

Welcome To My Dusty Uniforms Page.

I have made up this page to try to demonstrate how I use tiling grout and pastels on my figure's uniforms. **I have to give full credit to Terry ('The Bhoj') for the whole idea about this grout technique (Many thanks Tez).** As he showed me how to use the material on the uniform in the first place. Below are some images of the uniform trousers in a sort of before and after, being brushed with the grout to make them look both worn and dusty. When I first saw Terry carrying out this technique I did have some doubts about it, but after seeing the result I had to admit that it is a very easy and simple way to detail my figures.

Important Note: I feel that I have to point out the health effects that could be possible with using any grout like material. Because it is a dust and also since a modeller would be working very closely with it, I do recommend wearing a face mask to protect yourself. This is a very good site I found for your health and modelling - <http://www.missing-lynx.com/articles/other/health.htm> , these are just simple rules to bear in mind. (See the section on Masks)

The pictures below are of my bazooka paratrooper figure, as I made him up without any detailing, just as the uniform and parts came from the box.



These pictures show how I apply the grout to the uniform, it is best done sparingly at first as I find it is better to sort of build it up in layers, rather than just brush a lot on at first. As I have found it easier to put it on the uniform than trying to take it back off, which can involve a lot of rubbing with the brush or a cloth. I also place the figure on a piece of card, that way I can re-use any grout that falls off the figure.





To use the grout I just dip my brush into the container, tap lightly on the side and then brush lightly onto the top of the creases on the uniform. What I am trying to do is highlight the top of the folds, and as it is gradually built up, the insides of the creases will seem to get darker adding to the effect. To get this effect in 1/35th scale figure modelling, I used to use paint to add the highlights to the creases, and the lowlights to the insides of them. But now with 1/6th scale figures, a combination of [PVA glue](#) on the uniforms to fix the folds, and this grout technique. I only have to add the highlights to the uniform instead.



Here I am applying the grout to the boots of my figure, and when compared to the first picture above. To me it has added a dusty appearance to them and brought out the detail. Another tip I found out by accident is with Dullcote, and if you want to add scuff marks to the boots. These are a pair of the Corbin Black boots and the toe cap was painted with Dullcote. Once dry it was dusted with the grout to make it look dusty, which helped to make the scuff mark stand out.



Another method for highlighting the uniform creases I have just found out about by trial and error. Is by using some white or cream coloured pastel chalks. I have found that after I have dusted the uniform with the grey coloured grout, I can add another layer of highlights to the top of the creases. All I do is lightly brush the pastel over the folds, as in the first picture, then rub gently with a dry cloth over the top, this removes a lot of the pastel. But again by building up in layers, and lightly brushing I can make the crease top stand out even more. Which as I said before, adds to the darkness and depth to the inside of the uniform folds.



Here I have used the grout on the drop bag in the above left picture, and to me it does bring out the top of the folds better. But, just for a trial I used the white pastel, making sure that I held it flat against the bag, the result is in the middle picture. And the final one is after I have wiped over lightly with a dry cloth to remove most of the pastel.

Many thanks for the tip Terry, and for your permission to use this idea on my website. 🙏