

# The Ground

One of the main challenges proposed in this vignette was that the recreation of the bed of leaves had to look real. For that reason, I planned its creation in a logical sequence, done in different steps. I did the bed of leaves on a base of textured two part putty, (photos 1 and 2), with a mix of birch seeds, sea ball, and a tea that I found in a shop. These were all selected due to their appropriate color and texture. I added roots, and painted it with the airbrush first, and then added washes with oil paints using dark brown, red, green, and violet tones. Another detail added was the trunk (photo 3). It was painted with oil paints, and I simulated some areas with moss on it, using different tones of green and ochre oils. The next step, and most important, was the preparation of the leaves. For this, I used birch seeds and Plus Model leaves. Since a variety of colors was needed, I used the technique taught by David Romero (a Spanish figure painter). This consisted of using a small box as shown in photo 4, and painting them with the airbrush. I obtained leaves in different colors (photo 5).

Once the ground work was ready, I glued the vehicle to the ground using white glue and started to paste the leaves in layers, the darker ones at the bottom, and the lighter and greener ones on top. I accumulated more leaves at the front, where the vehicle has not gone over yet (photo 6). I decreased the amount of leaves until I reached the back where the muddy ground appears (photo 7). The next step consisted of very patiently pasting the Plus Model oak leaves, one by one, over the previous ones. The final result is worth it, as these leaves offer a fine and realistic appearance (photos 8 & 9). Finally, I did the accumulations of leaves between the wheels and in the mudguards

