## Creating Curves with Track-Bed

Laying Track-Bed around curves is simple. There is a perforation in Track-Bed Strips and Rolls. The perforation allows you to easily separate the outer radius from the inner radius and adjust each independently. Score the Track-Bed along the perforation line with a hobby knife and separate the strips. Then, use the contact method described previously to adhere the strips to your layout.

Remember with the contact method, you need to be precise as the glue bonds instantly. Do not install a whole piece at once. Instead, tack one end of a strip down then, in increments, roll the Track-Bed into place on the curve. Press the Track-Bed to the layout every couple inches. Laying Track-Bed incrementally will allow you to control how the Track-Bed is laid and ensure a smooth curve.



Perforation Line

Foam Nails
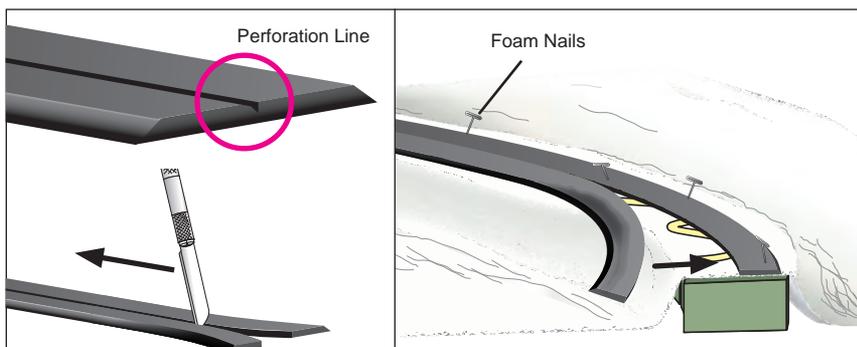
# ROCKS

The next step for building terrain is to install rocks. Rocks in the natural world vary widely in color, shape and texture depending on how they were formed (igneous, sedimentary or metamorphic). Granite, for example, is an igneous rock and tends to be spotted with colors that vary from pink to green. Sandstone, however, is a sedimentary rock that has visible strata (layers) in different colors ranging from grey to light tan or red. Research the rock formations found in the area you are modeling. This will help you decide which colors and shapes of rocks you want on your layout and which product will suit your needs.

There are many ways to add rocks to your terrain. You can carve rocks directly on the terrain shell, create your own rocks with Rock Molds, use pre-made Ready Rocks or make your own rock molds with Latex Rubber. Installation methods are included at the end of this section, and Chapter 3 will address how to color rocks.

# CARVING PLASTER ONLINE VIDEO

Carving Plaster allows you to carve any object directly onto a hard shell made of Plaster Cloth or Shaper Sheet. With Carving Plaster and Easy Rock Carving tools, you can carve a rock cliff, cobblestone street or boulders directly onto the layout's terrain contours. This is the easiest and fastest way to create large, textured expanses while also maintaining artistic control over the outcome.

**ROCK CLIFF**

Duster Brush

Strata Tool
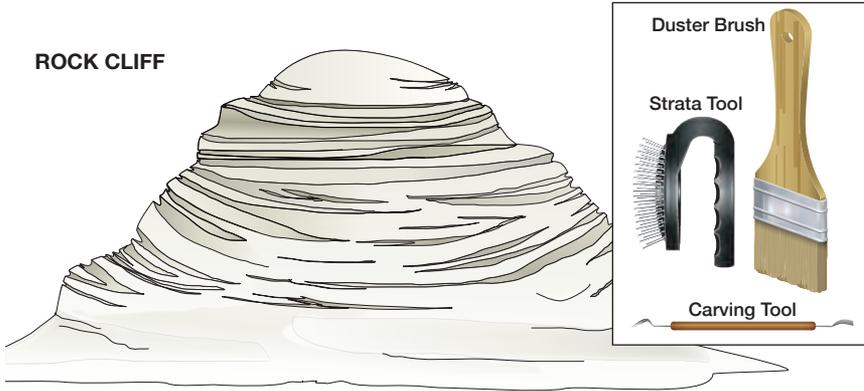
Carving Tool

## Mixing and Applying Carving Plaster

Mix Carving Plaster according to the package instructions. Then apply it to a Shaper Sheet or Plaster Cloth base. Apply Carving Plaster in layers a minimum of 1/4" thick. Mist the plaster terrain shell with water before application for the best adhesion between the hard shell terrain and wet plaster.

Spread Carving Plaster on the terrain shell. Apply thick layers for deep, realistic strata lines. Apply in mounds for large boulders and rock shelves. Allow Carving Plaster to dry 24 hours before carving. More Carving Plaster can be added at any time if you make a mistake or need additional plaster.

water

Plaster Cloth or Shaper
Sheet terrain shell

Spatula

Carving Plaster

Mixing Bowl
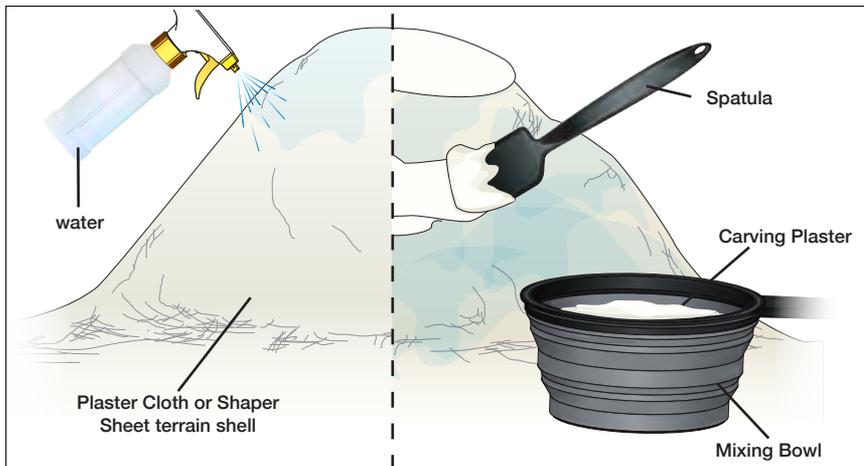
## Carve the Plaster

Before you begin, spray the dry Carving Plaster with water. The water will soften the plaster for easy carving and reduce plaster dust. Then, use Easy Rock Carving Tools to carve and shape rock formations. Easy Rock Carving Tools include a Strata Tool, Carving Tool and Duster. Periodically spray the plaster with water while you are carving. Use the Duster to brush away dust and debris from the surface while you are carving in order to view your progress.

