

MAKING MUD

The mud is very easy to do. Only by changing the color, we can make mud everywhere. The main difference is between the wet mud and dried mud. The wet mud must always be darker than dry mud. To make mud with some volume, we can add plaster to the mix.



The set A.MIG 7408 is a good solution for an European generic Mud. First all, apply with an airbrush a layer of dust with a light shade. We recomend you the A.MIG-1400 or the A.MIG-1401.



Apply the dust in the lower areas of your model in a random way and let it dry for 24 hours.



Then, you can paint with a brush small vertical lines by using the same color than in the preview step.



You can blend the lines of dust using a clean brush dampened with Turpentine.



Make dust "clouds" in the horizontal surfaces, specially around the details, turret, hatches, etc. Blend it with clean turpentine and a brush.



Now we have a nice base to start working with the mud. Remember this preview dust must be lighter than the next mud layers.



Time to enjoy. Mix the preview dust colors with plaster and project air with your airbrush over an old brush with the mixture. If the mix is too thick, the splashed drops will be bigger.



Of course, we must make smaller drops, so the mix must contain more dust product and less plaster. Do it in several layers. Avoid to make this process at once.



The secret is to achieve a overlapping of different intensities of splashed mud layers. That will create a realistic effect and a better texture. Let dry between layers. Finally, repeat the process using a darker mud color and covering less surface.

