

### How to emphasize prominent details on any camouflage type.

Slightly moisten the details outline with a brush and apply the colour product in according with the model camouflage with a thin brush. Disperse or remove any exceedance with a brush or a cotton swab moistened with Remover. The application result can though also be adjusted several hours after.







### Liquid Pigments as filters.

You can also apply the product on flat surfaces in order to slightly change the tones with perfect, progressive and extremely easy to perform shadows. The fluidity of the







product ensures the best melt among the pigments and allows to create color effects in one or more applications, directly over the treated surface. We suggest to fix the applications on large surfaces with transparent varnish.

### Emphasize recesses and paneling.

Slightly moisten with a brush the recesses to be treated and then apply with a fine brush the product, along the engraved lines or at the intersection between them. Remove any exceedance with a brush or a cotton swab moistened in Remover.

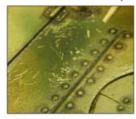






### Various techniques.

The Liquid Pigments can also be applied with sponges, cloths, or sprayed out with a brush. These different techniques can well combine with the paint scratch; using small drops of Cleaner Lifecolor in order to soften the paint and scratching it easily out.





### Oil color method.

Apply on the edge of the surface to be treated, small drops of the product, of the chosen colours, then, with a flat brush stretch down the applied tones.





### Color modulation.

Smoothly airbrushed on any camouflage, the darker tones can be used as modulation color technique and can create pleasant and realistic shades.







#### Standard method on flat surfaces.

Apply the product with brush or airbrush. Recommended, but not required, moisten the surfaces before application. The product flows differently according to the gloss degree of the surface upon which it is applied.







### Applications with sponges and wet cloths.

As for these application techniques, we suggest to combine the use of our Agent Reflective PG110 that, rubbed on the darkest parts of the treated areas, gives realistic metallic effects. On already treated surfaces, it is also possible to simulate a chipping with the brush using a dark grey color, that will be brought out with the PG110.



### Scratch streaking.

Place a small drop of Cleaner Lifecolor on the paint to soften it, soon after that, scrap or lift with a pit a small portion of color and from that position simulate rust casting.



### Oil paint technique.

It is possible to overlap more tones directly on the model. Brush the Liquid pigments and, with a flat brush streak the shades to be blended.







### Abandoned vehicles.

In order to obtain emphasis effects, abundantly apply the product with a brush. Start from the lighter tones and insist with further applications of color on color then mix, if required, at each coat. Let every Liquid Pigments single passage to dry to fully appreciate the result.











**HOW TO USE** 

LP03

# RAMD IST MAKEUP



### Dust or rain streaking with airbrush or brush.

Apply the undiluted Liquid Pigments with the airbrush or, abondantly with a brush, than streak the product down with a flat large and slightly damped brush.















### Sand dust mass around prominent details.

Abundantly apply the product with a brush and, when dried or partially dried, remove exceedances with a brush moistened in Remover or with a cotton swab.

### "Blow about" technique.

Abondantly apply on the surface the product with a brush. Immediately after, blow it with the only air of your airbrush, towards the areas or details to be dusted. If necessary, adjust the result with Remover.



### Spray technique.

Low down the pressure of your airbrush compressor and quickly move the spray color button in order to vary the Liquid Pigments sprayed quantity to obtain a series of small stains.







### Powders combined with Liquid Pigments.

You can mix powders and Liquid Pigments on site, to obtain 3D accumulation effects around the details, in the corners and in the interstices.

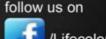
### Dust on wheels or tires.

Abondantly apply with brush or airbrush and remove exceedances with Remover.

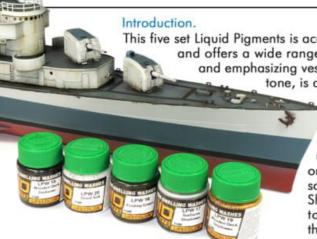












This five set Liquid Pigments is accurately designed for model ships and offers a wide range of tones for weathering, dirting and emphasizing vessels parts. The Shadower Surface tone, is designed to shade and emphasize

the upperstructures details, the Fouling Green tone is excellent to simulate the marine vegetation on keels and on underwater parts, the Dried Salt one is very useful to create realistic saline traces on surfaces. The Deck Shadower and Deck Darkener two tones, are specific to emphasize the real laser cutted wood planking of the ship bridges.