The Strata Tool is used to model strata, blasted rock and other weathered outcroppings. Scrape the tool along the surface to develop strata lines. Increase the pressure on the tool for deeper strata lines.



The dual-sided Carving Tool contains a chisel and pick. Use the Chisel-end to carve gouges, rock chunks and model rock breaks. Add cracks, fissures and deepen striations with the pick-end of the Carving Tool. Scrape the pick-end across the rock face in random patterns to score grooves and fine-line abrasions. Use these tools with a ruler to create evenly spaced and realistic blast lines. Save any leftover chunks of Carving Plaster to use later as rock debris.
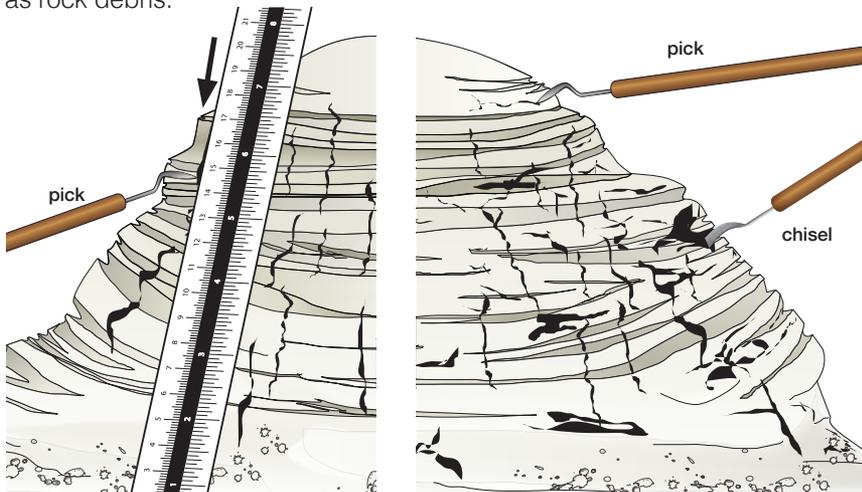
# ROCK MOLDS

Cast highly-detailed rocks with reusable Rock Molds and plaster.

## Product Overview

### Rock Molds

Rock Molds are made of a flexible, durable, rubbery material that has been shaped into the form of a variety of rocks. Each provides a different texture and appearance that can be used in different types of terrain. For the best results, use Lightweight Hydrocal®, Shaper Sheet Plaster or Super Strength Plaster to cast rocks with Rock Molds. Lightweight Hydrocal is often chosen for its light cure weight and short working time. We will use Lightweight Hydrocal for an example in this section.

**ONLINE VIDEO**

## Support the Rock Mold

Make sure the Rock Mold will be properly supported before pouring plaster. The molds are rubber and the rock faces are uneven, so they may not sit upright on a table when the plaster is added to it. Support the mold with sand or a box filled with newspaper. Nestle the mold into the sand or newspaper so the edges are supported and the top of the mold is level.

This method of support can also be used to distort the rock's face. To distort and create custom rocks, tilt the mold in any direction and then pour your plaster in. Keep the tilt supported while curing. This will result in a smaller but differently shaped rock.

| FLAT | TILT |
|---|---|
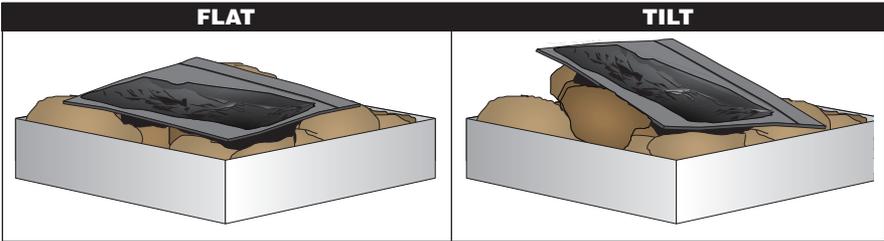
## Prepare the Mold

**wet water mixture**

To prepare Rock Molds for plaster, brush or spray the mold with "wet water." Wet water is a mixture of water and liquid dish soap. The liquid dish soap reduces the surface tension of the water.  When sprayed in a Rock Mold, it helps prevent bubbles developing in the plaster. To make wet water, mix 2 drops liquid dish soap in 1 cup water.
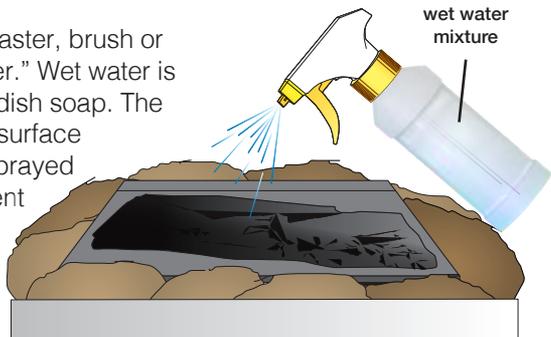
## Cast Your Rocks

Following the mixing instructions on the package, pour Lightweight Hydrocal slowly into cold water. Let the plaster stand for two minutes in the cold water. This helps ensure a good casting. Then stir for 1 to 2 minutes. Pour the plaster into the mold immediately. Lightly tap the edges of the mold to dislodge any bubbles and ensure the plaster seeps into all the crevices of the mold.

Let cure approximately 40 minutes or until completely hardened. Larger rocks may need more cure time before they can be removed from the mold. You will know the rock has set and hardened when the surface of the plaster looks chalky. If you have distorted the mold and made a thin or curved casting, leave the casting in the mold overnight before removing it. This will prevent cracking and crumbling.

