

MATERIALS USED

This is a basic guide to creating a rough scenic area showing simple techniques to produce some of the planting that is likely to be found in such an environment.

- AT10007 Masking tape 24mm
- AG00015 Flock adhesive
- LG20022 Flock - Grass mix
- AP00036 PVA glue
- LG10040 Scatter earth brown
- LG30073 Texture mid green
- LG30074 Texture dark green
- LG60002 Texture mat light green
- LG60003 Texture mat mid green
- LG40401 1:45 Calcareous tufts summer
- LT50018 Lichen olive green
- LT11075M Deciduous green tree etched 75mm
- LT17075 Silver Birch tree etched 75mm
- LT11150M Deciduous green tree etched 150mm



APPLYING GRASS FLOCK



Mask out the areas that are not to be flocked with a good masking tape then paint the grass areas with flock adhesive using a paint brush. Sieve the flock over the flock adhesive and allow to dry, ideally over night then knock off the excess flock.

WOODLAND PATH



Paint PVA glue onto the brown speckled path then sprinkle turned earth texture onto it. Allow to dry for at least 30 minutes then knock off the excess texture.

ADDING ROUGH GRASS



Glue mid and dark green texture in clumps with pva to create the rough grassed areas. Then for low lying shrubs tease out pieces of the light and mid green texture mats and glue down with pva glue to add rougher areas and low lying shrubs.

ADDING LONG GRASS



Remove a tuft from the backing sheet with a pair of tweezers. Paint a blob of PVA glue to the base of the tuft and glue into place.

ADDING SMALL BUSHES



Take pieces of lichen and cut with scissors to the correct size for the model then glue in place the PVA glue to add height and to represent shrubs and bushes.

ADDING TREES



Add some different types of trees to give more height and variety to the planting.

Drill a planting hole in the base board and glue into place with PVA glue.

