

# Weathering Arsenal:

## A Check-List for the Scale Modeler

By Harvey Low



# TOPICS

1. Philosophy on Weathering
2. Operational Environment
3. Look at photos!
4. CHECK-LIST #1: Surface Texturing
5. CHECK-LIST #2: Fading & Wear
6. CHECK-LIST #3: Chipping
7. CHECK-LIST #4: Dust, Mud, Grime & Grease
8. Latest Products I LOVE!



Decide what  
you want:  
Factory Fresh,  
or Worn?



# PHILOSOPHY: TO WEATHER OR NOT TO WEATHER?

Your choice BUT IMHO weathered models get more attention!!!

If you do weather, the FOUR phases of a model project:

1. Research (“age & wear”)
2. Building
3. Painting
4. **Weathering!**

# Look at Photos!

- 1) old B&W
- 2) old colour (be careful of modern digital colourization!)
- 3) current colour (the best)

In fact look at cars around you!











Colour by  
R. Candeias















# OPERATIONAL ENVIRONMENT

- 1) Desert (dusty, lighter colours, fading)
- 2) Jungle (rain marks, earth tones, fading)
- 3) Winter (darker colours, mud)
- 4) Water (salt staining, no earth tones, wear, chipping)  
etc...











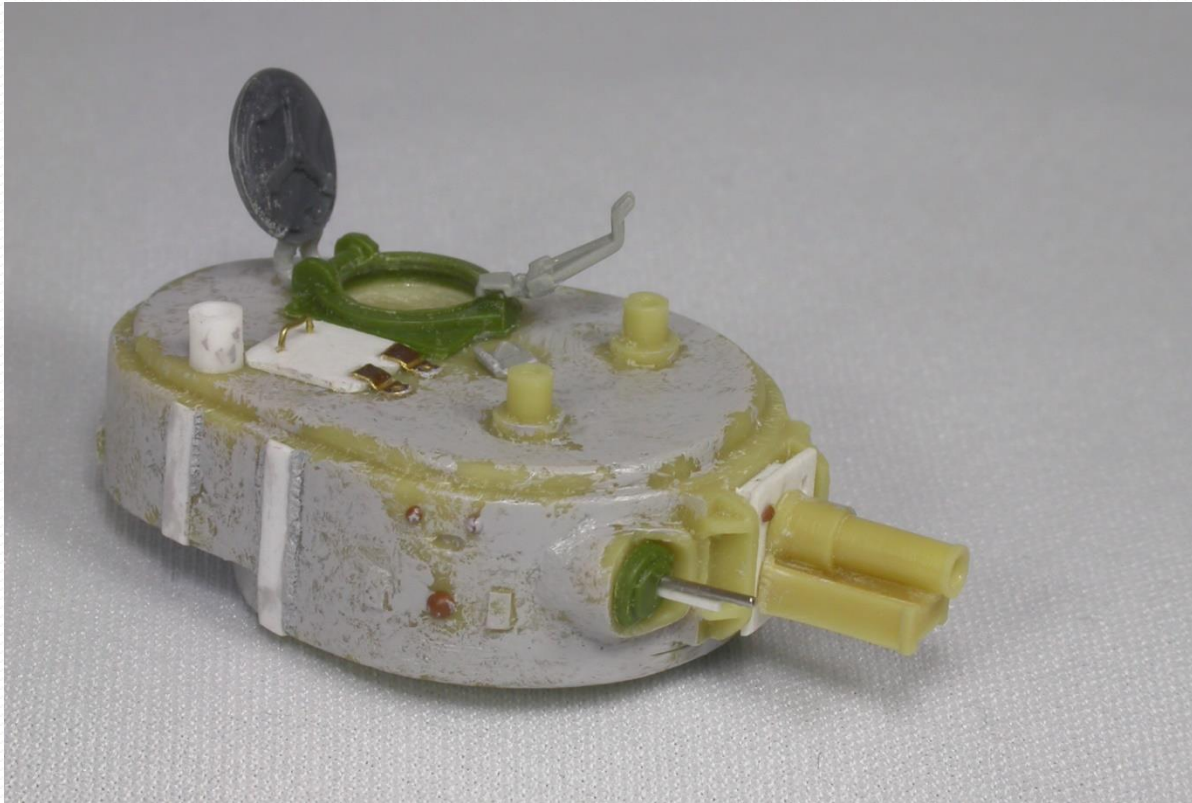




# Check-List #1: Surface Texturing

The representation of inconsistent/rough materials or surfaces such as rolled-steel, or thick mud.