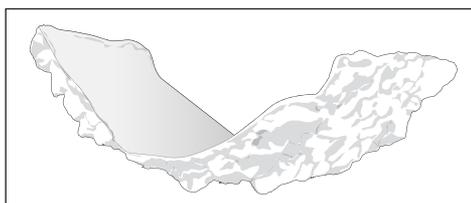Color rocks only after they have dried overnight (Chapter 3).

## ALTERING ROCK SHAPES

Any plaster rock can be altered for custom fit on a layout. You can alter the Rock Mold before the plaster is poured, or you can make alterations to the rock after it has been removed from the mold.

## Curved Rock Faces

Roads and railroads often run along bluffs or rock cuts that have been blasted to allow the right-of-way for the train or road. Many bluffs have a natural curve to them, and rock cuts can be blasted in a curved shape. It is easy to recreate these curved, bald, rock faces using Rock Molds. You can bend the mold into a wide U-shape and keep it bent while the plaster in the mold sets and cures. The U-Shape will force the plaster to cure with a realistically curved front face, and the concave back will fit snugly on curved terrain. This method works best for shallow molds. Deep molds may be difficult to bend into a curve.

To secure the mold in a U-shape, you can use clamps or heavy objects to hold the mold in place--or you can simply use some string. Wrap a piece of string around the outside of the mold and pull the ends together until the mold has the curve that you want. Tie the ends together to secure the U-shape. Notice how the edges of the mold indent a bit where the string

stretches across the front face of the mold. Add another piece of string and stretch it so it holds some weight of the mold and then tie it in place. Space the pieces of string evenly on each end of the Rock Mold.



Once you are happy with the shape of the mold and it is held firmly in place, mix the plaster to a paste-like consistency. Apply the plaster by pushing the plaster into the vertical curved areas with a craft stick or brush. If using string to hold the mold in a U-shape, you can also roll the mold to the left and right and let the plaster ooze into the vertical corners. Let cure overnight before removing the rock from the mold. Peel the Rock Mold off of the rock gently.



## Shaping Rock Faces

After a rock is removed from the Rock Mold, you can easily adjust the rock's face using the Easy Rock Carving Tools. It is easiest to carve into a rock right after it has been removed from the mold because the plaster is still soft and pliable. Lightweight Hydrocal® is easiest to carve when it is not fully cured.  If your rock is completely dry, soak or mist it with water before carving. This will help soften the rock and reduce plaster dust.

## Cutting Rocks

After they have fully cured, rocks can also be cut to smaller sizes using a hacksaw. This is helpful when you need a rock with a clean edge. You can also break rocks into smaller pieces for unique rock shapes. Use the leftover broken debris as rock debris.
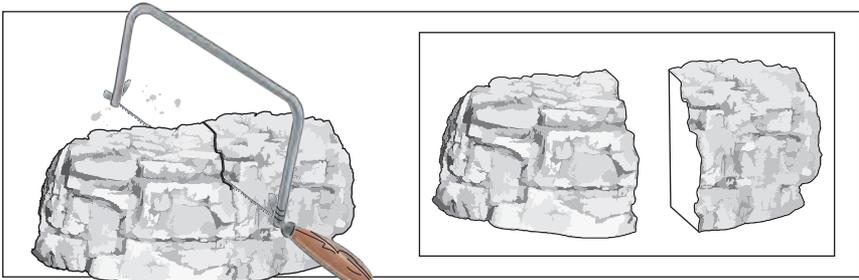
# MOLDS WITH LATEX RUBBER

Making your own molds is the ideal way to add unique rock formations to your layout or model rock formations typical of a specific area.

## Product Overview

### Latex Rubber

With Latex Rubber, you can create molds of rocks that you find in the field. Latex Rubber is ready-to-use and formulated to be thin enough to seek detail and thick enough to be durable for multiple castings.

## Preparation

Remove any dirt, dust or residue from the object you are casting before applying Latex Rubber. Wash the object, or rock, in warm soapy water and let dry completely before application.

Latex Rubber can get stuck in a paintbrush easily if allowed to dry on the bristles. Keep a cup of soapy water nearby so you can soak the brush between layers. When you finish applying the Latex Rubber, wash the paintbrush with warm soapy water immediately. Use a wire brush to help clean bristles. These simple steps will save the paintbrush for future use.

The mold will need to be removed from the object after the Latex Rubber has dried. Pick the side of the object that you do not care to have cast. Leave this side free of Latex Rubber so that the object has an exit from the mold once the mold is dry.

## Making a Mold

To make a mold, paint a layer of Latex Rubber on the object of your choice. Be sure to push the Latex Rubber into all the cracks and crevices of the rock or object. You do not want to leave any air bubbles between the rock and the Latex Rubber or the bubbles will be visible in your casting. One layer of Latex Rubber takes approximately 30 minutes to dry. When dry, it will appear pale yellow and slightly translucent. Once it has dried, you can apply another layer. Always allow the previous layer to dry before applying another. If only a few castings are planned from an individual mold, we recommend a total three layers of Latex Rubber. When the three layers are dry, carefully peel the finished mold off the rock. The mold is now ready to cast.

first layer of Latex Rubber (wet)

first layer of Latex Rubber (dry)

second layer of Latex Rubber (wet)
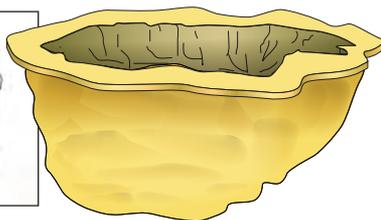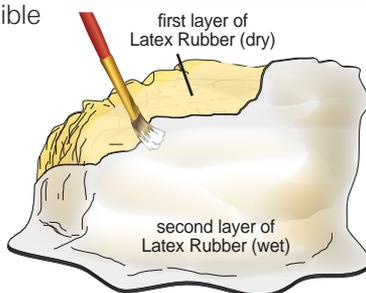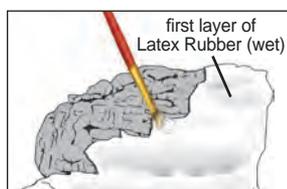
## Making Reinforced Molds

If you plan to make a large number of castings from the mold, place a strip of gauze or cheesecloth between layers. The cloth will make the mold thicker, more durable. Do not use a stretchable material like nylon because it will allow the mold to stretch and distort. Apply the first layer of Latex Rubber and let it dry, then apply a second layer. Press the gauze into the second layer of Latex Rubber when the layer is wet. Work the gauze into all the cracks and crevices, and allow the layer to dry. Then apply another layer of Latex Rubber and add another strip of gauze. Repeat this process one more time. Finish the mold by painting on two layers of Latex Rubber without adding gauze. After the final layer of Latex Rubber has dried, peel the mold off the rock. It is ready to cast.

