



## VMS Frequently Answered Questions – Spot On Pigments

### *How to produce even coverage effect? (matt finish)*

Mix your pigment with either Alkyd or ENML 2.0 binders "standard" type. Apply resulting weathering liquid with a brush as if painting. Evaporate the solvent using hair drier and that's that! One dry you can also apply raw pigment on top of the layer for lighter shade - use bigger brush and rub the pigments into the layer. You can use hair drier to expedite things.

### *How to create pigment wash?*

Procedure is as for even coverage. Apply a layer of pigment using either Alkyd or ENML 2.0 binders "standard" type. Use hair drier. Once a layer is dry use UNIVERSAL weathering carrier to liquefy it again and remove portions of pigment. Remove as much pigment as you need leaving it in places you deem appropriate. Doing it this way, using binders first, introducing carrier (thinner) later ensures your pigment job is permanent, classic washes with just the thinner are not durable.

### *How to create dry mud accumulation?*

Mix your **textured** pigments with either Alkyd or ENML 2.0 binders "standard" type. Apply the resulting paste and use hair drier to get rid of the solvent. Dry Alkyd based paste can be manipulated up to 9h before it permanently cures, no extra solvent is needed for manipulation! ENML 2.0 based paste cures quickly and needs solvent (VMS UNIVERSAL weathering carrier or equivalent) to be brought back to life. Introduce carrier to be able to work with a layer. Use hair drier to "freeze" it in place again - it works like real life mud!

### *How to create wet effects? (with Acrylics: quick way)*

Mix your pigments with VMS "structuring" acrylic binders. Apply the resulting paste (textured pigments) or liquid (zero tex pigments). Once it's dry apply a thin coat of VMS "finishing" acrylic resin to increase the gloss. Acrylics dry quickly and are permanent! If you are using them for the first time please conduct trials on a dummy model first!

### *How to create wet effects? (with Alkyds: slowly but with more control over the process)*

Mix your pigments with VMS Alkyd binders "gloss action" type. Apply and model the resulting paste (textured pigments) or liquid (zero tex pigments). Leave to dry for 3h. The pigment job will turn matt as the pigments absorb the binders the first time you mix and apply them. Don't worry about the matt finish it's supposed to work this way. Next step is to apply a thin layer of Alkyd binders "gloss action" over the pigment job you just created in order to enhance the gloss. You can add an additional layer every 3h until you are happy with the finish - gloss level. You can apply "gloss action" all over or just locally for more variation. You can apply gloss action over pigment jobs made with other variants of alkyds provided they are 24h+ old.



***How to create wet effects? (with ENML 2.0: quickly + pigment job is reversible at any time)***

Mix your pigments with VMS ENML 2.0 "gloss action" type binders. Apply and model the resulting paste (textured pigments) or liquid (zero tex pigments). Use hair drier to get rid of the solvent. The pigment job will turn matt as the pigments absorb the binders the first time you mix and apply them. Don't worry about the matt finish it's supposed to work this way. Let the pigment job breathe for about 1h for a better sealed and more durable layer. Next step is to apply a thin coat of ENML 2.0 binders "gloss action" over the pigment job you just created in order to enhance the gloss. You can add multiple layers for a "dripping wet" effect. Use hair drier between the coats for quicker results. You can apply "gloss action" all over or just locally for more variation.

***How to create textured partial effect?***

Mix textured pigments with Alkyd binders "standard" and create paste. Apply it in the wheels, over the hull, wherever you want it. Apply excessively as you will be removing some of the pigment later. Use hair drier to evaporate the solvent. Don't worry your paste will remain live for 9h. Now use brush and/or a toothpick to remove portions of the paste. When done removing gently brush over an entire pigment job with a bigger soft brush to remove some loose pigment chunks. Leave to cure for 24h.

***How to create point wet effects?***

For damp point effect with medium gloss (satin finish) please use Alkyd or ENML 2.0 "colour extenders". Simply apply the binders with a precision brush wherever you need them. Apply binders sparingly and apply heat (hair drier) right after application to maintain the contrast and prevent running. For high gloss wet effects please use Alkyd or ENML 2.0 "gloss action binders" or "finishing" acrylic resin.

***How to create partial wet effect?***

Apply your pigments using ENML 2.0 or Alkyd "gloss action" types binders. To remove the gloss where needed use Universal weathering carrier, use damp brush to wipe excessive binders, use hair drier to check the result. If still too glossy do some more wiping, you may introduce a bit pigment along with the carrier to reduce gloss better. To create a smooth transition from gloss to matt, allow the carrier to flow freely between the both areas, soak it up with your brush (without wiping) and finally use hair drier to check out the result. You can also introduce a second coat of pure binders over "wet" areas later on for a dripping wet effect.

***Alkyd, ENML 2.0 and Acrylic binders what's the deal with these products?***

VMS offers specialised pigment binders for creative modellers! All binders fix your pigments but they do so in different ways. Alkyds cure slowly (up to 9h manipulation time after the solvent is gone!) and allow you to remove portions of pigment without using additional solvent, once cured they are permanent. ENML 2.0 binders cure rapidly and are fully reversible - very safe for your model, you can always remove them. Acrylic binders cure very fast and have top sealing capability but are not reversible, these are best for quick wet effects. You can use the binders not to just fix your pigments but also create your own weathering liquids and pastes! Please visit Pigment Expert page to learn more about the binders.

***When to use textured pigments?***

Whenever you want to reproduce accumulated earth and mud (paste) or make spatter and splashes with pronounced texture (liquid). This applies for both dry and wet finishes.



***When to use a paste when a liquid?***

Make pastes if you want to reproduce heavy mud accumulation - microstructures; deposits. Liquids are for thin even layers of pigments, washes and spatter.

***How to tell the good stuff from colourful dirt?***

It's simple really. Good pigments have the colours up to scale (toned down) and easily cover the surface when applied as weathering liquid (mixed with binders and spread over the model with a brush). Even coverage is the case when grain size is in order, cheap pigments and fillers alike have big grain size which causes all sorts of problems in modelling. Poor adhesion and coverage issues are the main concern.