### Opera viva dello scafo.

In order to give the submerged hull parts a realistic effect, apply with a brush Fouling Green tone, mixed with other dark tones from the LPO2 rust set, as to create irregular horizontal lines runnning along the hull. When dried, you will be able to stretch the lines with a flat brush in short vertical strokes, a following airbrushed Fouling Green overcoat will even out the effect. Before moving on to any other applications in order to create other effects, we suggest you to seal the done job with a thin transparent layer applied with airbrush.

### How to elaborate wooden bridges.

Apply a coat of satin clear on your laser cut wooden deck and wait for its drying. Apply LPW18 to get dark areas and LPW19 with a brush, also mixing them up together, to create lighter areas. When dried, artfully remove, from some of the deck planks, the Liquid Pigments with a thin brush, lightly moistened in Remover. You will easily obtain a satisfying deck effect.









LP04

### Highlight bolts and hull plates.

Slightly moisten the areas to be treated with the Liquid Pigments and apply dark tones into recesses and into bolting with a brush. Remove or adjust the tones with a brush moinsted in the Remover. Rust tones can simulated paint chips and oxidation stains. Using the Dried Salt tone as filter you also can highlight some hull plates or some upper structure parts. With a small sponge you can obtain minute dirt or rust tone traces and, if you wish, you can also swipe down them when dried.

### How to emphasize the upper structures details.

Lightly moisten with water the surfaces to be treated with a brush and apply the Liquid Pigments tones you need, the set contains a single Surfaces Shadower tone excellent for many shades of gray, but, if necessary, you may also use the Wooden Deck Darkener or other tones from the LPO2 rust.







### Introduction.

This set tones are very useful to simulate dirt, dust and smut on any scale model trains. The Smoke, Carriage Grime and Frame Dirt tones, are very suitable for steam locomotives, but they can also be used on wagons or on electric trains.







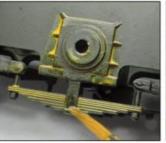


### How to emphasize recesses and details, light and dark tones.

Steam locomotives and trains are frequently painted in black or dark tones, therefore, in order to emphasize details and bolts, you can use light tones such as Rail Dust or Brake Dust, applied with a brush around the prominent details and, if needed, you can also simulate oil or soot streakings with an airbrush. If you'll choose light LPW tones for your oil or soot streakings, the result will be clearer and realistic.

### Removing technique.

To obtain soft dust nuances or a very realistic dirt streaking, apply on the surfaces abundant LPW with a brush and, when completely dried, remove it parzially with a brush lightly moisted in the Remover. This is an easy though very effective technique.









### Sponge application.

You can also apply the LPW tones with a little piece of a sponge, so, you will obtain small spots or uneven streaks.

### Wooden planks.

All the tones contained in this set, are particularly suitable also for aging wagons and wooden pallets. To obtain realistic wood shades, you can also apply some tones from the Liquid Pigments LPO2

Rust Wizard. In order to simulate wood on plastic

parts, we recommend to use our specific color set CS 20 Weathered Wood.







7 K

**HOW TO USE** 

LP06

# WINGS & FUSELAGES DETAIL EMPHASIZER



### Introduction.

This five tones set, allows to emphasize airplanes details and surfaces. In the box, you will find three different liners suitable for each camouflage types. A very effective brown color for the exhaust gases marks and a light tone for dust traces on wheels and on gear shaft.



### Liquid Pigments as liners.

In order to highlight metal surfaces, we suggest to use, as liner, more than one LPW tone, for this purpose also use LPW 30 will be apt.

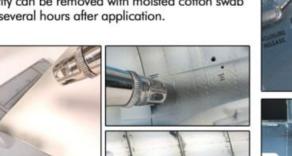


How to emphasize the interior details. LPW 26-27 and 28, can also be useful to emphasize cockpits interior

parts and/or undercarriages details.

### How to emphasize recesses and panels.

If used as panel liner, Liquid Pigments can by either applied with brush and airbrush. The exceeding quantity can be removed with moisted cotton swab even several hours after application.

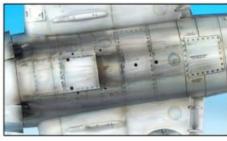












### Removing technique.

For streaking or leakings effects, we suggest to prefer brush. In order to obtain soft shades, "remove technique" is very useful. It consists in applying an abundant Liquid Pigment quantity with brush or airbrush and, when dried, removing part of it with a flat brush lightly moinsted in Remover or mere water if the removal occurs just after the application.





