

# Ways with Water *by Nick Smith*

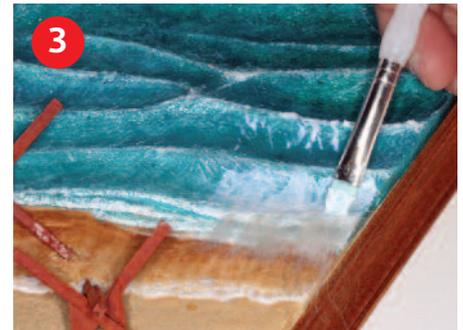


Nick Smith, who is no stranger to the Deluxe Materials range, gives a step-by-step tutorial on how to get the best result out of the latest product in the water range, "Making Waves". The fact that this new product dries clear yet is stiff enough to be "peaked up" makes it perfect to use when moving water is required says Nick.

**Make a stunning Normandy D Day beach scene using Deluxe Materials Making Waves and Scenic Fibres for that realistic crashing surf look.**

**Step 1:** Having previously sculpted, fashioned and painted the basic beach scene from plasterboard carve it into the shape required in this case, shallow waves. I just use a small chisel and a few different blades.

I painted it with acrylic paint from tubes & then sealed that with Making Waves. Then apply Making Waves liberally to give that "wet look" to the water.



## Top tip:

Repeated applications of Making Waves to the wave's crests will bring added depth to the water effect.

**Step 2:** For the surf crashing on the beach, tease out then cut the required length of the Scenic Fibres

**Step 3:** Using the Making Waves, adhere the Scenic Fibres onto the top edge of the waves and allow to dry.

**Step 4:** When dry, add a coat of Making Waves over the Scenic Fibres and allow to dry again. Apply a second coat when dry.

**Top tip:** A sharp pair of small scissors will help to trim the fibres into shape when dry.

**Step 5:** To detail the crashing surf, mix equal parts of white acrylic paint and Making Waves and apply using a flat brush.

**Step 6:** Final wave effect only with Deluxe Materials Making Waves

# Ways with Water

**Making deep clear water, ripples and puddles using Solid Water and Making Waves.**

**Step 1:** Mix the Solid Water as per instruction sheet in the pack.

**Top tip:** Mix slowly without creating bubbles.

**Step 2:** Pour Solid Water into the pre prepared area.

**Top tip:** 5-6 millimetre layers will give the best results.

**Step 3:** Ripple effect. When set at the required depth, fill a syringe (without needle fitted) with Making Waves.

**Step 4:** Using various sized needles, make the ripples on the surface of the Solid Water and allow to dry.



## Making puddles and wet footprints

To make puddles or wet foot prints use Solid Water in syringe with a medium needle.

**Top tip:** To make Solid Water less viscous you can microwave for a few seconds (5 seconds max!)

