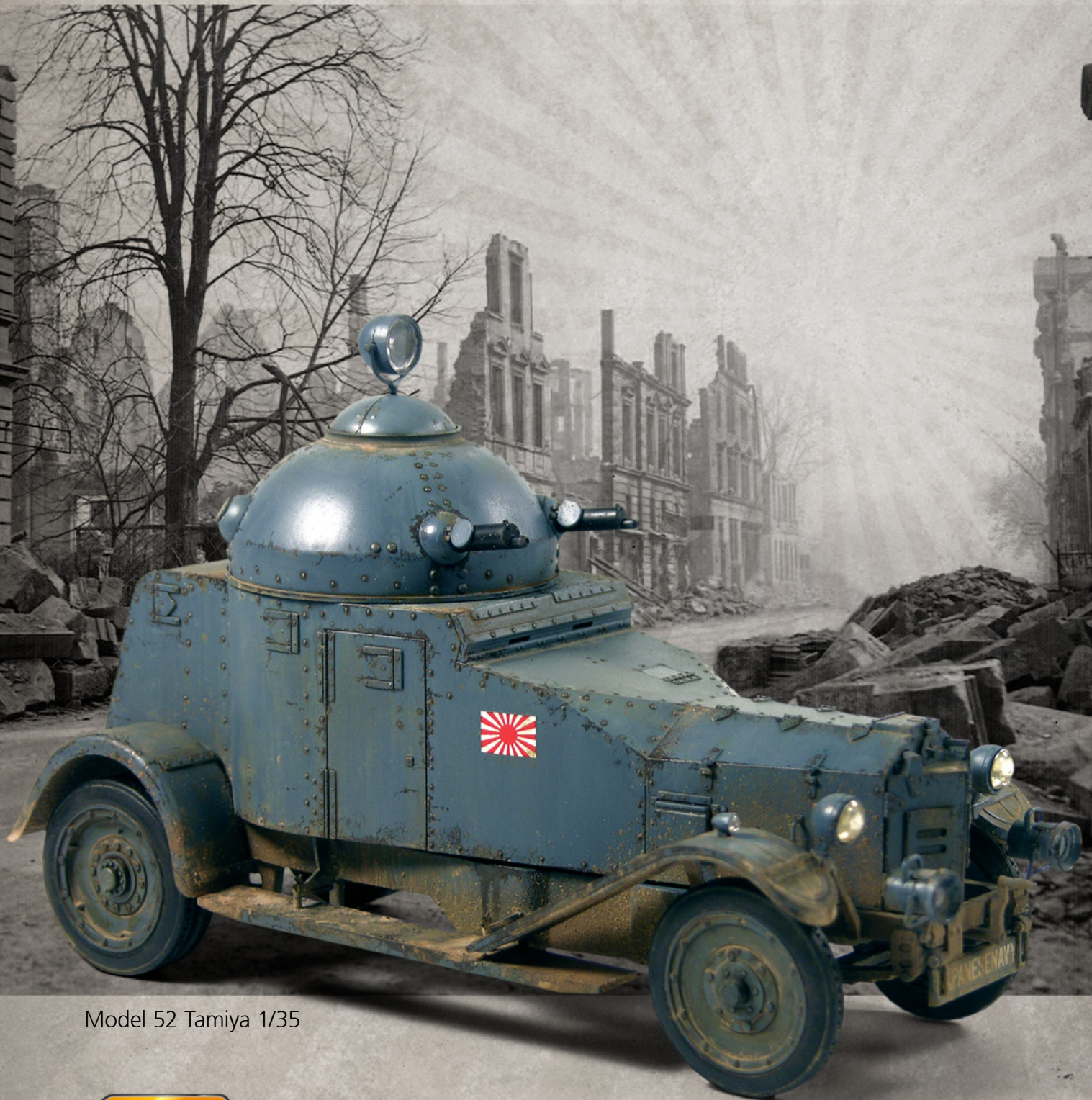


VICKERS CROSSLEY ARMORED CAR MODEL 25

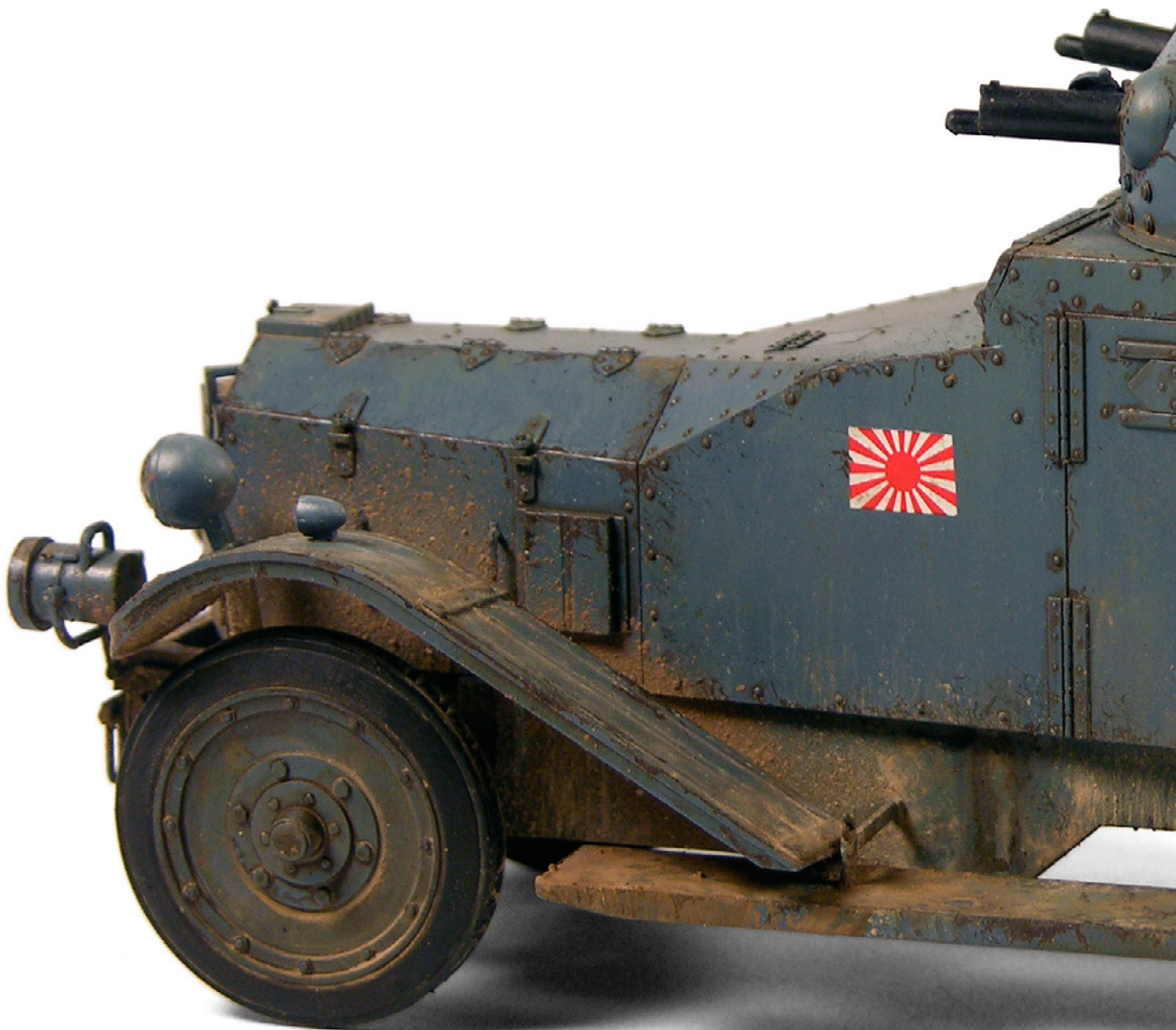


Model 52 Tamiya 1/35

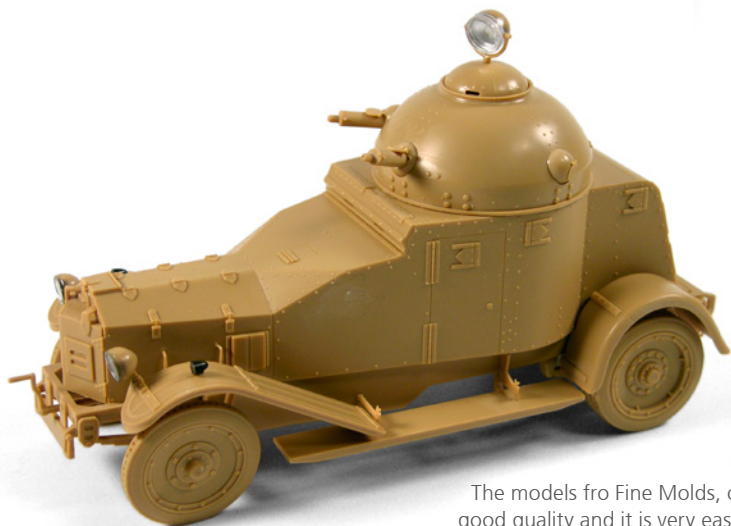


VICKERS CROSSLEY ARMORED CAR MODEL 25

The vehicle Vickers Crossley Armored Car Model 25 was used both by the British army in khaki colours or with the tri-tone camouflage colors outlined in black tone and the Japanese Imperial Navy in WWII in blue gray. The base color of the models is the Japanese Blue Navy, in which were painted this and other vehicles, sometimes it was painted directly in this blue and some other times covering the green that came from another army.