CONTRAST & DESITURATION SET



FREE YOUR FANTASY

THREE SHADES FOR ONE TONE

TOP CONTROL OF CHROMATIC PERFORMANCE

**ACRYLIC COLOURS FOR BRUSHES AND AIRBRUSHES** 

# CONTRAST & DESITURATION SET

TO ADVANCE YOUR TECHNIQUES TO YOUR BEST













# MS 09 SPELIE DELLIS COLOURS

**CITY AND SURROUNDINGS** 

## WAR ON THE ROAD

WORN BUFFER PAD



SPRAYING ASPHALT UA744 AND SOME EARTH TONES

SPRAYING ASPHALT UA74

DIRT ROAD COLOUR UA743 AND OIL STAINS TSC207

MIDDLE EAST ASPHALT

MODELLING MATERIAL



DIRT ROAD COLOUR UA743 AND OIL STAINS TSC207

EUROPEAN ASPHANT

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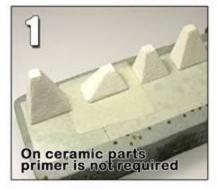


# MS 11 GRUNG EFFECT

LIME GREEN-DIRTY GREEN-BROWN GREEN

## LEAKING AND STAINS

### Willie PROCESS















ADD ON PARTS ART. AD35050



Model yourself higher!

# EASY 3 DIRTY EFFECT LEAKING AND STAINS

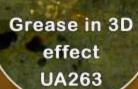
TRANSLUCENT COLOURS FOR SHADING AND 3D EFFECTS



ADULICI PERMIURI PERM

Splashed
Exhaust oil
UA261

Shading with UA 261



Removing with a cloth a UA 263 drop almost dried



Chipping with UA 262 and UA263



Shading with UA 262 and UA263



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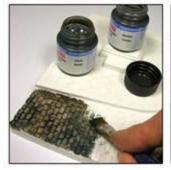


当からり

# MS 12 DAMP EFFECT

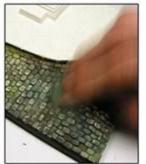
Vecetable origin damp-dark mold

# LEAKING AND STAINS









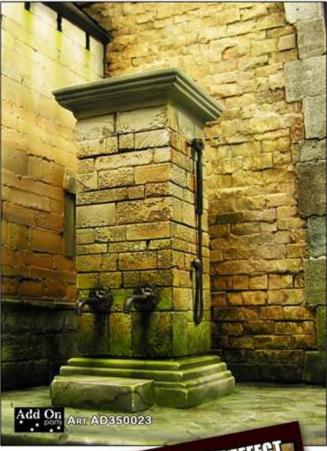














LIFECOLOR MODEL Yourself higher!

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### SPG01



# IDF ISRAELI ARMY



ensued from original tank fragments







1967 Sandgrey Historical research: Tsahal-miniature and Mr. S. Kassis





IDF Sandgrey 2

Sandgrey 2 Lebanese war and 1970-80-90 Historical research: Tsahal-miniature and Mr. S. Kassis





IDF Green



Today color for: Merkava, Achzarit and Nagmachon Historical research: Tsahal-miniature and Mr. S. Kassis

### The pigments





PG 101 Golan Dark Earth





Complete your model with 3 different pigment shades to achieve realistic 3D effect.





PG 103 Lebanon Dust











### SPG02



# TRACKS painting and WEATHERING

### COLOURS

UA 904

UA 905

UA 906



Rubber track



Wear



Old Track

How to paint:

To start with, distribute a base of UA 905 "Intermediate Wear", continue by dirtying to your taste whit UA 904 "Rubber Track" and complete painting with UA 906 "Old Track" mixed with UA 904 to get different shades.







### PIGMENTS

PG 105 Dry Dust PG 106 Damp Dust PG 110 Reflecting Agent





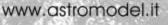


The tracks are ready for COMBO! Start with a dry brushing of PG 105 "Dry Dust" and PG 106 "Dump Dust". Mix PG 110 " Reflecting Agent" with the set

Mix PG 110 "Reflecting Agent" with the set colours until a homogeneous mixture is obtained. You can also apply PG 110 on the dried colours, to obtain different effects. Apply the mixture to your taste with a cotton swab or brush!