Latex Rubber (dry)

Latex Rubber (wet)

gauze

Latex Rubber

Latex Rubber layers

gauze/cheesecloth layers
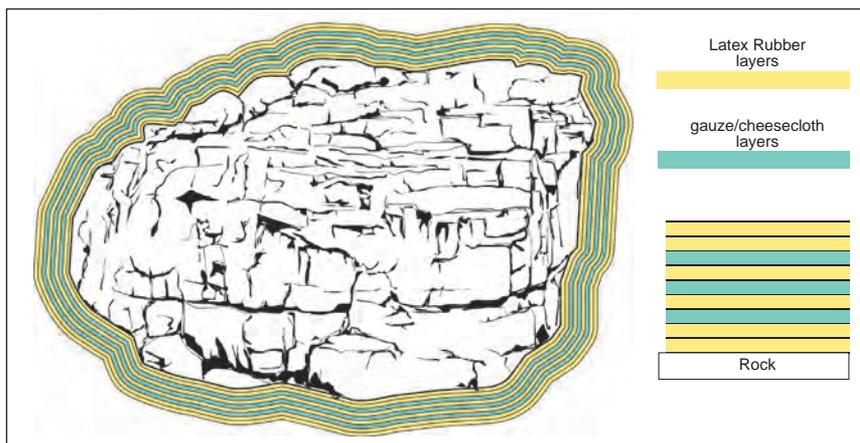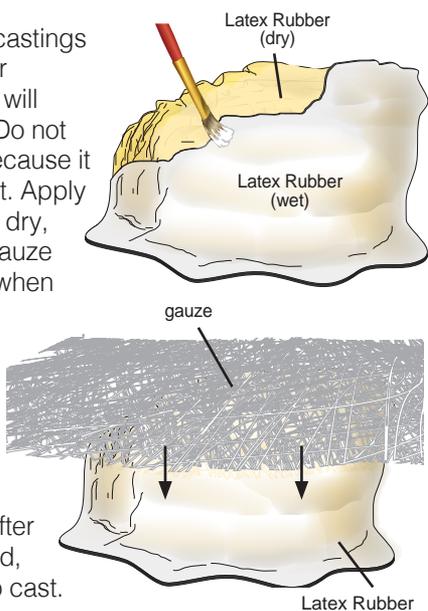
Rock

## Support the Mold

Pour the plaster into the Latex Rubber mold following the instructions in the Rock Molds section (pages 81-83).
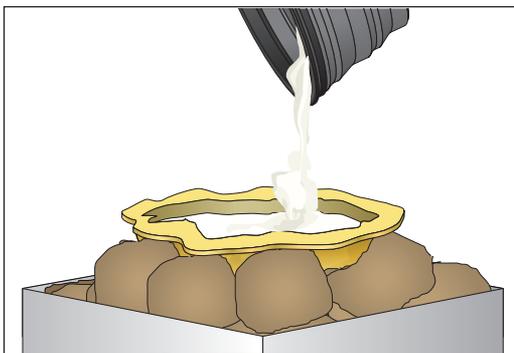
# READY ROCKS ONLINE VIDEO

If you do not want the mess of pouring plaster, there are other options.

## Product Overview

### Ready Rocks™

Ready Rocks are highly detailed plaster castings that are hand-painted with Earth Colors Liquid Pigment. Each Ready Rock is unique and ready to place on your layout right out of the package. Ready Rocks are perfect for modelers who do not want to cast and paint their own rocks or only need a few rocks to complete a project.

Shelf, Rock Face, Creek Bed and Creek Bank Ready Rocks are cast to nest together side-by-side, so you can make a seamless rock wall or creek bed. Sometimes these nesting rocks may have mold flash, which is a small seam where plaster leaked out of the mold. Use 80-grit or 120-grit sandpaper to sand this excess plaster off for the best fit. If white spots occur, use a wash (page 112) or pencil to color the white spot in. Smudge the pencil mark with your finger to blend in with the rest of the colors.

**ROCK FACE**

# INSTALLING ROCKS

Rocks can be installed on the layout once you have built your terrain contours, or they can be added as details to a more complete layout. Fasten rocks to a plaster surface with Lightweight Hydrocal®, Super Strength Plaster, Shaper Sheet Plaster, wadded Plaster Cloth, Scenic Glue or Foam Tack Glue.

Color rocks before or after installation. If you choose to color them after, take care to not allow the adhesive to drip onto the colored rock's face as it will affect the coloration and require touch up work.

