

NOTES BEFORE SPRAYING

When spraying always spray in a well ventilated area, preferably in a spray booth wearing a suitable fume mask.

The spray paint should be applied in thin even coats to give a consistent finish across the model making sure the paint does not pool on the surface using the technique as described below.

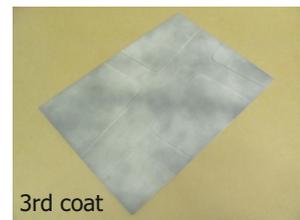
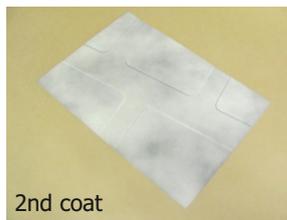
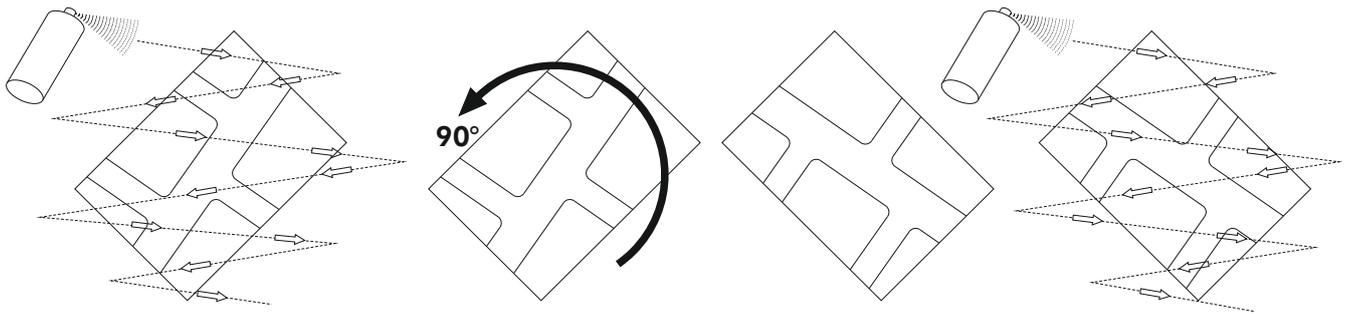
Before you start spraying shake the can well and check that the nozzle is clear. Test the paint by spraying the can off the model to make sure the paint is coming out evenly and is not spitting out any blobs of paint. You need to be especially careful with the white paint as this colour is particularly prone to this. For the colours being used for speckling make sure you are using the blue dot nozzles as these give a softer spray ideal for this effect.

BASE COAT (GREY PRIMER)

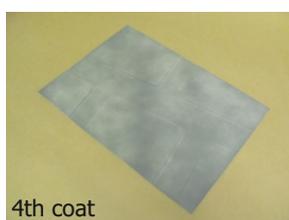
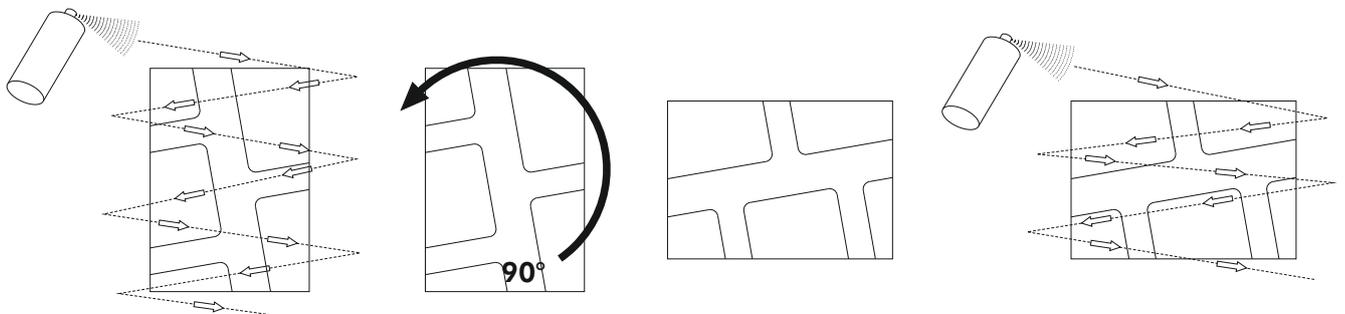


To create the roads and pavements, glued raised areas of card to create the pavements onto on to a card base.

Spray the grey primer holding the can around 250mm from the surface of the road moving the can swiftly in a continuous zig zag over the model, making sure you start spraying off the model and ending each pass off the model, as shown below. This will give a more even paint finish.

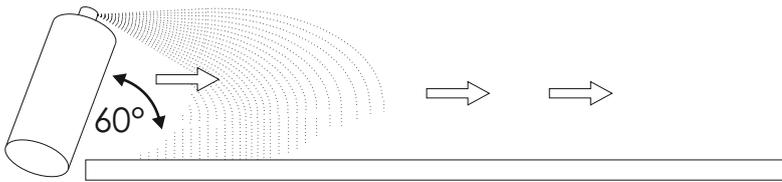


Rotate the model by 45° and spray as before 2 more times to give a total of 6 thin coats. This should give an even grey surface finish but apply more coats if required.



