

The exhaust pipe has a base coat of #872 Chocolate Brown then weathered with rust pigments from Mig Productions, from light to dark rust shade after the effect of the heat of the engines.

The torpedos are colored separately with a dark grey and black one of them and black and blue gray the other one. This way they give chromatic richness to the model. In their front part I painted a ring with masking tape and Aluminium from Tamiya.

I put the transfer with the slogan Za Rodinu! (For the Motherland!) and I protect it with a coat of satin varnish. Then I applied two filters, one blue and other brown.

After the reference pictures I watch some units had an extreme weathering in the bow and the areas with crew transit and I interpret two types of chips: the superficial, in light grey; and the deeper, showing the polish aluminium. We must be careful for not excess, but either be short. The aluminium color is not well made by the manufacturers, either acrylics or enamels, so I try some brands and I decided for the Tamiya one. Chips are not a fortuitous on a surface since they respond to a pattern of shape, appearance and location. We have to apply them in our models watching the surfaces of real objects, like other effects. In this sense, for example, I won't apply oils to the G-5 because their weathering isn't suitable for a ship and they are not necessary.

With a #1 paintbrush in perfect state I start to distribute the chips in the more suitable areas. Once defined I smooth their outlines with a soft dry brush in some cases or with small chips made with the sponge method to perform gradually the transition between paint and metal. We have to look for some harmony in the final result.

After these chips on the aluminium I carried out the light grey ones in some edges, handrails, steps and transit areas. We have to keep in mind real criteria, not only plastic or artistic, because there are areas not transited for the crew and other with much transit, rubbing and weathering.

We neither forget the ship has a structure of duraluminium so the rust has to limit to the sensitive elements for that effect like the bolted parts of the hull, portholes, metallic frames and, especially, the long exhaust pipe affected so much for the heat of the engines like the salt water. Remember that the next areas to something rusted are faded with that rust, like some rain or water strokes.

The navigation lights at port and starboard are painted in red and light green then I apply a coat of gloss varnish to simulate the glass. With the Mig Productions P030 Beach Sand pigment I dust softly some corners and



The weathering starts with a blue shade filter. Once dry I will apply another one brown.



The three series of chips: first, the deeper showing the aluminium of the hull; second, the more superficial, in light grey; finally, the primer chips in salmon-pink under waterline.