

MODEL MATES

Weathering spray dye

HOW TO USE & GENERAL INFORMATION

SHEET 1

It's Dye, Not Paint - For Use On Models & Scenery - Interior Use Only. All sprays are 200ml sized cans.

PRACTISE & TEST:

Practise spraying as much as possible on cheaper, disposable models before spraying anything of value. If a surface is porous it will absorb the Modelmates dye and be permanently discoloured, which includes card and many painted and printed surfaces. Modelmates can sometimes affect plastics, but we have found this to be rare. Whatever a model is made of and whether a model is porous or non-porous, the best option is always to test Modelmates first on a hidden part of it to check if it is possible to smudge it or wipe it off before final use. Some matt sealant/fixer sprays may also be discoloured by Modelmates.

PREPARATIONS BEFORE USE:

- Ensure all surfaces are clean, dry and free from grease.
- Mask areas of the model that are not to be sprayed.
- Spray over suitable protective sheets.
- Shake the can for at least 15 seconds before use (and often while spraying).
- Spray to one side first to clear the nozzle.

THERE ARE FIVE MAIN METHODS OF APPLICATION:

1 - Even Spray Application For Models:

Hold the can upright during use. Hold the can 300mm from the surface and with a fully depressed nozzle start spraying to one side of the surface (but not the surface itself) and sweep across it once in a quick, smooth motion. Use sparingly, apply several light coats rather than one heavy coat and let each dry before applying another. Drying time is usually less than a minute. Non-porous plastic can be smudged with a slightly damp tissue to create a patchy weathered finish. The spray must be fully dry and the tissue must be just slightly damp and not wet, otherwise too much dye will be removed. I find a twisting motion best for smudging. Hold the tissue gently against the surface and twist it, just removing just a small amount of dye at a time. Another method for more detailed work is to wipe the dye off with a cotton bud or the fine edge of a tissue. The wetter - the more dye will be removed. Re-spray and re-smudge several times. The dye will build up where it has not been smudged and will darken in these areas.

2 - Dense Spray Application:

For dense spraying – hold the can 100mm from the surface, and with a partially depressed nozzle spray directly at it in short bursts (caution: spots of dye will appear with the nozzle only partially depressed). After drying, non-porous surfaces can be wiped with a slightly damp cloth to remove a little dye to create a patchy weathered finish.

3 - Spraying Puddles Of Dye - Non-porous Models:

For rustic spraying on non-porous surfaces only - hold the nozzle against the surface and with it only slightly depressed, spray a small puddle of dye (caution: this may cause damage to some plastics, paintwork and printed surfaces). Wait 10 minutes until fully dry then wipe some of it off with a slightly damp cloth leaving dye trapped in protrusions and recesses. Do not spray puddles of dye onto any painted surfaces because the alcohol in the spray may cause damage to them. See more detail here.

4 - Patchy Application For Scenery And Landscapes:

The can may be held at different distances depending on the finish desired. For dense application on perhaps a tree or shrub, hold the can very close to the surface and partially press the nozzle spraying small amounts directly onto the item. On ballast and roads, spray as noted in 1) above, but approx. 100mm from the surface with the nozzle partially depressed, but also spray up close to create dense patches.

5 - Dabbing/Painting/Rubbing Onto Models:

Modelmates can be dabbed, painted or rubbed onto models. Spray into a container, for example the lid of the can and create a small puddle. This puddle is alcohol and will evaporate very quickly, usually within a minute or two. Quickly apply it to a surface while it is still wet using a fine or stiff brush. It will dry almost immediately this way. The dye can also be rubbed on using a damp cloth.