Mr. Surfacer  
500 by brush,  
(or Liquid Glue  
stippled on bare  
plastic, or  
mixed with  
Tamiya Putty)



4 out of 5  
dentists  
recommend  
**DENTAL DRILL  
BITS!**







Muffler  
textured using  
Tamiya Putty  
mixed with  
Plaster of Paris  
and fine sand,  
or simply  
dusting of RUST  
pigments.

## Check-List #2: Fading & Wear

The representation of worn and faded surfaces due to harsh environmental conditions or human use.



# Depth & Highlighting (Washes & Drybrushing)



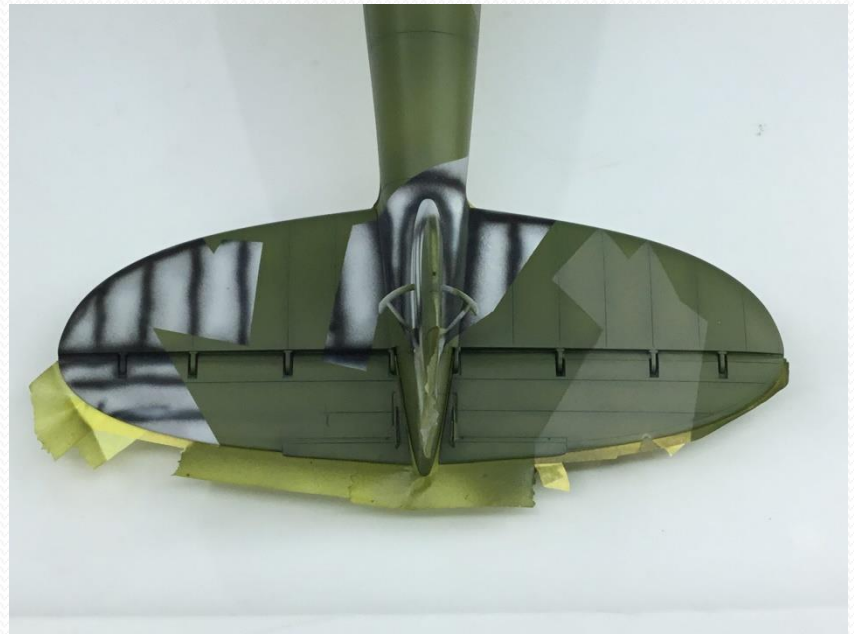
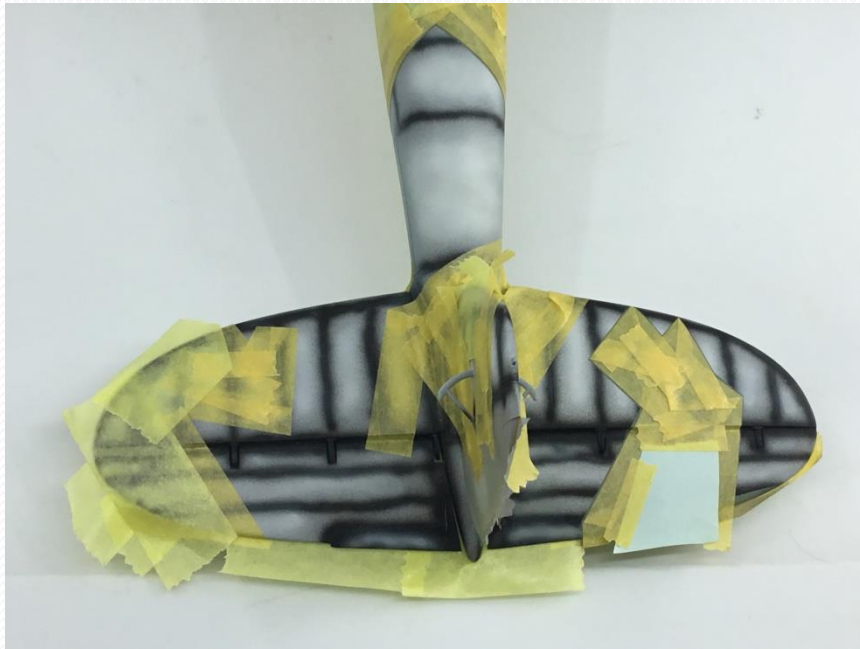
Wash:  
Oil/Enamel  
washes work  
best! Slow  
drying times  
means you  
can blend.





