

MUDDY INDUSTRIAL

LOCOMOTIVE



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I have a real affinity for industrial models, they provide for a vast assortment subject matter, colors and weathering effects; and there is a seemingly endless amount of reference material on-line, and in the real world. This issues subject gave me to opportunity to try a different approach to mud, while doing so on a subject I have long wanted to play around with; weathering a small industrial locomotive of the type that would be found at a clay/brick-works operation. The mud process used here involves the use of water soluble Guache artists colors. These colors are dead matte (perfect for the mud finish I needed), and can be re-activated (even weeks/months later) simply by the use of water. The idea behind using these was that they would allow the opportunity to endlessly manipulate the finish effects...without staining or discoloring the base colors or clear coat....and if I didn't like the look, could simply be completely washed off with water. Because the paint is so easily reactivated, care must be taken during layering and subsequent steps, not to damage previous effects/steps



1 After the basic painting, chipping, filters, pin-washes and shading have been applied, the model was sealed with DullCoat then some very quick, and general, streaking effects were applied using a mix of Abt-502 Buff and AK Dust Effects.

Using a mix of oil based products areas of shading are applied. Most of these will be hidden to some extent by later effects; but as in the real world, a layered effect is created.



3 A light application of fuel stains to begin the process of layered grime.

To build up areas where dust collects, a water thinned mix of Guache artists paints are applied with an airbrush. Working in thin dry layers is best, as the water based paint has a tendency to bead if applied too wet.



5 Using small pieces of cosmetic sponge, and a Q-tip, specific areas of dust can be manipulated or removed to create clean areas from crew movement.

Using the same colors as before, a variety of sponges and brushes are used to build-up and layer heavier areas of caked on dust. A fine brush can be used to flow the thinned color onto recesses, panel lines, and corners.



7 A mix of pigments and very finely sifted dirt were brushed into the corners and areas of the cab where dirt would collect. Onto this were added varied sizes of mud/dirt clods created with a mix of plaster, fine dirt, and Guache coloring. Placement everything was attached with AK Pigment Fixer at the edges, and AK Gravel & Sand Fixer for the heavier areas.

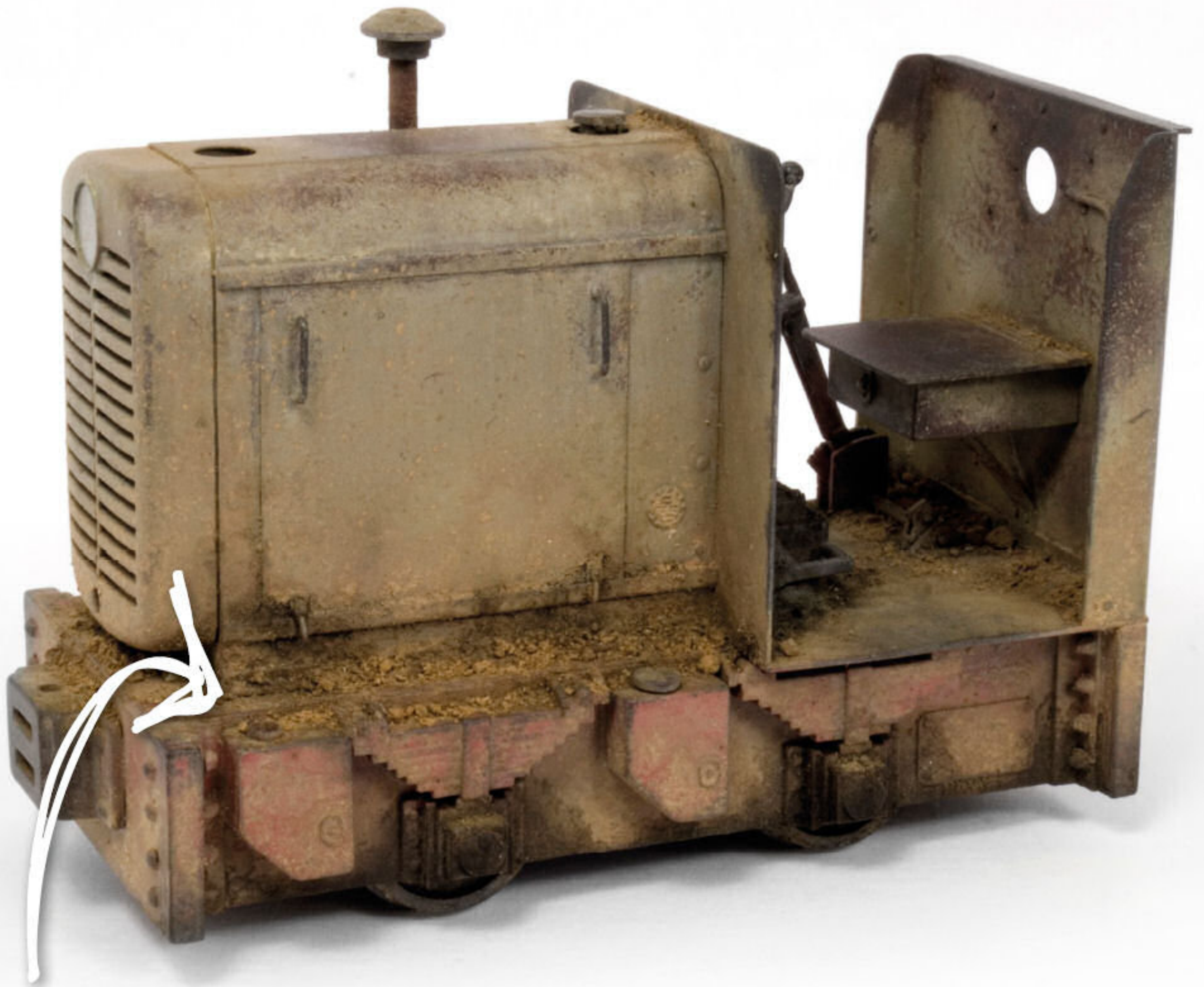
Next step is applying the thin layer of splashed and accumulated silt. This is applied in the same manner as the heavier dust as done before, but note that the color is darker. A stiff brush is used to create some random splatter areas.



9 We can add texture using pieces of sponge, and various sized old brushes. A larger clean sponge and Filbert brush can be used to feather and manipulate, while a stiff brush can be used to create splatter effects.

When satisfied with the previous steps, a lightly dampened brush and cosmetic sponge, can be used to wipe away any dust and dirt, to create the areas where it would wear away.





At this point, using the same materials and technique described in step/image 6, we add the heavier build up of dirt, mud and mud clumps at various areas around the locomotive, where it collects.

The finished look after the addition of some oil and grease staining common to older and heavily used models of these type of locomotives.

