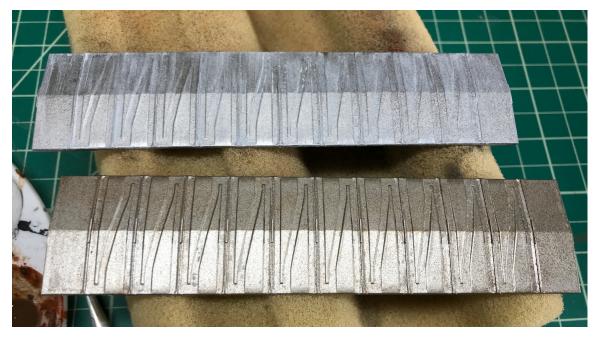


Add a layer of burnt umber, raw umber, or any old umber....



....then brush off the excess to add a grimy appearance A sponge will help randomly blot the paint into the detail of the roof





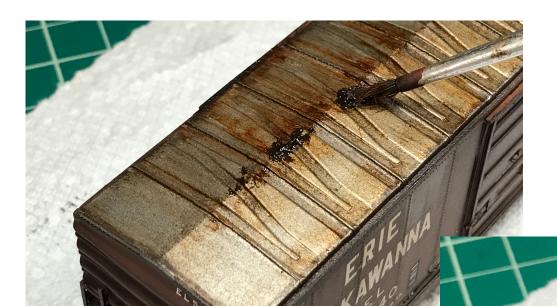
Another wash over top of the roof, and another, built up in layers



Then a layer of burnt umber applied thicker than the previous layers







Lastly, a darker color is added randomly along the ridge

And then the excess is dabbed away with a sponge



The same dark colors used on the roof can be added randomly and then stippled in with a sponge or brush, or pulled downward to form streaks





A white artists pastel traced around the factory / decal white, then pulled downward gives the look of aged, running paint



The PS car, fully assembled, painted and decaled. For this one car, painted with the straight PC Green, I weathered it with Pan Pastels instead of an airbrushed or washed-on fade.



Pan Pastels worked very well, though the highlighting of the decal lines was a little scary until the Dullcote was applied after.



Last but not least, the rivets – Add them LAST, because they nearly always read as black in photos, and are more susceptible to coming off the model if applied earlier in the process!