## INDIVIDUAL METHOD

To attach rocks to your layout individually, make several in advance and then test fit them against the terrain shell. If you want to test the rock's fit, make a temporary shelf to prop the rock on with Foam Nails. Insert Foam Nails into the terrain shell under the bottom edge of the rock to make the temporary shelf. There will be some space, or a gap, between the rock and the terrain shell. This gap is normal and will be filled with additional Plaster or Plaster Cloth after you install the rock.
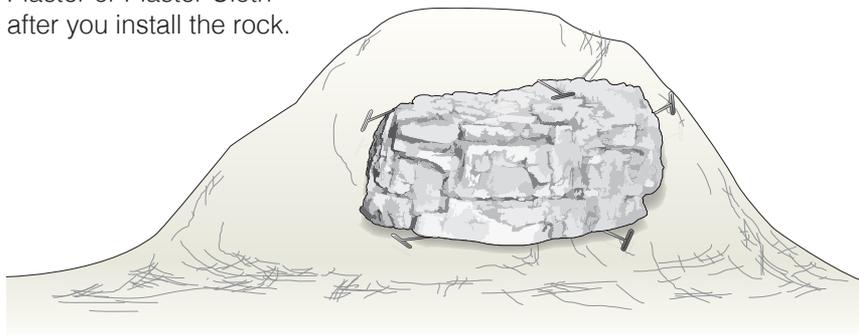
If you can't find a good fit for a rock against the terrain shell, cut the terrain shell and recess the rock. This will not affect the integrity of the terrain shell; it will only ensure you have the rock where you want it. Cut the terrain shell in an H shape and press the two interior sections of the terrain shell until they give and create a shelf, as shown.

Press in after cutting
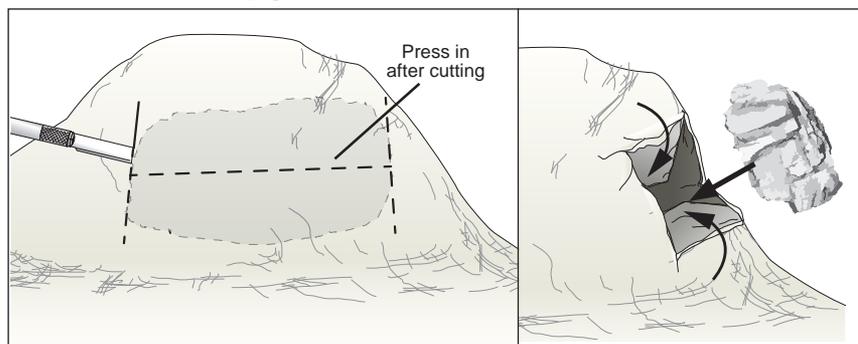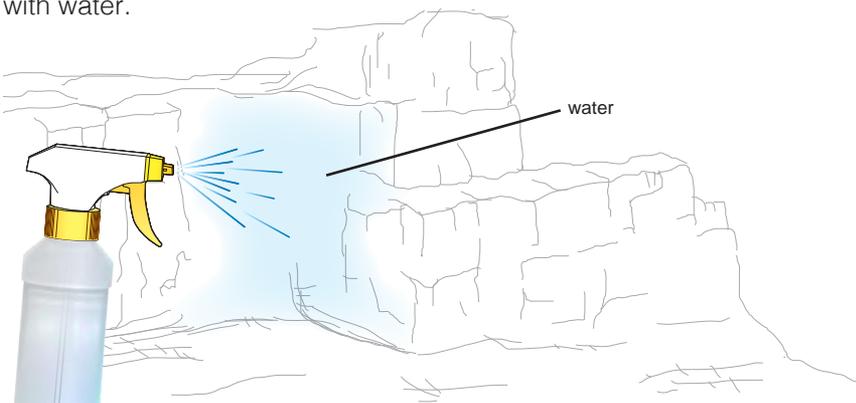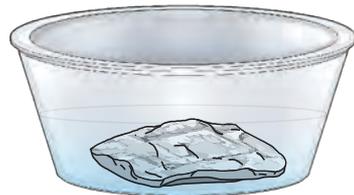
## Install with Glue

To attach rocks with Foam Tack Glue or Scenic Glue, spread the glue on the back of the rock and place it on the terrain. Hold in place until setting begins. If the rock is on an overhang, use some Foam Nails to support it as the glue dries. Use glue as adhesive when you are installing individual rocks that have a tight fit against the terrain.
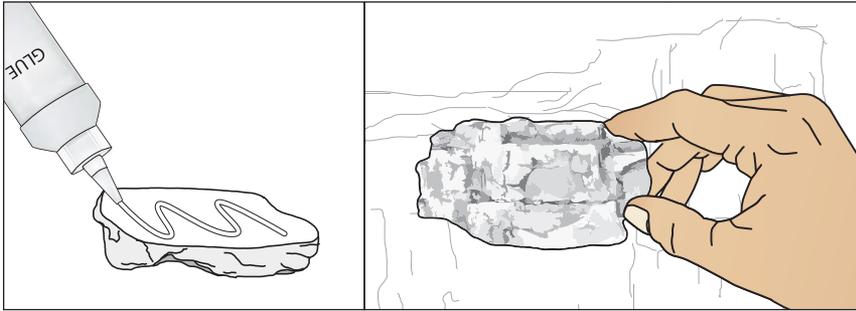


## Prepare Rocks for Installation with Plaster

Rocks can be installed with Plaster Cloth or additional Plaster, but the rock should be prepared for installation first. Prepare a rock for installation by soaking the rock in water. Uncolored rocks can be soaked up to an hour, but do not soak colored rocks for more than 10 seconds. Soaking colored rocks for longer than 10 seconds can lead to discoloration.

Then, spray the plaster terrain shell with water to begin your installation. This ensures the rock bonds with the fresh plaster or Plaster Cloth. If either the terrain or the rock begins to dry during installation, mist them with water.



water

## Install with Plaster

To install rocks with plaster, begin by mixing a batch of thick plaster (see page 64). Apply the plaster to the back of the rock and then place the rock on the terrain. Hold the rock in place until setting begins. Some plaster may ooze from behind the rock. Use this excess plaster to fill the gap between the terrain shell and the rock. With wet fingertips, smooth the excess until there is no gap. After it dries, if excess remains, you can chip it off. Use plaster as the adhesive when you know there will be small gaps between the terrain and the rock or when installing multiple rocks to create a rock cliff.
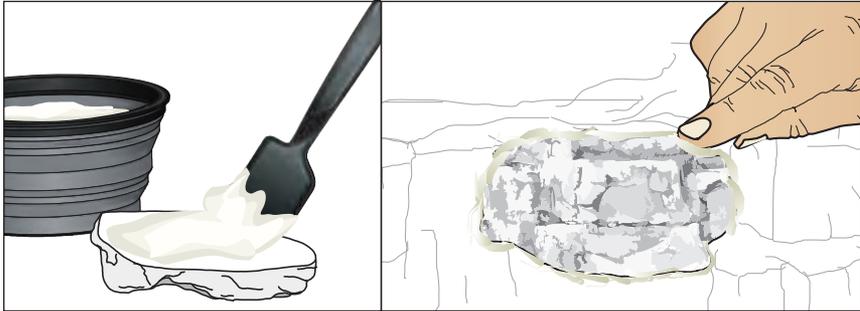


