MY PALETTE OF ACRYLIC COLOURS.

Bob Alderman

The following is a list of the colours and sources of the acrylic paints I have. Many of them are directed at scenery and structures but some work well for weathering stock too. I have put an annotation against the colours and their applications. This is by no means gospel.

It took me a while to develop my technique for using this medium. It doesn't quite fall into enamels or water colours. There chief benefit is that they are water soluble for application but waterproof when dry. The colours in the artist's range are translucent so thin layers of different colours can be built up with previous colours showing through.

A good part of "Albion Quarry" was painted with these as well Humbrol enamels.

On scenery I use a "broad brush" approach applying areas of earth colours in patches. A lot of my own "specialism" has been developed for colouring rock faces; my own layout and a friend's. The underlying texture is created with Artex. The greys and greens are applied on this. I think the technique holds for red rock as well as grey rock. The various basic colours are applied streaking to enhance strata. The detail of the surface is brought out with a wash of Payne's Gray. This is a dark blue black. The wash fills the crevices and gives stronger 3D effect. It is good for shadowy areas making them look deeper. On top of this are washes of olive green for damp areas, I use a fine sponge to blot on a brighter green with yellow for lichen. A splodge of each colour is squeezed onto the palette and the damp sponge dabbed into each. The resulting overload of paint is printed onto a scrap of paper and when it becomes faint applied to the model. Sort of dry brushing but with spots. This works on structures too.

The other type of acrylic are those supplied in craft shops. They come as a liquid in bottles. They can be applied as they come or thinned not a lot different from the artist's colours except they are not translucent.

When I have painted structures I have used a base coat of matt emulsion that is close to the base colour of the rock or brick. The acrylics are then used to pick out stones and bricks to greater effect with washes to fill crevices and tone down areas.

Both can be dry brushed. Pick up the paint on the end of a brush. I find flat brushes best for dry brushing. Clear most of the paint from the brush by painting it out onto a scrap of card or paper. Once it appears that no more paint is available on the brush apply to the model. The application is the same as if it were enamel paint. I have used this on locomotives. The technique of applying and removing to leave areas with paint has to be done whilst the paint is still wet rather than removal with thinners on a cotton bud as with enamels. A cotton bud still works for this.

Washes can be applied to fill crevices in between planks on wagons. If applied over enamel or cellulose paint they do not wet the surface very well. A spot of washing up liquid or acrylic spray thinners can kill the surface tension to allow it to wet the surface.

I have NOT tried to spray any of these paints. I have sprayed acrylics that have been supplied for airbrush use. Mixed results here, more practice needed I think.

This touches very lightly on the use of the paints. Practice with them and like most skills you improve and adapt to your way.

THE PAINTS.

I have mixed all theses colours one with another to no ill effect. They all apply neat over enamels; the artist's ones to best effect as they are translucent. They have been chosen for the colour not the make. Though apparently expensive the artist's ones go a long way.

Artists Acrylic Colours.	
"Finity" from Windsor and Newton.	_

Raw Umber	An earth colour.	Scenery and rusts.
Raw Sienna – iron	An earth colour.	Scenery and rusts.
oxide		
Red Iron Oxide	An earth colour.	Scenery and rusts.
Olive Green	A grey green.	Scenery and structures. Good for damp
		areas.
Permanent Sap Green	A bright green.	Scenery and structures. Good for damp
		areas.
Hooker's Green	A dark green.	Scenery and foliage retouching.
Davy's Gray	A light	Scenery and washes on stock.
	green/grey.	
Payne's Gray	A dark blue/black.	Washes on scenery and stock.
		Effectively tones down bright colours.
Buff Titanium	A pale buff.	Washes or neat on scenery and washes
		on stock.
Mars Black	A dense black.	Washes or neat (very small quantities)
		on scenery and washes on stock.

"Galeria" from		
Windsor and Newton		
Vermillion Hue	A bright orange red.	I don't know why I have this!
Winsor Blue	A royal blue.	Mixed with black and/or Payne's Gray for engineers blue brick
Cadmium Yellow – pale hue	A yellow.	Scenery and washes on stock.
"Cryla" Daler		

Rowney		
Middle grey	A grey from	Washes or neat on scenery and washes
	black/white mix.	on stock.

"Liquitex" Not sure of the maker.		
Titanium white	A white white.	Highlighting wash on scenery and structures. Dry brush on stock perhaps mixed with other colours to give a very light shade.
Turner's Yellow – yellow oxide		Scenery and rusts.

Craft colours in pots.		
"Inscribe" acrylic		
Fawn		Scenery and structures
Burnt Sienna	An earth colour.	Scenery and rusts.
Burnt Umber	An earth colour.	Scenery and rusts.
Raven	Black.	Washes or neat (very small quantities)
		on scenery and washes on stock.
Custard	Pale primrose	Washes or neat on scenery and washes
	yellow.	on stock.
Snow	White.	Highlighting wash on scenery and
		structures. Dry brush on stock perhaps
		mixed with other colours to give a very
		light shade.
True Navy	A dark blue.	Mixed with black and/or Payne's Gray
		for engineers blue brick

"Plaid – Folk Art"		
Burnt Sienna	An earth colour.	Scenery and rusts.
Winter White	White.	Highlighting wash on scenery and structures. Dry brush on stock perhaps mixed with other colours to give a very light shade.
Light Grey	A lighter grey from black/white mix.	Washes or neat on scenery and washes on stock.
Taffy	A light fawn.	Scenery and structures
Old Ivy	A dark green.	Scenery and structures
Medium Grey	A grey from black/white mix.	Washes or neat on scenery and washes on stock.
Linen	A cream.	Scenery and structures