Pre-Post  
shading, and  
subtle panel  
lines using MIG  
Pigment  
Powders

# Modulation Techniques (Black on White Freehand Airbrushing)



# Modulation Techniques (White on Black using splatter painting masks)





Post shading light/dark colours with  
an Airbrush.





Layering: The subtle application of layers of oil paint for 3D appearance!

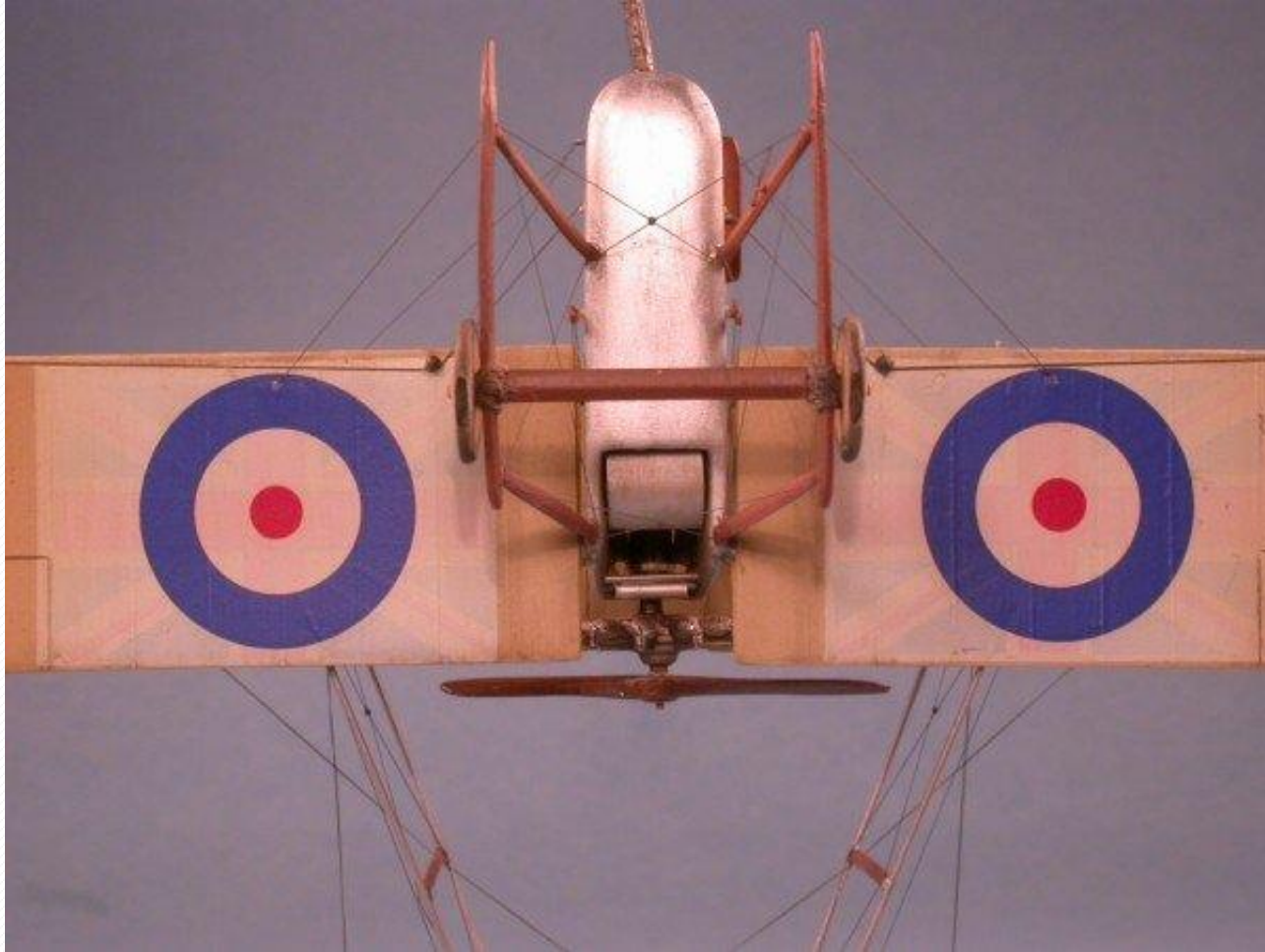


# Glazes (Filters)

An application of paint with the purpose of enriching the base colour and giving more “depth”, or “blending” colours together. Note: A *filter* is NOT a *wash*.