Your final touching upl









## combo

## Pigment & Color ser





# RUST REPRODUCING and PAINTING













### SPECIAL PIGMENTS



Eroding





**PG 108** PG 109 Oxidation Weathering burned rust marks state

### ACRYLIC COLORS





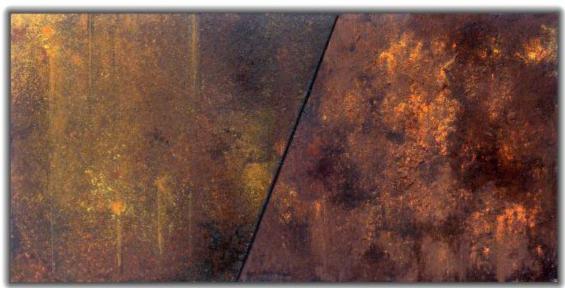






rust



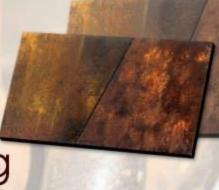


## Combo Pigments & Color SET





reproducing and painting



### COLOURS







Burned Rust

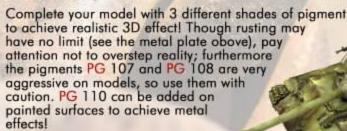
Corroded Rust Streaking Rust

For the first application you can used: brush, airbrush, sponge or cotton swab. Use UA 907 "Burned Rust" on the surface that you want to rust, mix UA 908 "Corroded rust" and UA 909 "Streaking Rust" for new shades.

### PIGMENTS



### and now... combo!







PG 108 Oxidian State

PG 109 Weathering marks







now, find your own way to enjoy modeling!





# Combo Piqment & Color :==

# modal nowsally blybarl

### THE WET WAY



Dilute colour abundantly



Apply the colour with brush or airbrush



Add pigment to the colour



Apply the dense mixture obtained, with a brush as you see below



The final result



Only one pigment or a mix of them



Apply the pigment with a brush



Spread the pigment with a brush

### THE DROPPED



Apply a large quantity of colour with a brush



Drop abundantly pigment over the wet colour



Brush the exceeding pigment off

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SPG04

3 WAYS TO REPRODUCE



EFFECTS IN ONE SET



COLOURS

UA 910

UA 911

UA 912

N. Europe Dust

E. Europe Dust

S. Europe Dust





the wet way...

Mix UA 911 "E.Europe Dust" with water to obtain a liquid solution. Use an airbrush for the first step. After the first airbrush coat continue with a brush, keep some previous solution and add PG. Apply the obtained dense mixture with a brush and use it as suggested in the pict.

the dropped way...

PIGMENTS PG 111 PG 112











N. Europe Dust

E. Europe Dust

S. Europe Dust



Mix 2 or all pigments of the set to your taste and apply with brush for "the dry way"



Apply a large quantity of colour with brush, drop abundant pigment over the wet colour, brush off the exceeding pigment.





now, find your own way to enjoy modeling!









Mix some pigments to obtain a base tone



With a small part of colour, the mixture will be very matt



Apply the mixture blowing it through a brush



If you add more dark colour the mixture will become semi gloss



Apply the new mixture blowing it through a brush



With more dark colour the mixture will be very glossy



Apply the final glossy mixture with a brush



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IGMENTS

PG

PG 116



N. Europe Dry Mud



Red Dry Mud



S. Europe Dry Mud

Mix 2 or all pigments of the set (ex.UA 915 "S.Europe Mud") to your taste to prepare first mixture. Dip your brush in the just obtained mixture and blow it with an airbrush as suggested in the pict. Prepare a darker mixture or

darken the privious one with UA 913 "N. Europe Dark Mud" UA 914 "Red Mud" and PG 115 ' Red Dry Mud" and apply it in the same way.



COLOURS



N. Europe Dark Mud

UA 914

UA 915



Red Mud

S. Europe Mud

Separately prepare a new extra dark mixture to be used shortly after with a brush. To your model requirements, create new mixture to obtain different shades of MUD





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# Combo Powder & Color ser

## HOW TO REPRODUCE

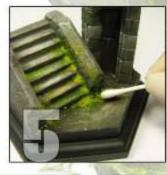
# LICHENS & MOSS









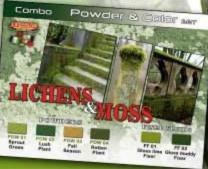








SPA 06



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