The models fro Fine Molds, overall has very good quality and it is very easy to assemble it.



During the assembly process we have taken special care with the transparent parts, in this case masking them to be painted together.



For the base color we used the reference from Mr Hobby H56 Intermediate blue and previously airbrushed with gray from the Gundam series, lowered with Gaia to a 60/40 proportion.



Then apply H56 from Gunze without covering the entire surface, only the brightest areas of the top of the vehicle and the part of the sides.

Finally with a mixture of this last color and gray H82 from Gunze lighten the last areas achieving a smoother transition of lightened by the light incidence angle which gives us volume and luminosity to the final set.



The wheels are also painted at this point with a rubber / black tone, which will tend more to gray the larger the weathering effect you want to achieve.



Apply a general filter from half of the vehicle to its lower parts with AK076 Filter for NATO Vehicles, which will produce a dusty post effect.

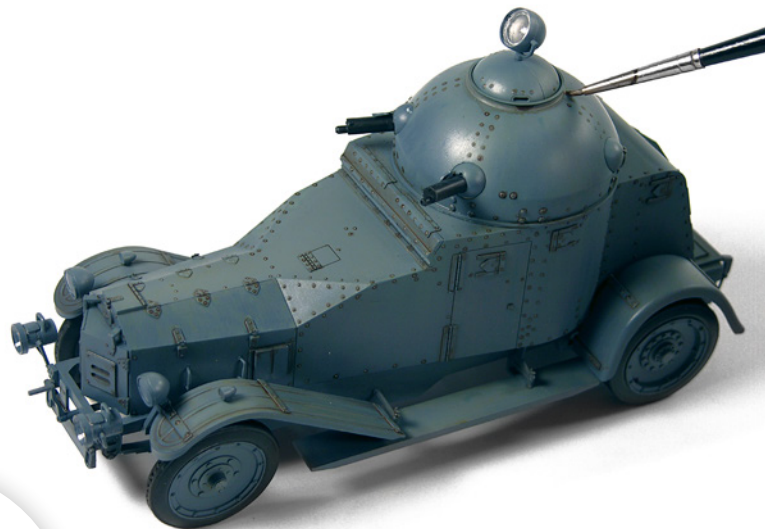




To give a weathered and worn look on a vehicle in use we will use oils this time of oils from Titan (anyone is valid) with sienna shades in white gray and blue, drawing little dots that soon will melt together using a flat brush and White Spirit.

It is convenient to prepare in an absorbent surface like cardboard absorb part of the actual painting oil.

