



# **CREATING WATER EFFECTS**

- Solid Water FT30004
- Making Waves FT30002
- E-Z Water FT30007
- Realistic Water FT30008
- Deep Pour Water clear FT30009
- Water Effects FT30011
- **PVA** AP00037
- Faller Water Effect plastic RD70069
- PVC frosted sheet RS50005W
- Polypropylene frosted sheet RS50049

# **SOLID WATER**

Solid Water is used for creating still water effects.

It's a low odour 2 part resin that sets crystal clear.

It can be used to create miniature goldfish bowls, ponds, puddles,

Solid Water is permanent once set and can be used in conjunction with Making Waves to create a variety of water effects from waterfalls, babbling brooks to waves and flowing water.



## MAKING WAVES

A specially formulated, odourless, clear setting resin that is designed to hold its shape even on vertical surfaces. Thus it can be used to form waves, texture surfaces to make ripples, waves and even waterfalls.

It can also be coloured with water-based paints and is easy to clean up with water.

Making Waves is the result of over 3 years development and testing and will make a valuable contribution to modelling water effects.



#### E-Z WATER

This is an easy to use, non-toxic, low-odour product that hardens in minutes. It is good for deep, single pours.

There is no measuring or mixing. Just heat and pour E-Z Water to form ponds, streams, rivers and harbours.

Reheat with a heat gun to shape various accents, such as ripples, waves, rapids and to remove scratches.



## **REALISTIC WATER**

Use to model still or slow-moving water, such as ponds, rivers and lakes. Ideal for applications where you want other items in the water, or for the water to appear to be going around.

Build up in 3mm layers, if deeper water is required, allowing to dry between layers.

Appears cloudy at first and dries clear in about 24 hours.

# **DEEP POUR WATER**

Clear Deep Pour Water you can model any aquatic ecosystem, submerge details and go from shallow to deep in just one pour.

It dries hard, won't crack, is non shrinking and will not discolour.

You can create crystal clear streams and rivers, or it can be poured over a coloured base or mixed with pigments to create other effects.

#### WATER EFFECTS

Water Effects is used to model fast-moving water features, such as waterfalls, rapids, waves or churning water. It's great for winter effects like icicles and other ice-like features.

Add on top of cured Realistic Water or Deep Pour Water to model moving water – shape with a brush, cocktail stick or mixing stick.

Create a waterfall by modelling on cooking parchment paper or nonstick pan, transferring to your model once dry.

#### PVA

PVA can also be used to create water effects but with several limitations. It has a tendency to cloud, shrink and turn yellow over time so may not be suitable for many applications. Spread onto clear plastic to give the illusion of still water, whilst creating a little surface distortion. The dried PVA can be over painted with gloss varnish to give a shine.

#### SHEET EFFECTS

A quick and easy way to create water effects is to use prepared sheet effects.

You can colour the surface below the clear water effect sheets to achieve any coloured water you like.







