## Guía de producto Paso a Paso



#### **Tutorial**

### **Realistic Chipping & Weathering**

This tutorial shows how to achieve chipped and weathered paint effects on destroyed or abandoned vehicles, using Airbrush Thinner and Chipping Medium as a weathering agent.

Chema Cabrero





1 A rusty base color is applied as a starting point. This base, which will be visible under the next layer of paint, is painted with various Model Air colors.



2 Lighter shades of rust are airbrushed over a dark base. The goal here is to create an irregular surface with different tones and shades



3 Some areas are painted with a brush to create a mapping effect.



Once the rust painting is complete, a layer of Chipping Medium is airbrushed on the right half of the turret, while the left area is used to show the weathering effects that can be achieved by using Airbrush Thinner.



6 Allow 30 minutes for drying.



6 A green tone is applied with two Model Air references to cover the rusted surface and show the final look of weathering and deterioration. Airbrush Thinner is added to the paint at a ratio of 3 parts paint to 1 part thinner.



7 Two coats are applied unevenly over the entire model. Model Air dries completely in about 30 minutes.



A clean brush moistened with water is used to create a chipped paint effect. References from real photographs are used to represent this effect in a realistic way. The final result at the end of the process will offer an irregular aspect with different textures.



On the other half of the turret, use a clean brush dipped in airbrush thinner to rub portions of the paint off the surface of the model. This gives a very realistic effect of worn and discolored paint due to environmental factors or weathering.

# Product guide Step by Step



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10 Try to avoid a symmetrical finish. An uneven finish will give the impression of more or less worn areas in a random manner. Depending on the use of one or the other method, the different wear and tear textures can be easily observed. Both can be combined on our model to create a very realistic finish.





Finally, we apply selective washes with a brush to represent traces of rust on both textures. In this case we use high density paints diluted with Airbrush Thinner.