White filter  
to “mask”  
over old  
markings!

# Check-List #3: Chipping

The representation of flaked or chipped surfaces as a result of rough wear.





Flaked paint  
with pencil, and  
waterline  
grunge with  
Tamiya Clear  
colors mixed w/  
brown! Avoid  
pure silver for  
chipping except  
on bare metal.



Silver base coat, with gunmetal topcoat  
buffed w/ thinner when “wet”.



# The “HAIRSPRAY” technique!





# Check-List #4: Dust, Mud, Grime & Grease

The representation of DIRT!!!









Dust using  
PIGMENT  
POWDERS





AK-MIG  
AMMO  
WILDER  
mud/dirt  
pastes,  
washes, and  
powders...



# AK-MIG AMMO WILDER mud/dirt pastes, washes, and powders...



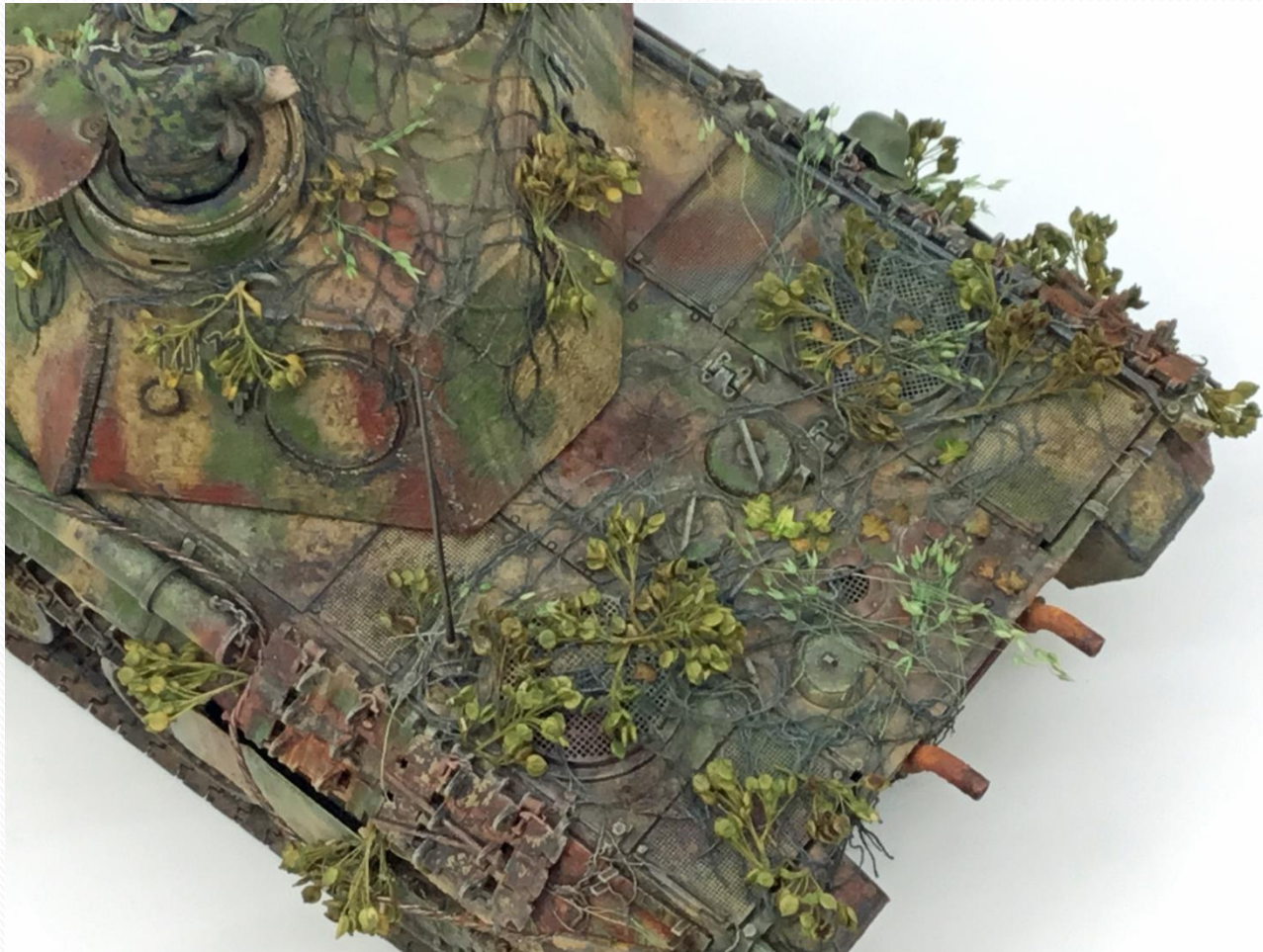


# AK-MIG AMMO WILDER mud/dirt pastes, washes, and powders...





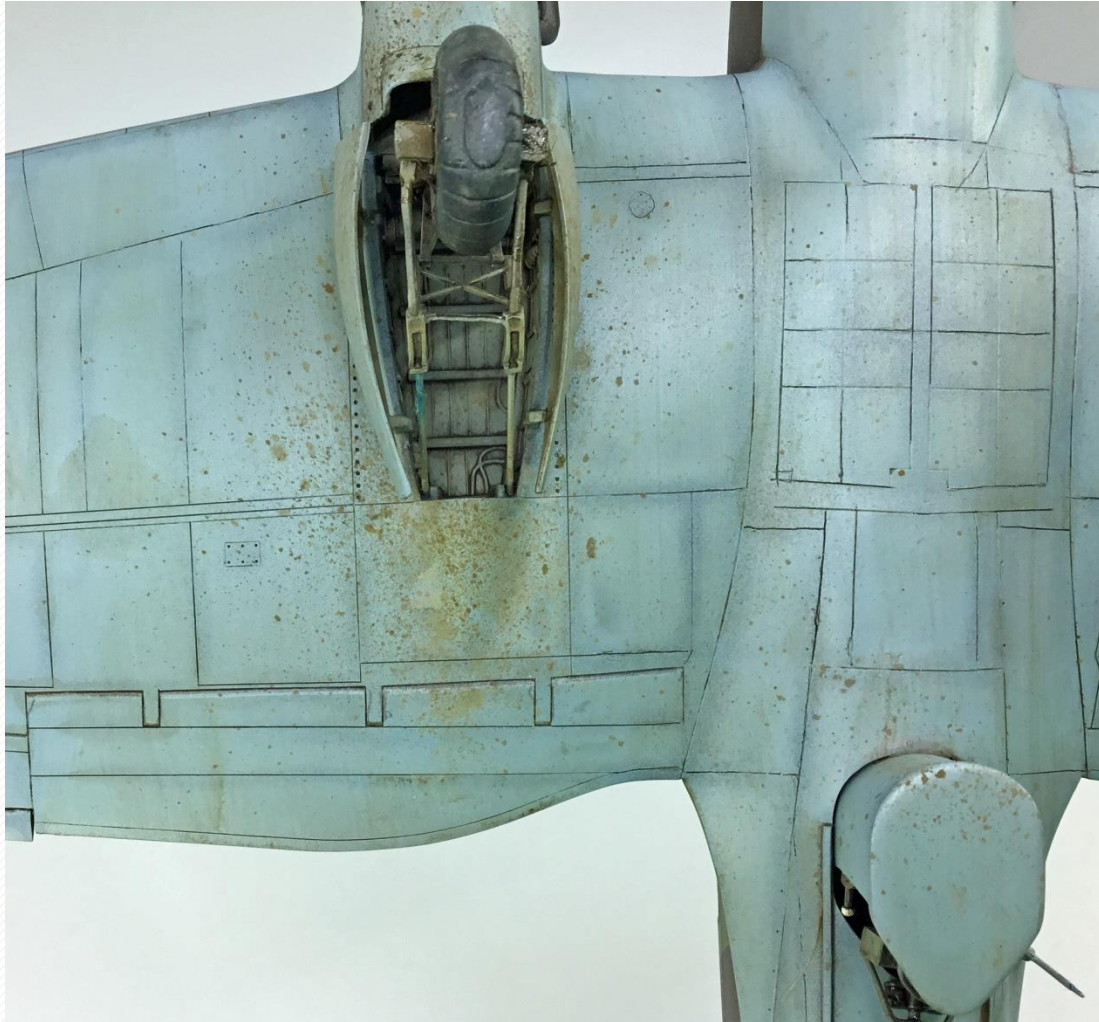
**OIL GREASE STAINS:** Thinned Tamiya Clear Orange mixed with browns. Or MIG AK Oil/grease.







