

How to use Weathering Effects

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Rain Marks

Rain draws dust and dirt over surfaces, leaving streaks on vehicles and objects, while the dust, displaced by accumulated humidity, builds up in the joints and cracks of the model.

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1 We are going to reproduce the dragged effects generated by rain and humidity on dirt and dust over a T34/76 turret.



2 On the vertical surfaces we draw traces with a round-tip brush, not all of them with the same thickness, and avoiding too symmetrical a pattern.



3 In some places we can use a flat brush for a wider trace. It is important to keep in mind the effect of gravity and the direction of the traces.



4 On horizontal areas where dust has accumulated, the product is applied especially around raised details and protrusions.



5 Now we blend the traces and painted areas using a flat brush moistened with Vallejo Thinner, (it is important for the base colors to dry completely, best wait 24 hours before applying the weathering effect with the Thinner).



6 The effect of the rain marks depends on the amount of product used, more or less product can be applied or washed off until the final appearance is satisfactory.