## Install with Plaster Cloth

To install rocks with Plaster Cloth, cut it in strips approximately 2" wide x 4" long. Fold or wad one of these strips up in a ball and place it on the back of the rock. Spray the Plaster Cloth with water and then place the rock on the layout. Hold in place until it begins to set. To fill the gaps between the layout and the rock, tuck dry Plaster Cloth strips into the crevices and then spray with water. Tuck and shape the Plaster Cloth until there is no visible gap between the layout and the rock. Plaster Cloth has more body than plaster, use it to install rocks in areas where the terrain shell is uneven and needs to be built up for a good fit with the rock.
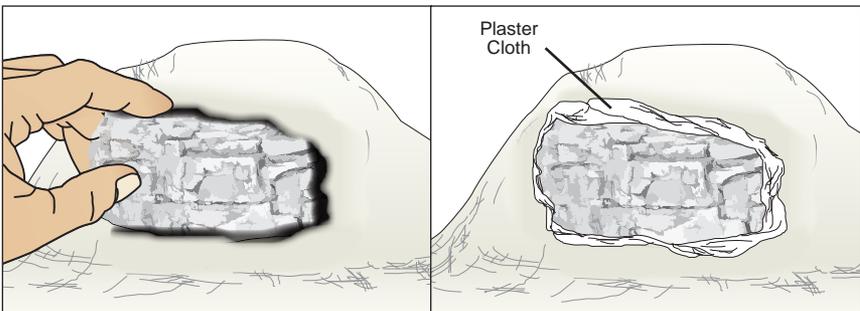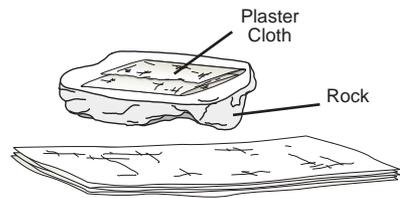
# BRICK METHOD

Use the Brick Method to create highly-detailed, expansive rock faces and cliffs with individually cast rocks. The brick method is exactly how it sounds: fitting rocks together like bricks. Unlike bricks, which have even, flat sides that easily nest together, not all edges of the rocks will nest perfectly right away. You can, however, make them nest. Simply rub the edges of two rocks together. They will sand each other into a fit.

Install rocks tightly together using plaster for the adhesive. We recommend using plaster as the adhesive because the excess that oozes out fills the joints between the rocks. Smooth the excess plaster with wet fingertips.
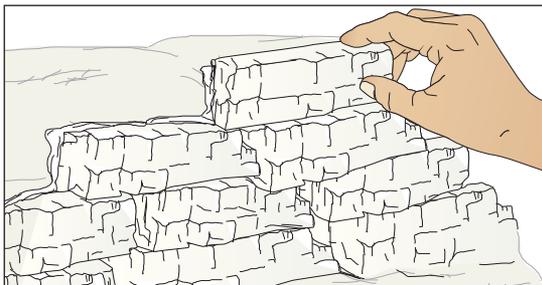


# SHINGLE METHOD

The shingle method of installation involves using the plaster in the Rock Mold as its own adhesive to attach the rock to the terrain shell. This method requires no additional plaster to attach the rocks; however, the rock mold must stay attached until the rock is dry in the mold. Each new rock that is added is shingled over the edge of its neighbor. A second rock cannot be added in the same area until the first is dry and its mold removed. This is a slow-working process, but it can create very realistic rock areas without obvious joints between the rocks.

Pour only one or two rock molds at a time when shingling. When the plaster is poured into the mold, it will look wet and shiny. When it is dry, it looks dull and chalky. Install the mold on the layout when the plaster looks pasty. Wet the terrain with water, then place the Rock Mold on the layout and hold it in place until it sets and is firmly attached. Leave the mold in place on the layout for at least 30 minutes, then peel it off carefully. Fill any gaps between rocks and the layout as described previously.
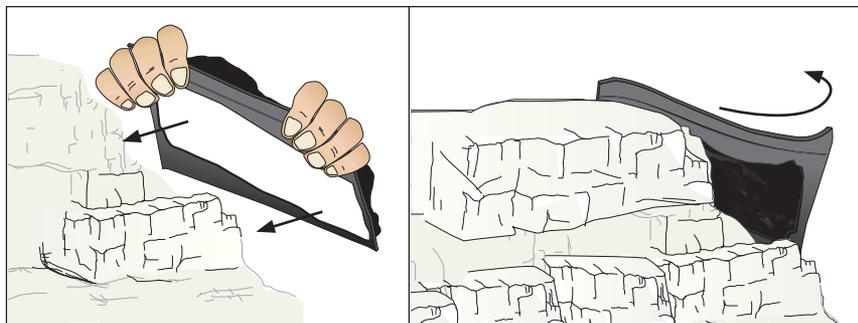
## Striping with Decals

Another way to add stripes and lane markers is with Dry Transfer Decals (page 235) Yellow and White Stripes. Simply cut the decal lines into thin strips along the stripes. Lay the strips on the road surface where desired and hold in place with one hand. Rub the back of the decal with a Burnisher or dull pencil to release the decal onto the road surface. On tight curves, trim the decal very close to the stripe. Secure one end on the road surface and slowly burnish the stripe onto the road surface.