Oil and Fuel  
Streaks  
achieved best  
with Oils  
(e.g., MIG  
AMMO Oil  
Brushers)



Dirt using  
PIGMENT  
POWDERS  
and  
“Splatter”  
Products

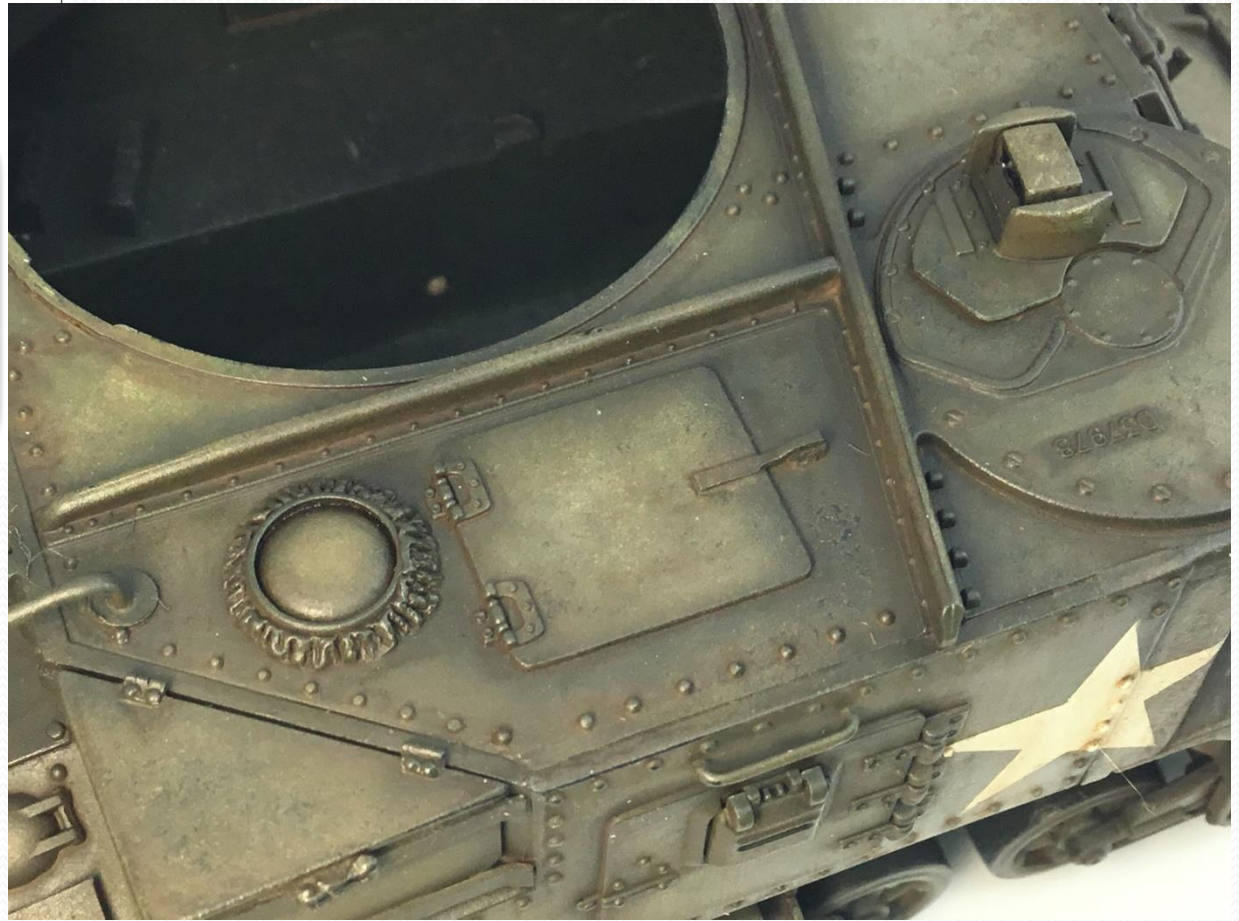
# Latest Products I LOVE!



# WEATHERING PENCILS



# SHADERS



# CONCLUSION

- ✓ Don't be afraid to experiment!
- ✓ Build, Build, Build...
- ✓ HAVE FUN!!!!!!!!!!!!!!

Harvey Low