

4GROUND

A Painting Guide With Base Rendering, Base Painting, Dry Brushing & Inking.

These walls are great terrain pieces but with all that damaged and missing render possibly they come out from the sprue with sides looking a little too smooth. Maybe a rather more rough and rundown look would be more ideal for walls like these and the best way to do just that is with 4GROUND Base Render. There are many techniques that you can use with our 4GROUND Base Render depending on the look required.

Damaged Rendered Walls (By Andy Unwin)

The subject I've chosen for this demo is something all gamers should have in their collection - wall terrain pieces.

The techniques I'm about to show you are pretty much fundamental for any situation when you require a rougher surface to a wall than the finish found on the model kit. Before we start, I strongly recommended that all wall sections be left on their sprues until painting is complete. Once they are painted remove the wall sections from the sprue and follow the construction advice.

Step 1:



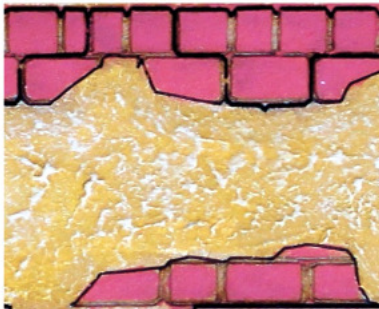
All Base Rendering starts the same way; dilute the base render on your pallet with a little water (*in this case the pot lid is my pallet*); the render should be at toothpaste consistency. Have a practice on a piece of the sprue not required for the model. Once you're happy with the render apply it unevenly to the blank area of the wall that you want rendered.

Step 3:



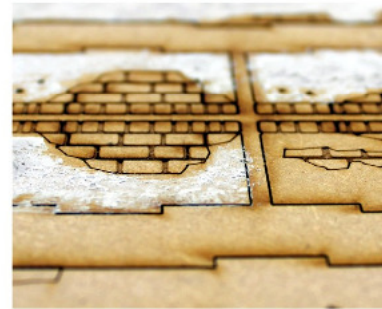
When you have the look of rough render you want and it's dry, you can apply some paint (*note this is all done with the walls still on the sprue*). The base colour may be thinned with a little water before applying to the wall (*this does not need to be evenly applied for the effect we're wanting to achieve*). Allow the base colour to dry before the next stage.

Step 5:



Now we move on to the stone/brickwork, using again the same technique with the base colour, paint over the stone/brickwork in the colour you desire and then allow all to dry. If you want to paint a few individual stones/bricks a darker or lighter colour this helps make them stand out.

Step 2:



It's best to apply in small amounts at a time with relatively strong brush strokes. Leave this to go off, just a little bit, then stipple for effect (*stippling is laying your brush on and lifting up off the work*), adding more base render or some fine sand will give it the rough look you require. You soon get to know the look and feel of the finished render you want for each job.

Step 4:



Now you can dry brush the render with a lightened base colour. This should be done sparingly, but with a heavy hand, and as the name suggests your brush should be all but dry. Once this is allowed to dry you can apply another lighter coat until you reach your desired highlight effect.

Step 6:



Sparingly Ink wash the stone/brickwork, but ensure the mortar courses are well covered with ink and allow to dry thoroughly. When dry, lightly dry brush the stone/brickwork with their base colour for added highlights.

Finally go back to the render and apply thinly watered down acrylic ink a number of times in order to build up a weathered effect, each time reducing the area coated so they blend from dark to light. Allow to dry between applications.