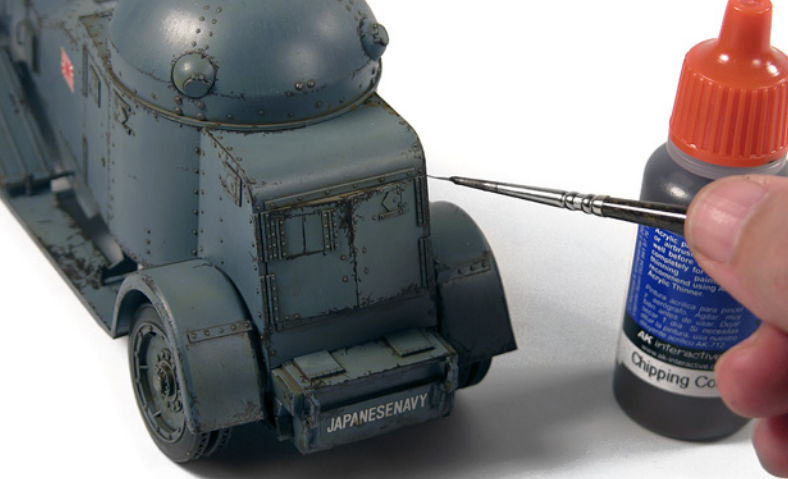
The finish does not have to be uniform so that these effects can be distributed randomly in our vehicle.



We start to highlight with a wash to give depth to crevices and pump out rivets and other parts of the vehicle, for this we use AK83 Track Wash which is a very appropriate tone.



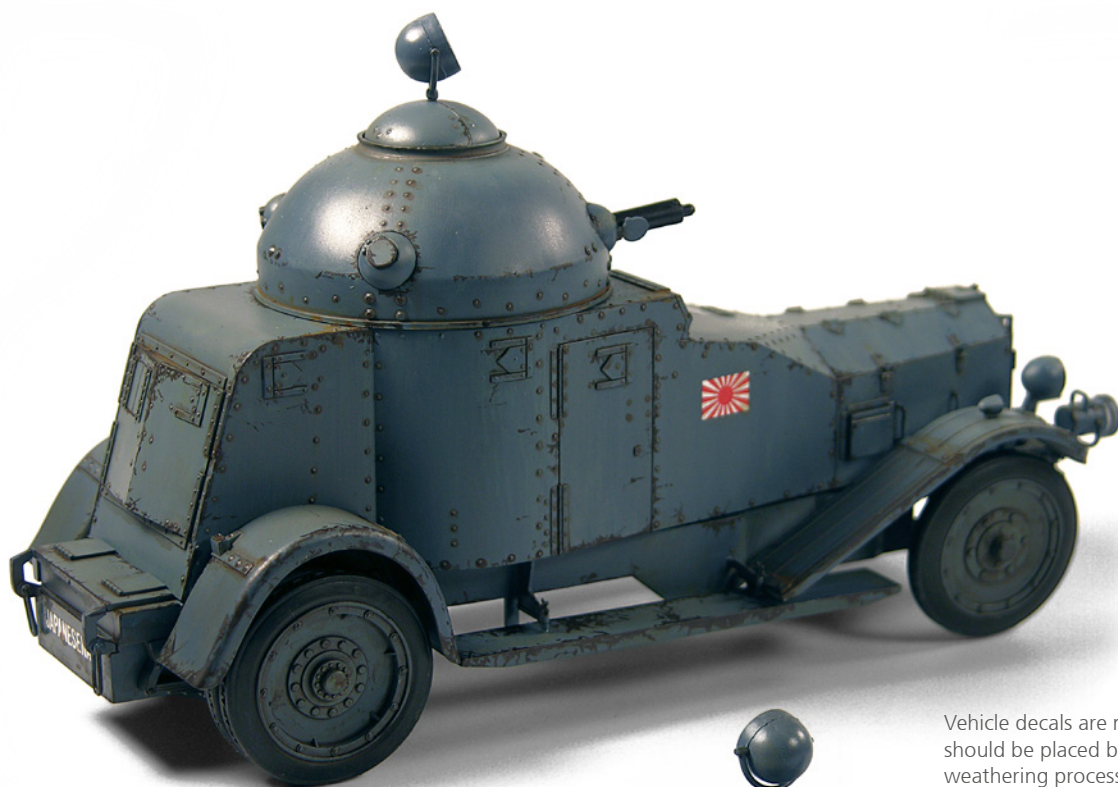
With AK046 Light Rust Wash, we emphasize a rusty wash over some parts to achieve realism and chromatic richness to our vehicle, it is important to be subtle and not abuse of any effects for a realistic result.