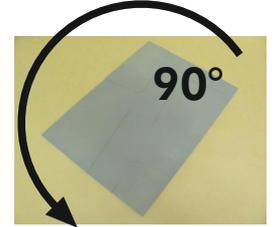
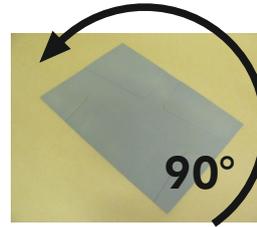
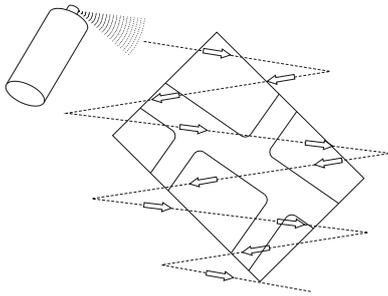
THE ROAD SURFACE

Creating the road tarmac surface is done by speckling the beige, white and black paint onto the grey base.



You need to let the paint fall onto the surface rather than spraying it directly onto the surface as with the base coat, this is what creates the speckled effect. If you are using a spray extraction system turn it off so as not to interfere with this process.

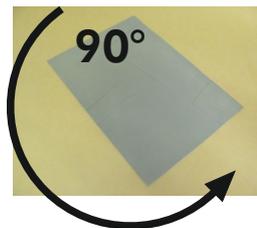
Start by spraying a beige spraypaint over the top of the model so the can's nozzle is not directly pointing towards the surface at around a 60° angle in a swift zig zag as before allowing the droplets of paint to fall onto the model's surface. It is very important that this is done as evenly as possible to avoid the appearance of patches of colour on the model. Rotate the model by 90° and repeat from all 4 corners (4 coats). The beige colour is important as it removes the blueness of the grey base coat.



Then for white spray, from all 4 corners then horizontal and vertical (6 coats)

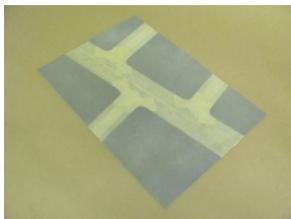
Finally for the black spray, from all 4 corners then horizontal and vertical (6 coats)

This should give you a reasonable representation of a road surface but you can add more coats if you feel the colour is not quite right for your model.



THE PAVEMENT SURFACE

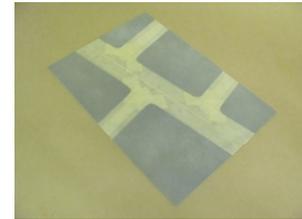
Firstly gently brush of the dust that will have accumulated from the speckling of the road colour. Then mask the road using masking tape and speckle the pavement colour as the road colour to the following ratios using the same method as the road surface.



masked road surface



Speckle with beige paint



after 6 coats of beige paint

Beige paint - 4 times from each corner then 1 horizontal and 1 vertical (6 coats)



Speckle with white paint



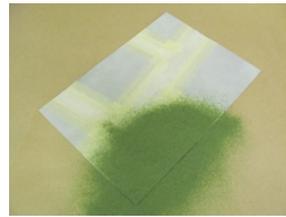
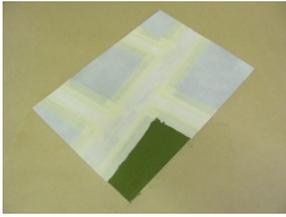
after 12 coats of white paint

White - 4 times from each corner then 4 times from horizontal and vertical then 4 times from each corner again (12 coats)

This should give a reasonable representation of a pavement colour. Peel back a bit of the masking tape to check how the road looks against the pavement, if you feel it is not quite right add speckled coats.

THE GRASS SURFACE

Before masking the pavement thoroughly brush the dust from surface to ensure the masking tape adheres to the surface. Mask the paved areas pushing the tape down firmly. When all the pavement has been masked paint the grass areas with the flock adhesive making sure that this is applied as evenly as possible. Then using a flour sieve, sieve the flock onto the adhesive making sure it is completely covered.



Leave to dry for about an hour then tap off the excess flock collecting it for further grassing projects. Carefully start to remove the masking tape between the pavement and the grass. It is important that the adhesive is still soft as you remove the tape so it leaves an even line. Be careful not to touch the flocked surface as it will mark or will be damaged until the adhesive is fully dry. Once all the masking tape has been removed leave to dry for about another 2 to 3 hours, when dry any loose flock can be knocked off and vacuumed.



flocked grass ready to be unmasked.



Unmasked completed model

PRODUCTS USED



24mm masking tape (AT10007)



Grey plastic primer (FP20014)



Beige spraypaint (ex stock)



White spraypaint (FS13005)



Black spraypaint (FS13000)



25mm bristle brush (FB20059)



Green flock adhesive (AG00015)



Mid green flock (LG20013)