

Product guide

Step by Step

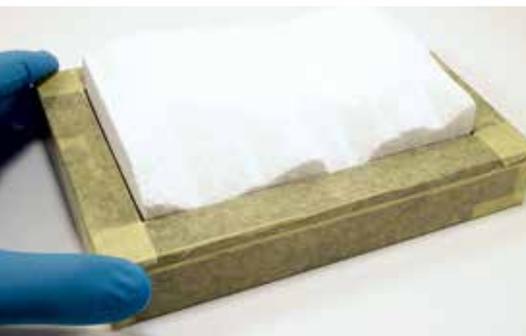


How to use

Grey Sand Texture

The Ground Textures are dense and have a high bonding capacity, they can be applied directly on the diorama base, mixed with pigments or low viscosity colors such as Model Air or Game Air, or with natural elements such as stones, sand or gravel, to reproduce the ground of a terrain in the most realistic way.

by José Brito



1 A piece of foam, previously carved with a knife is used to represent the ground relief, is a great base to apply our products and like they are water based, they will not affect the foam.



2 Surface Primer #74.602 Black Primer was airbrushed over the foam base. The primer is applied directly from the bottle and only one layer is necessary.



3 For our project we will also use small rocks, synthetic grass/ foliage, dry leaves, a medium size rock and dried roots.



4 We will use the #26.215 Grey Sand directly from the jar. While fresh, we can add dried roots or medium size rocks into the holes previously opened. The adhesive property is very strong and once well dry, the bond will be total.



5 For bigger areas a spatula is used. While the Ground Texture is still fresh, we can add small rocks or small synthetic grass, to represent the small vegetation.



6 Ground Texture dries completely in about 24 hours and the final result is absolutely beautiful. Subtle texture and with all elements perfectly blended into the ground.



7 Several Wash colors are mixed and ready to be applied in our project. They are applied with the help of a medium size flat brush. Being water based, they will not damage the foam or the work previously done.

Vallejo Pigments are also applied over the base and the final result is ultra-accurate and stunning.