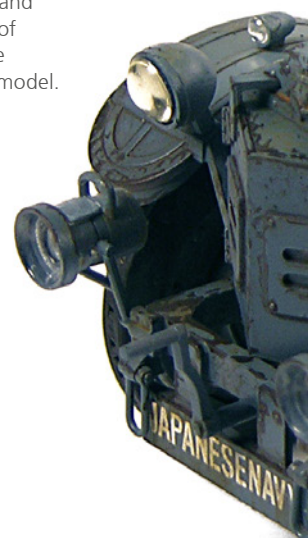
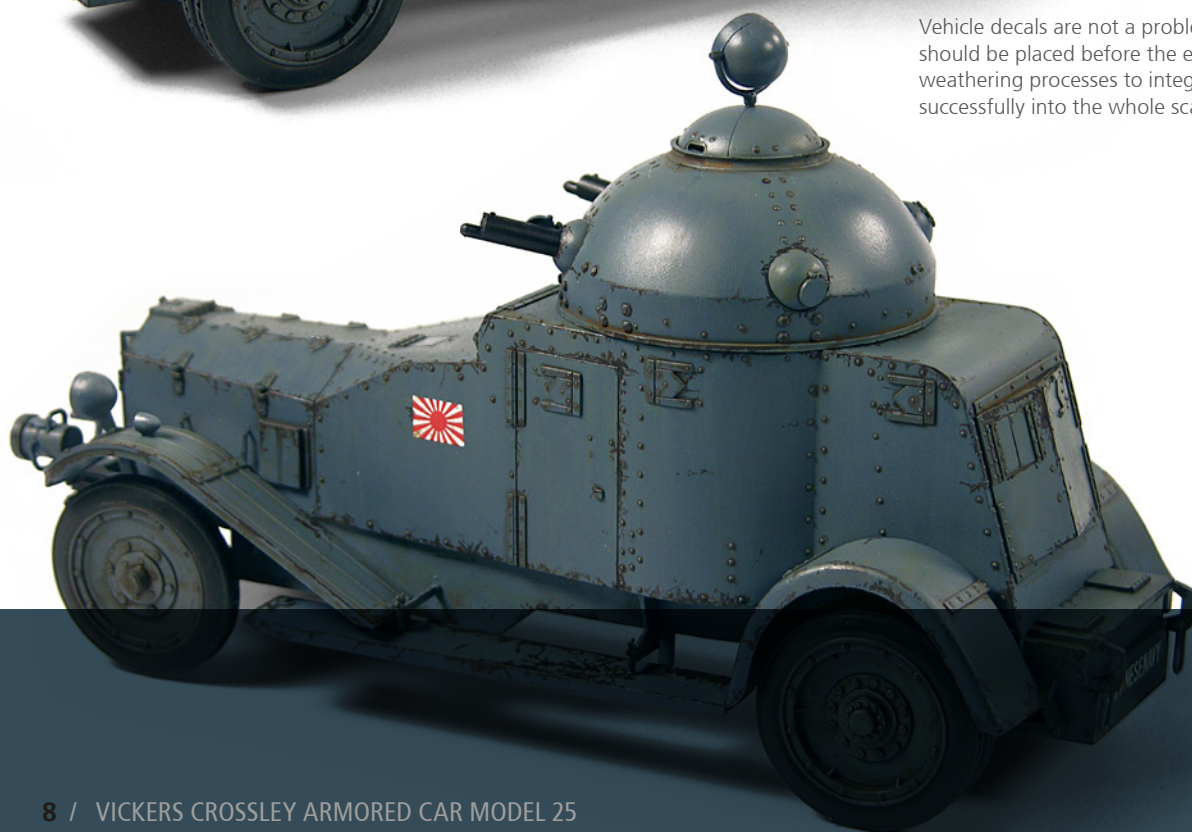
With AK 711 chipping color and selectively, add chipping in the most exposed areas where is more likely to rub and appear scratches, the best way to do this in a real way is to look at photos, watch well and decide what to do before using the brush.