dull pencil

Dry Transfer Decal
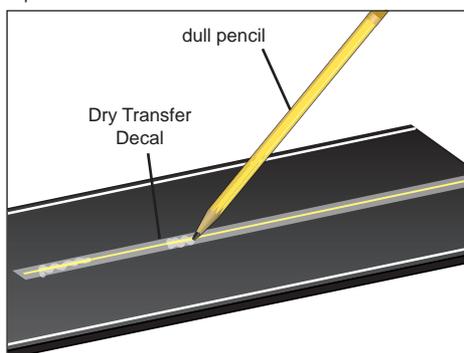
# COLORING THE TERRAIN SHELL AND PLASTER CASTINGS

After the plaster and adhesive have dried, it is time to make your bright white plaster terrain shell come alive with color. Take a walk outside and note how colors intermingle in nature. You will notice nature is made up of many shades of colors. Up close, each tree has several shades of green for the leaves. Even the soil has various shades of brown, varying from light brown to almost black. When colors are observed from a distance, such as from an airplane or the top floor of a skyscraper, these colors blend together and give the appearance of a general brown for soil or green for trees.

Observation is your best tool to determine which colors to use. Choose colors based on how they would be viewed from a distance. Then layer the colors so they blend together just as they do in the natural world. Woodland Scenics's products are designed specifically to be layered and blended.

# PAINTING TERMS

Several painting terms will be used throughout this chapter.



① **Opaque** —A coat of pigment that is applied straight from the bottle so you cannot see the material beneath it.



② **Dilution** —Add water to the pigment.

③ **Wash** —Pigment that has been diluted with a large amount of water. Washes are meant to be transparent so you can still see the material it is applied to. The more pigment in the wash, the more opaque the wash.



④ **Stain** —Apply a wash that will be absorbed into a surface, like plaster.

⑤ **Blending** —Mix different colors together for a smooth transition from one color to the next or to create new colors.



⑥ **Drybrush** —Dip a stiff, damp paintbrush into paint, pigments or other materials. Blot the paintbrush on a piece of paper towel until the bristles fan out. Then, lightly brush the material over the surface where you want texture. This technique can be used with dry products, like Fine Turf and Plant Hues, for precise application of the material (do not dampen the brush before dipping into the dry material). See page 213 for detailed instructions on using the drybrush technique for weathering.





⑦ **Dab** —Lightly and briefly press a brush or foam brush to a surface to leave a blot of color.

Painting a layer of color over the white plaster terrain shell provides a base of color for plant life to grow from. This will allow you to blend colors and enhance realism.
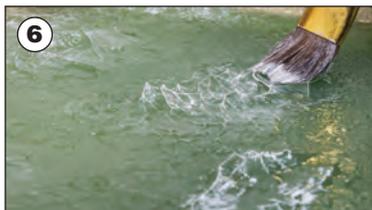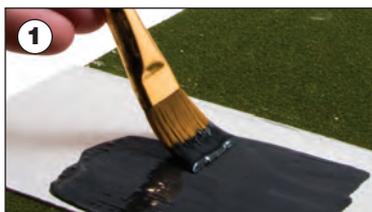
## Earth Colors™ Liquid Pigment

Earth Colors Liquid Pigment is specially formulated for coloring rocks, terrain and plaster castings such as Tunnel Portals and Culverts. These pigments are water-soluble and can be diluted and blended in limitless combinations. Colors include: White, Concrete, Stone Gray, Slate Gray, Black, Raw Umber, Burnt Umber and Yellow Ocher. All eight colors are included in the Earth Colors Kit, which also includes an applicator brush and palette.

**ONLINE VIDEO**



**WHITE**

**CONCRETE**

**STONE GRAY**

**SLATE GRAY**

**BLACK**

**RAW UMBER**

**BURNT UMBER**

**YELLOW OCHER**

## Earth Colors Liquid Pigment Undercoat

Earth Colors Liquid Pigment Undercoats include Green Undercoat and Earth Undercoat. These colors provide a base color for terrain and can be diluted just like other Earth Colors Liquid Pigment.

**GREEN UNDERCOAT**

**EARTH UNDERCOAT**

# DILUTION

When Earth Colors Liquid Pigment and Undercoats are diluted with water, the colors flow and pool easily into the crevices of the terrain shell in a way that creates natural color variation. Dilution is an easy way to blend pigment colors directly on the terrain shell. Applying Earth Colors Liquid Pigment and Undercoats straight from the bottle in an opaque coating creates hard lines on the terrain shell because plaster is very absorbent. The pigment absorbs into the plaster very quickly, allowing little time to blend the full strength pigment and leaving an opaque color on the plaster.

Both dilution and opaque applications are useful to a modeler for different outcomes. Dilute when you want to blend colors. Apply the pigment full strength when you want to apply rich, opaque colors in a controlled manner.

Dilute Earth Colors Liquid Pigment with water in a cup, mixing tray (for small amounts) or the Scenic Sprayer. The Scenic Sprayer is convenient because it has ounce markings noted on it for measuring exact amounts. Exact measurements are helpful when diluting the pigment to create custom color washes with a specific ratio of water to pigment. Use the Scenic Sprayer to spray pigment on plaster castings and terrain for a quick and easy application. If the pigment is diluted in a cup or mixing tray, simply use a foam brush to apply the pigment.

Opaque — ➡ — ➡ — ➡ — ➡ Diluted
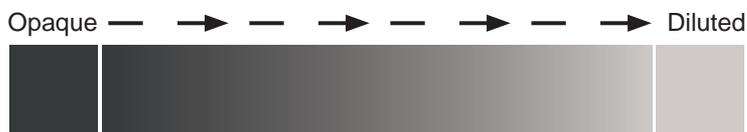
# PLASTER ABSORBENCY AND PIGMENTS

Plaster surfaces vary from highly porous to non-porous. A porous plaster surface provides the best absorption of a color wash. Non-porous plaster surfaces may not absorb color washes at all. Marring, rubbing, smoothing or polishing can close pores on the surface of a plaster casting, making it less porous and less absorbent. Applying adhesive to

plaster will also reduce the plaster's porosity and absorbency. The more porous the surface of the plaster, the more readily it will absorb color washes.

