



SCALE75[®]

ENVIRONMENTS

SPRING



soilworks

Step **one**

USE SPRING SOIL AS A BASE

Spring soil is an acrylic paste specially designed for wet terrains and mud



SAP-004



20-30 min.

Drying time may be reduced by applying airflow



Tip

Use the paintbrush to spread the paste with gentle strokes

1. Apply *Spring Soil* (SAP-004) to the ground surface with a flat paintbrush (*Sceneries & Terrains II* SBR-05). Use (*Sceneries & Terrains I* SBR-04) to spread and point the product. This obtains a final dark earth effect to which other effects will be added, as will be seen in the following steps.



Step two

USE DIFFERENT COLORS

These **six colors** are select to give different shades to base color



SW-08



SW-12



SW-45



SC-13



SART-32



SART-36

1. Combine different colors of the set to give the ground different tonalities. To do so, use a rounded-tipped paintbrush (*Weathering I SBR-06*).



2. By applying the different colors, it can be seen how the terrain comes alive, gaining intensity, color diversity and realism. Notice how the paste has a matt finish once it is dry.



Step **three**

ADD TEXTURE TO YOUR TERRAINS WITH MEDIUM

Medium is an acrylic paste perfect for weathering and terrains



SAP-002



SGR-001



Tip

Medium paste has a medium texture or grit. For a rougher finish, use the Rough (SAP-003) paste and for a finer finish, use Flat (SAP-001) paste. They can all be mixed with acrylic colors and/or pigments



- 1.** Apply the *Medium* paste on the base, thus achieving an uneven finish. To do so, use a flat-tipped paintbrush (*Sceneries & Terrains II* SBR-05).



20-30 min.

Drying time may be reduced by applying airflow



- 2.** Use tweezers to add gravel (SGR-01) which, once dry, it will get stuck to the *Medium* paste.



- 3.** Give added color to the paste using *Dubai Brown* (SC-13) as a base. Add the intermediate shade with a mixture of: *Camo Ocher Brown* (SW-12) and *Russian Uniform* (SW-45). Use SW12 for the final highlights.



- 4.** Finally, add the final details. Use *Earth Green* (SART-36) for the shadows. Use *Tuft Spring* (050-41S) for the vegetation. The puddle effect is achieved thanks to *Water & Puddles* (SWA-02).

Step four

PIGMENTS: ADD COLOR AND REALISM

Pigments colors are really useful to give your terrains realistic effects



SFP-01P



SPG-02



SPG-06

1. The *pigments colors* can be applied either separately or mixed together to provide a variety of shades and colors to the ground. The pigment's property gives an earthy finish to the applied areas. Use a rounded-tipped paintbrush (*Weathering I SBR-06*).



Tip

For a greater variety of colors mix both pigments together





2. Note the variety of shades and colors offered by the different combinations of both pigments.

3. Use the *Pigment Fixer* to fix the pigments to the ground. They darken while wet, but they will regain their color when they have dried.



15-20 min.

Drying time may be reduced by applying airflow



Step **five**

MUD EFFECT: ANOTHER WAY TO TEXTURIZE

Mud Effect is a neutral colored acrylic resin ideal for mixing with other colors



SR-01P



Tip

Mud Effect is ideal for mixing with pigments and/or acrylic paints to achieve the color required as a base for grounds. If more volume is required add 'plaster'



- 1.** Apply *Mud Effect* mixed with the pigments (in this case the *Natural Soil* (SPG-02) and spread it over the surface.



- 2.** Texturize the mixture, dabbing lightly with a rounded-tipped paintbrush.

THIS IS WEATHERING!!!



Tip

Mud Effect is not only suitable for grounds, it can also be used perfectly in vehicles. Apply the product mixed with different pigments by means of brushstrokes in order to obtain different ochre shades, achieving a highly realistic finish



Warning

Take care with brushes. This process could deteriorate your brushes



Step **six**

SPLASH TERRAINS WITH WATER & PUDDLES

With this **acrylic liquid** you can reproduce any kind of water effects



1. Pour *Water & Puddles* into a container.

2. Mix the product with acrylic paint, in this case with *Camo Ocher Brown (SW-12)*.



Tip

Mix in *Water & Puddles* with any acrylic paint to obtain different shades of puddles and moist areas



SWA-02



SW-12

3. Pour the mixture on the ground.





4. Spread the product with a rounded-tipped paintbrush (*Weathering I SBR-06*) and little water (to dilute it).

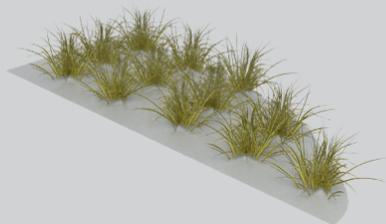
5. Final result of the process with the *Water & Puddles*. For this last step, add the product with a paintbrush on certain parts of the ground, achieving a moist ground effect but without generating puddles, as in previous steps.



Step seven

TUFT SPRING: REPRODUCE THE REAL SPRING

Tuft Spring is vegetation you can use to give your terrains more realism



050-41S

1. Add the vegetation to the ground with a pair of tweezers for greater accuracy. In this case, each tuft has an adhesive, making it easier for the product to stick.



Tip

Reinforce the adherence of the 'tuft' to the ground with a drop of cyanoacrylate or white glue. The vegetation can be given added diversity with acrylic paints and/or mixing different 'tuft' models



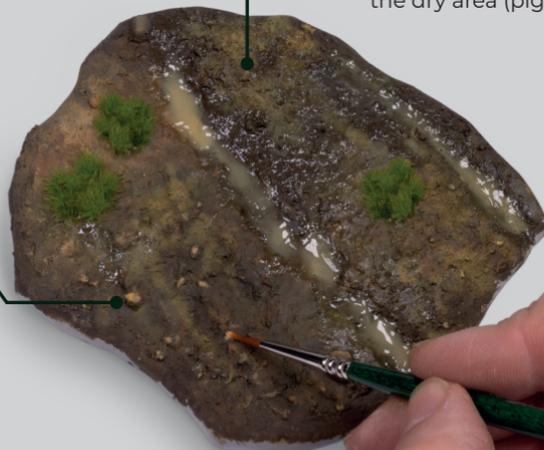
Step eight

FINAL DETAILS: WAYS TO GET A BEAUTIFUL SPRING TERRAIN

Use the different set products to get the perfect terrain

1. Add highlights to the stones using *Camo Ocher Brown (SW-12)* to provide contrast between highlight and shadow.

2. Apply pigments to the moistest area to create a contrast between the wet area (*Water & Puddles*) and the dry area (pigments).



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**ODORLESS THINNER SWTH-001 &
TERRAIN FIXER SFT-001**



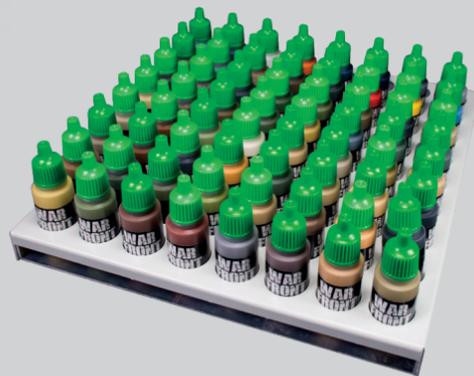
**PASTES SAP-004/009 &
WATER & PUDDLES SWA-02**



**MUD EFFECT SR-01P &
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WET SWA-01



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