

Product guide

Step by Step



How to use Weathering Effects



Art. 73.824

Streaking Grime

Streaking Grime achieves the effect of light dust suspended in the air or blown by the wind into the ridges of vertical surfaces on vehicles and buildings.

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- 1 We are going to reproduce the dragged effects generated by the 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 is 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 Thinner, it's important for the base colors dry completely, best wait 24 hours before applying the weathering effect with the Thinner.



- 6 Depending on personal taste more or less product can be added to the model, until the final appearance is satisfactory.