those that show more wear of the yellow paint.

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- 7 The raised areas on the sides and tailgate, the fenders and the tow hooks are the areas where this wear effect is most noticeable.



- 8 Proceed in the same way with the wheel. The wear effect is painted on the most prominent areas of the rim. Dark Rubber 70.306 is used for the tire.



- 9 The hood is painted with Canvas 70.314 as a base color. Then, highlights are applied by mixing it with Sand Yellow 70.916 in increasing quantities, in order to obtain successive lighter shades. These are applied by glazing and wet-blending the shades of color.



- 10 Next, washes are applied to the terrain for a greater richness and to highlight the raised areas and tire marks. The washes used are Dark Brown 76.514, Dark Green 76.512 and Desert Dust 76.522. Combining the three shades enhances chromatic variety.



- 11 By bringing all the elements of the model together, you can see how it will look at a later stage in painting.



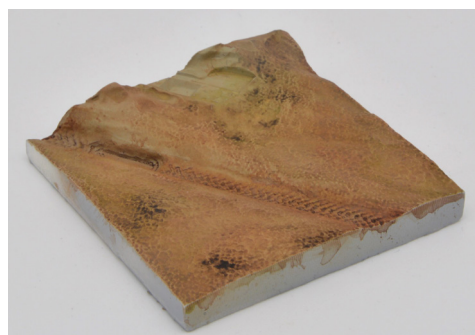
- 12 A wash is prepared with Burnt Umber 302, from Vallejo's Artist range, diluting the paint with Airbrush Thinner. A panel lining is done with this mixture, darkening with a brush the profiles of the different raised features on the vehicle. A similar process is carried out with Dark Rust 76.507 wash, applied to the edges of the fenders and lower areas of the vehicle, thus creating chromatic contrasts in these areas and adding new tones to the paint. Any excess wash, as well as any possible paint rings, are removed with Airbrush Thinner.



- 13 Next, the proper decals for this Afrika Korps vehicle are placed on the model and two coats of Satin Varnish 70.522 are applied with an airbrush. After allowing the varnish to dry for about 24 hours, details on the model and the wheel are outlined with a dark wash made by mixing 50% Dark Grey 76.517 and Dark Brown 76.514. It is applied with a brush, removing any excess with Airbrush Thinner.



- 14 To weather the wheel, use undiluted Desert Earth 76.522 in the recesses of the tire tread. The excess is removed with Airbrush Thinner. Finally, the tread is painted with Brown Sand 70.876.



- 15 The last step in painting the ground consists of removing any unwanted sheen by applying thin coats of Matte Varnish 70.520.

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16 The wheel is glued to the vehicle with cyanoacrylate and then the vehicle is attached to the ground.



17 Various pigment mixtures are prepared with Airbrush Thinner. Natural Umber 73.109, Light Sienna 73.104, Light Yellow Ochre 73.102 and Titanium White 73.101 are used. The latter is used to lighten the previous mixtures. They are applied to the ground with a brush, blending the edges with Airbrush Thinner. The lighter, more diluted mixtures are applied on the vehicle as a wash. The edges of the terrain and the rear part of the resin casting are painted in black.



18 To add interest to the terrain, we add a fuel jerry can from the Vallejo Scenics SC207 reference set. It is painted in panzer grey color, with the same mixture used previously. Stippling is done by applying Dark Yellow 70.978 with an old brush, to simulate worn yellow paint and leaving areas of dark grey visible.



19 In addition to the fuel can, some dry shrubs typical of arid areas are added to give a touch of realism to the scene. A wash of very diluted ochre pigment is applied over these added elements.



20 Finally, rub the back hooks and the areas where abrasion causes the bare metal to appear with Dark Steel 73.123 pigment using a make-up stick.

After all these steps, the model can be considered finished.

