

Bill Darnaby Scenery Clinic FVD Dec 12, 2010
Notes taken by Jim Osborn as Bill spoke.

- Materials have changed – take advantage of the new items available to use. We are a long way from dyed sawdust.
- His layout was built on 2" foam board
- He wanted to break-up long flat expanses. Use, cuts, drainage ditches, culverts, bridges & other structures to break up the eye-line.
- Use 0.060 thick sheet styrene for road material. Fit them on the layout – paint them off layout. Use culverts under roads that go over right of way drainage ditches
- Basic ground paint – 1/2 earth colored latex paint and 1/2 water = diluted paint mix.
- Use Amaco Sulptamold (hereafter SM). Mix SM with diluted paint mix. Spread SM over the carved foam for the basic scenery base.
- Back drop material – cheap vinyl flooring material. Light and flexible. Paint with the blue over white latex paint backdrop technique.
- Add background trees to back drop. Black shapes first. Highlight with different shades of green – depending on your modeling season. Chromium Green Oxide acrylic paint, light chromium, yellow, etc.
- Paint dilute ground paint over SM base, add ground foam for a basic base. Spray with 50/50 alcohol and water, fix with 4:1 diluted Liquitex matte media.
- Use gloss media for affixing rocks in creek bed. Use Envirotex epoxy water simulator. Paint creek/river/water bottom with base coat – color depends on depth. Creeks- light. Add thin layer of epoxy, daub paint here and there with transparent model paints (military colors). Deep areas get darker colors. Add another coat of epoxy. Repeat over and over to get a good depth simulation. Createx or Tamaya transparent paints.
- Crops. "Wasted a lot of time and money putting in crops." New technique: Take digital pictures of crops – Photoshop to the right size, print on self-adhesive sheet material. Cut out and affix to the back drop. (Use a similar technique for background structures such a farm out buildings, etc. and also roads disappearing into perspective.)
- Add 2-3 rows of Busch or Alchem models corn stalks in front of photo corn for a 3-D effect.
- Use Silflor matts for soy beans and other crops.
- Sprinkle dirt in front of 3-D crops to blend in.
- Make dirt from dirt – collect various colors. 250 degrees in oven to dry it out. Sift it through a plumbing screen or other fine mesh.
- Static Grass – great innovation. Silflor and Scenic Express make materials.
- 1/2 matt media and 1/2 white glue for a good sticky base for static grass.
- Use a Noch or David Leider static grass applicator. On the Noch model, add some duct tape to square off the opening for better control.

- Super trees – good for background trees. Tall and narrow. Soak base material in 4:1 matte media solution. Hang upside down with weight on end to straighten. Allow to dry. Air brush armature with grimy black. Spray armature with spray adhesive and add foliage. Affix with cheap unscented hairspray.
- Foreground trees. Uses sagebrush trees by Sweetwater scenery.
- Fence posts: use a divider to set spacing. 4 x 4 painted basswood – no wires.
- Scenic dark colors under bridges and structures – not much light – hence darker colors.
- Highlight ground foam and static grass with light colored foam for weeds, etc.
- Add other foreground materials to draw the eye of the observer. Telegraph poles, tell tales, details, etc.
- Angle houses and flats for perspective.
- Take photos and Photoshop for small town scenes. Blend trees, etc around edges of photo to blend.
- Use foam board behind structure photos for relief on structures.
- Print photos on matt photo paper. Cut out and add to back drop.

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