Dry plaster absorbs moisture and color washes more readily than wet plaster. If a plaster casting or terrain is saturated with water, it will not accept color washes at all. Partially dry plaster will not accept pigment evenly across the surface of the casting. The pigment on the areas that are drier will appear more intense and darker, while the damp areas will be lighter. Older plaster castings will absorb more pigment and appear darker than a casting made recently. Allow castings to dry thoroughly before coloring them.

The type of plaster also affects the outcome. Mold-A-Scene Plaster, for example, has a light sandy texture and color. It accepts color washes differently than the smooth, bright white Lightweight Hydrocal. Use the same kind of plaster if you intend to match colors in specific areas of your layout.

For best results, apply color washes on plaster surfaces that are porous and dry enough to absorb the pigment. Try experimenting on excess materials before staining permanently installed plaster terrain or castings with Earth Colors Liquid Pigment.

If you apply a color wash on a plaster surface and the color is not accepted, use an opaque coating of pigment. Allow the area to dry thoroughly before dabbing the undiluted pigment on the area. Then blend the opaque pigment with the surrounding area.


## LEOPARD SPOT TECHNIQUE ONLINE VIDEO

The Leopard Spot painting technique is an easy way to create variation in colors for a realistic appearance. This technique uses various color washes that are dabbed on randomly, then tied together with an over-coat of dominant color wash.

Use a foam brush, bristle brush or the Scenic Sprayer to apply Liquid Pigment. When using a brush, let it soak up the pigment. Then apply the pigment by dabbing the brush on the surface. This technique is not meant to be precise. You want the colors to run together, mix and seep into the rock crevices. Be sure to rinse your brushes out before moving from one color to the next, or use different brushes for different colors. You want the colors to mix on the plaster, not in the cup.

For beginners, we recommend using three colors—two secondary colors and one dominant color. As you get more familiar with how the colors work together, begin experimenting with additional colors. You will always need a dominant color wash, but you can add as many secondary colors as you like. Remember that you can mix Liquid Pigments prior to application to make a custom color.

Pick two lighter secondary colors and one dark color for the dominant wash. You will dilute all three colors in different amounts, as noted below. If color washes are too light on castings, add a little more pigment to the washes for a darker color.

## Color Wash Dilutions

**Secondary Color Washes:** 1-part Liquid Pigment to 16-parts water
*Color Suggestions: Black, Burnt Umber, Concrete, Stone Gray, White, Yellow Ocher*

**Dominant Color Wash:** 1-part Liquid Pigment to 32-parts water
*Color Suggestions: Raw Umber, Slate Gray, Black*



**1/3 of the rock - Yellow Ocher**
**(1 part pigment, 16 parts water)**

Apply the lightest secondary color wash randomly over 1/3 of the rock casting. Then apply the next secondary color wash randomly over a different 1/3 of the rock casting. Allow the washes to run together naturally. After the second color, 1/3 of the rock should still be white.



**1/3 of the rock - Burnt Umber**
**(1 part pigment, 16 parts water)**

Apply the dominant color wash over the entire rock casting to tie colors together. Let it flow into all cracks and crevices, and mix with the secondary washes. Be sure to cover the secondary colors as well as the white areas with the dominant wash. Let it dry completely.



**3/3 of the rock - Black**
**(1 part pigment, 32 parts water)**

Once it has dried, seal the colors with a mist of Scenic Cement. Once the Scenic Cement is dry, apply a more concentrated black wash (a ratio of 1:16) over entire rock to emphasize cracks and crevices. Once the black wash is dry, spray again with Scenic Cement to seal the colors.



**Let dry.**

When using three secondary colors, apply each color over a different 1/4 of the rock face, leaving 1/4 of the casting white. Continue with this pattern, depending on the number of color washes. Be sure to always leave some of the casting white before applying the dominant wash.

## REMOVING LIQUID PIGMENT & RECOLORING ROCKS

If you decide you do not like how the coloring turned out, you can remove the majority of the Liquid Pigment and start over. To remove the pigment, saturate the castings by spraying them with hot salt water (1 tsp salt in 6 oz water). Blot the casting with a paper towel. If needed, wait one minute and spray again. The salt water should remove the majority of the pigment. Once dry, the rock is ready to be colored again.

If pigment remains, let the casting dry then cover the rock with an opaque coating of White Liquid Pigment. This will help cover up any lingering color. Once the White Liquid Pigment is dry, you are ready to re-apply color as described in the Leopard Spot Technique section.

Please note coloring cannot be removed from surfaces that have been sealed with Scenic Cement, Flex Paste, Scenic Glue, super glue or other adhesives/sealants. Sealed surfaces must be recolored with opaque pigments.

## COLORING THE TERRAIN SHELL  ONLINE VIDEO

After the rocks on your layout have been colored, it is time to color the terrain shell. This will create a base for the plant life on your layout. Earth Colors Undercoats are designed specifically to color the terrain shell, but you can use any of the Liquid Pigments. We recommend using either undiluted pigment or a dilution of 1 part pigment to 2 parts water to color the terrain shell. You can add more Undercoat or Liquid Pigment as needed to create the desired effect.

Remember that the color you put on your terrain shell is meant to blend with the plant life you intend to put on top of it. If you want a muddy area, use a brown color in those areas. If you know there is going to be a bright green field full of plant life, use green. Blend the pigment colors together for extra realism.
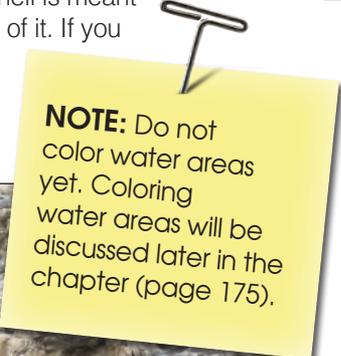
**NOTE:** Do not color water areas yet. Coloring water areas will be discussed later in the chapter (page 175).