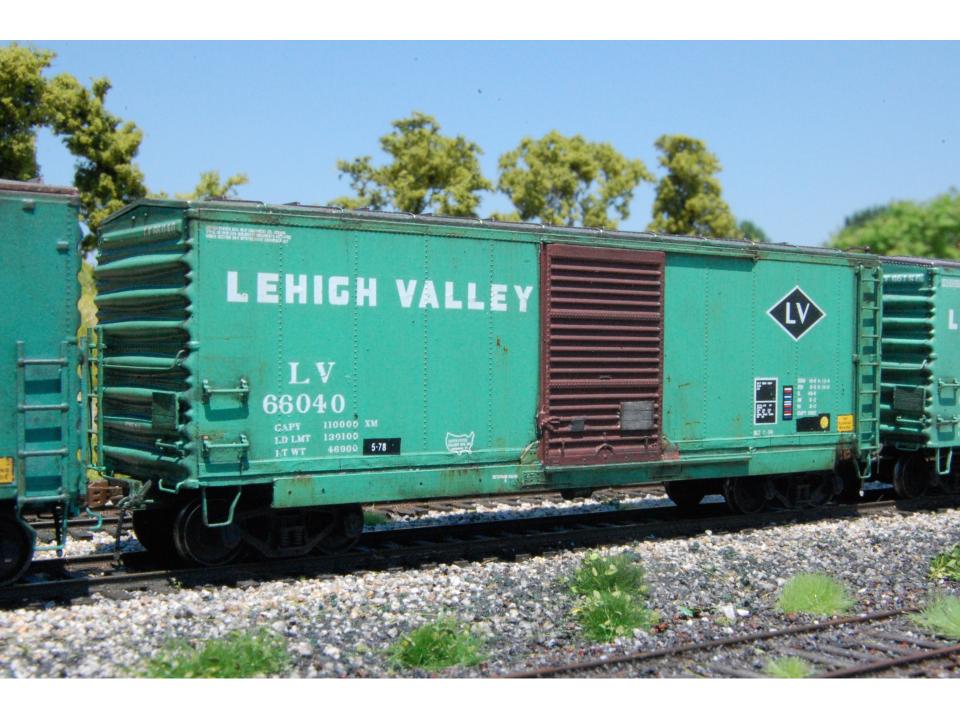


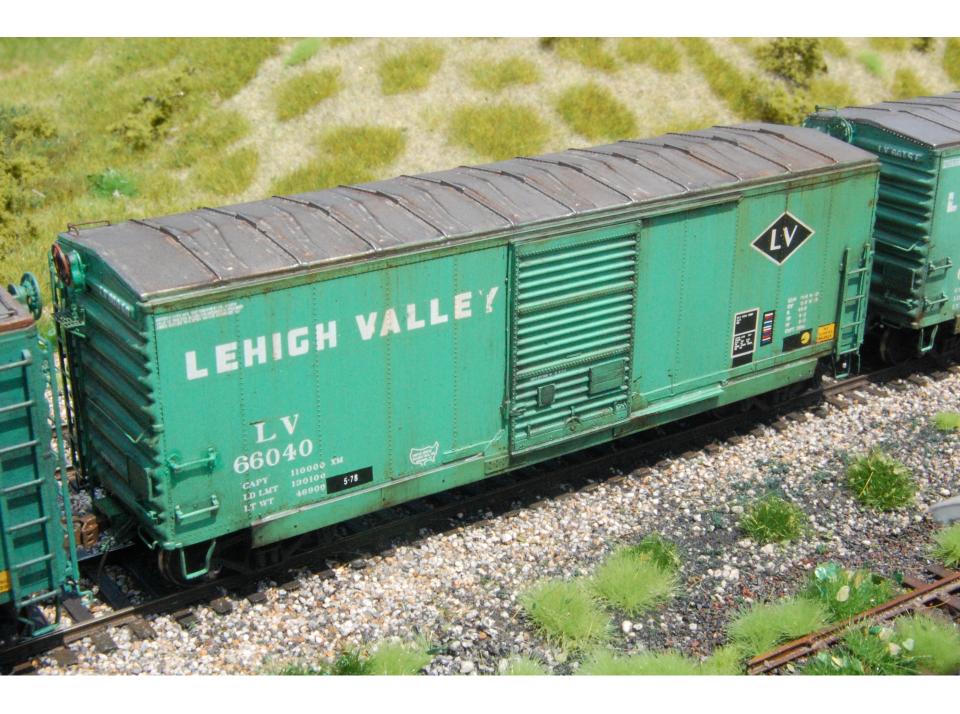
Little bits of rivet decal that will inevitably fly all over your workbench

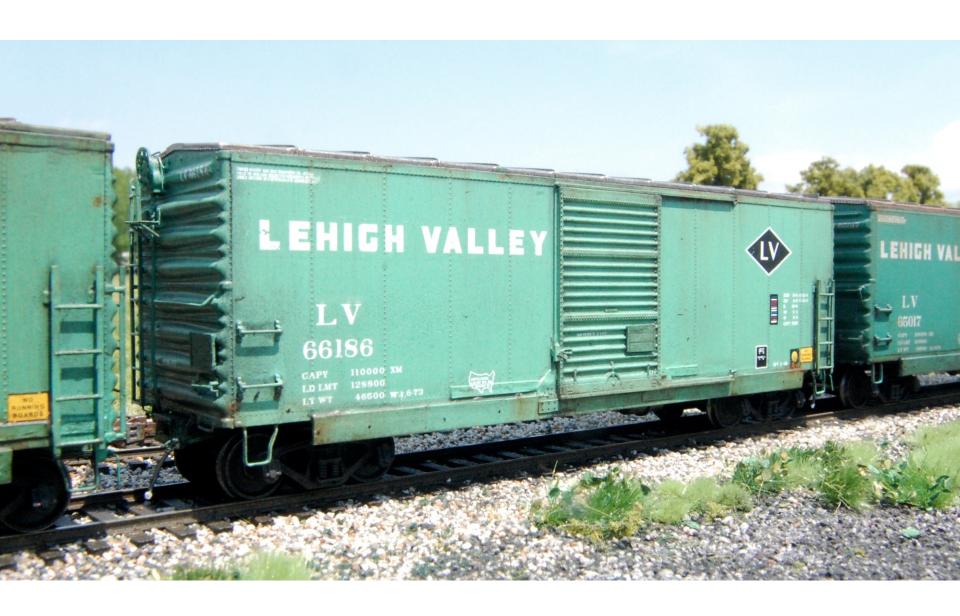
Use Solvaset
VERY sparingly to
hide film























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