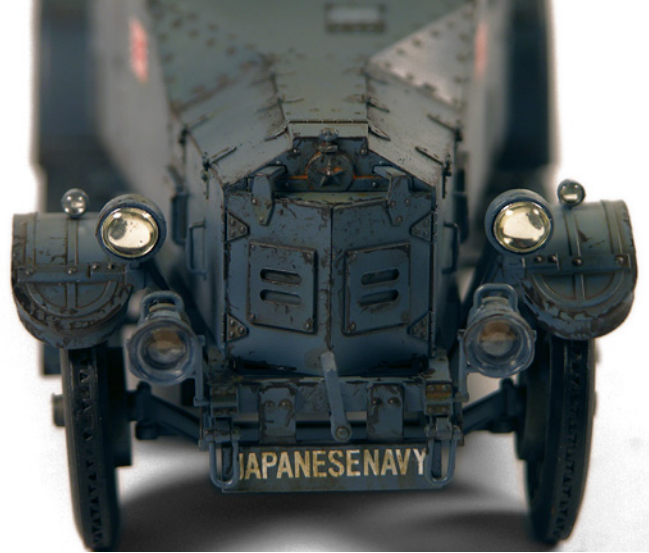


If what we are going to represent is a navy vehicle previously used by the army and repainted in green tone, we could apply this kind of chipping using the green from the base color if the scratches/chips were not very deep or a combination of both.



Vehicle decals are not a problem and should be placed before the end of weathering processes to integrate successfully into the whole scale model.





Lenses from AK-Interactive, though not necessary, can provide greater realistic and as you can see the effect is spectacular.



Appearance of the vehicle before applying the muddy effects. At this point we will choose between different effects depending on the scene or diorama we want to place the vehicle.

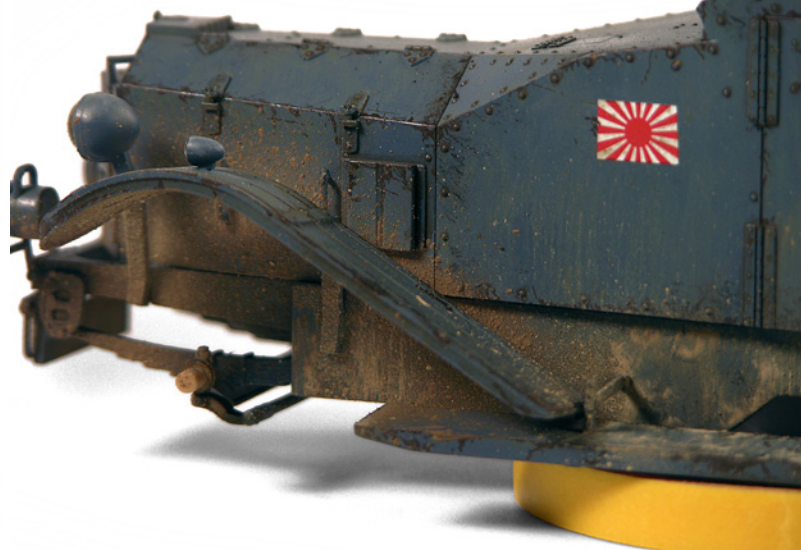


With the combination of 3 effects AK016 Fresh mud effects, AK017 Earth Effects, AK023 Dark Mud and plaster in a small bowl prepare a thick paste that we will project to the lower parts with a brush and airbrush with 3 kg pressure.



First with dark colors, the deepest colors which did not yet have time to dry until the lighter and external ones which are already dry.





Spread some pigments to accumulate some dust in strategic areas.

Which we will fix them once the result is achieved.

The last touch with AK82 Engine Grime and AK84 Engine Oil to simulate some spilled oil on the lower parts of the vehicle.



