



So, you want to do scenery

Rock Casting

We will be touching on:

- **Planning**
- **Materials**
- **Rock casting**
- **Coloring**
- **Adding vegetation**
- **Cleaning up**

Planning

What you will need:

- **Define what you want to do**
- **Building new or re-vamping existing scenery**
- **Plan the whole scene then work down to the individual parts**
- **Blend all the scenery elements together**
- **What structures are to be included- buildings, bridges, water front**
- **How will the scenery “work” with the operational intent of the whole railroad**

Inspiration

This photo center spread by Bill Moore appeared in the August 2012 Model Railroader magazine. This is what I wanted Canterbury to look like.



Road Trip!



Crawford Notch, NH

Road Trip!



Crawford Notch, NH

Notice the rock shelf, trees and dead wood.

Road Trip!



Crawford Notch, NH

Notice different coloration of the rock

Road Trip!



Crawford Notch, NH

This rock face has been blasted and has taken on a darker color over many years.

Road Trip!



Crawford Notch, NH

Road Trip!



Crawford Notch, NH

Be aware of your surroundings! This creature wanted to know what I was doing in HIS backyard taking photos of HIS rocks. This is NOT a telephoto picture !

This fox had no fear of man.

Materials

Materials used to rock castings:

- Water spray bottle (with liquid detergent to make “wet water”)
- Bowl of water to wet hands/fingers
- Narrow spatchler ½” wide
- Rock molds
- Hydrocal plaster (Hydrocal is better than Woodland Scenics light weight hydrocal)
- Acrylic paint colors (tubes)
- Patching plaster, joint compound, Structolite, Scultimold (used between castings)
- Lots of old newspaper
- Paper towels

Rock Castings



Rubber molds by Woodland Scenics

Coloring with Acrylic Pigments



Neutral Grey

Payne's Grey

Titanium White

Burnt Sienna

Raw Sienna

Raw Umber

Burnt Umber



Making the castings

- Spread newspapers over a work surface.
- Gather water, hydrocal and molds.
- Gather small pieces of wood to level molds on flat surface.
- Mist the molds with wet water to help the castings removal from the mold.
- Mix hydrocal in a plastic container. Put water in first and then add hydrocal.
- Mix water/hydrocal/water until a soupy consistency has been achieved (or you could follow the directions on the Woodland Scenics milk carton package).
- Spoon (small castings) or pour (large castings) hydrocal in molds. Maintain the mold on a level base. The hydrocal is watery and will run out of the mold if not level.
- Let the hydrocal set up for a few minutes before moving the mold.
- Set-up time will vary dependant on the type of hydrocal.
- When the hydrocal has set (room temperature to the touch) peel the mold away from the castings.
- Let the castings cure for 24- 48 hours before using.

Apply the Castings

- **Dampen the existing plaster used to form land contour.**
- **Dampen the casting.**
- **Butter the casting with plaster.**
- **Apply the casting to the terrain. Work it in by gently pushing and twisting as the butter plaster is forced out from behind the casting.**
- **Add more plaster to blend the casting into the terrain. Wet fingers work well for this step.**
- **Let cure for 24 hours.**
- **The next step will be coloring the castings**

Color the Castings

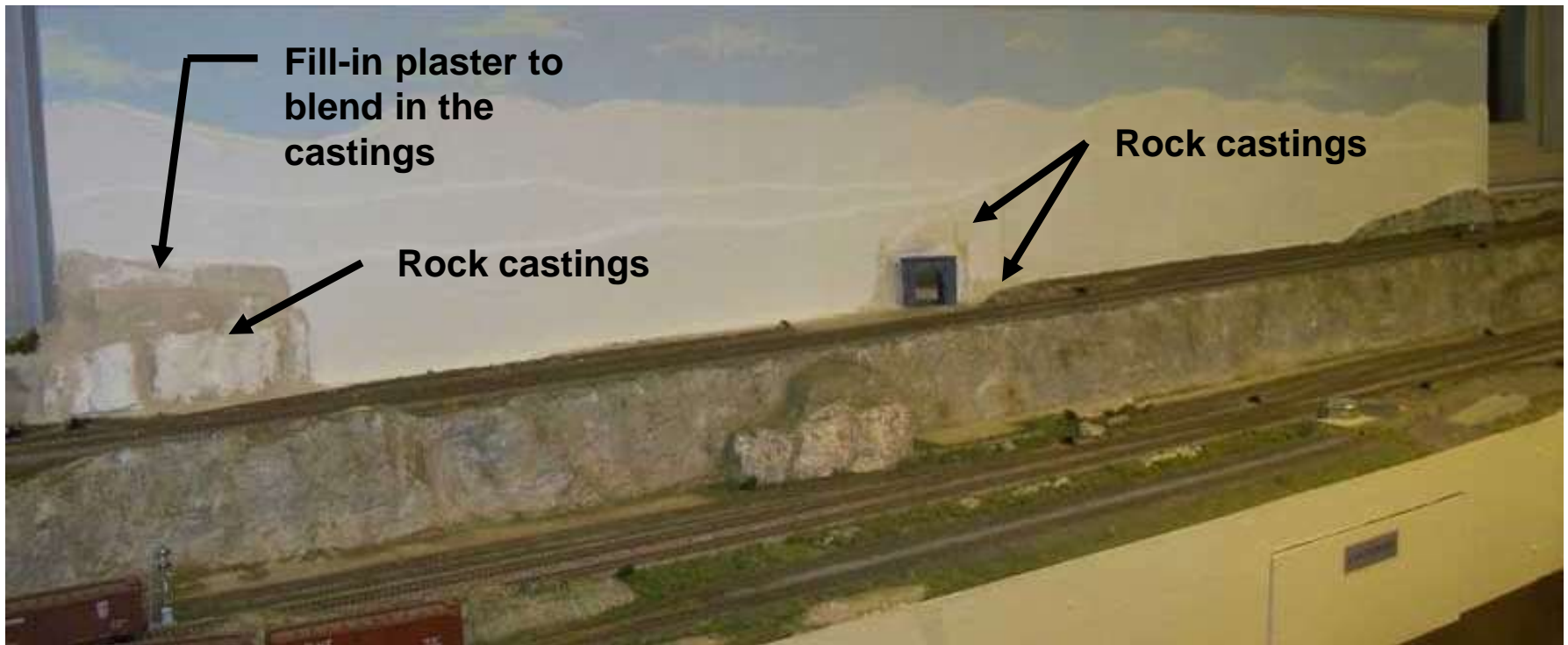


Washes used here are from the “brown family” of Umber and Siena

I used the back side of the casting to try out different washes.

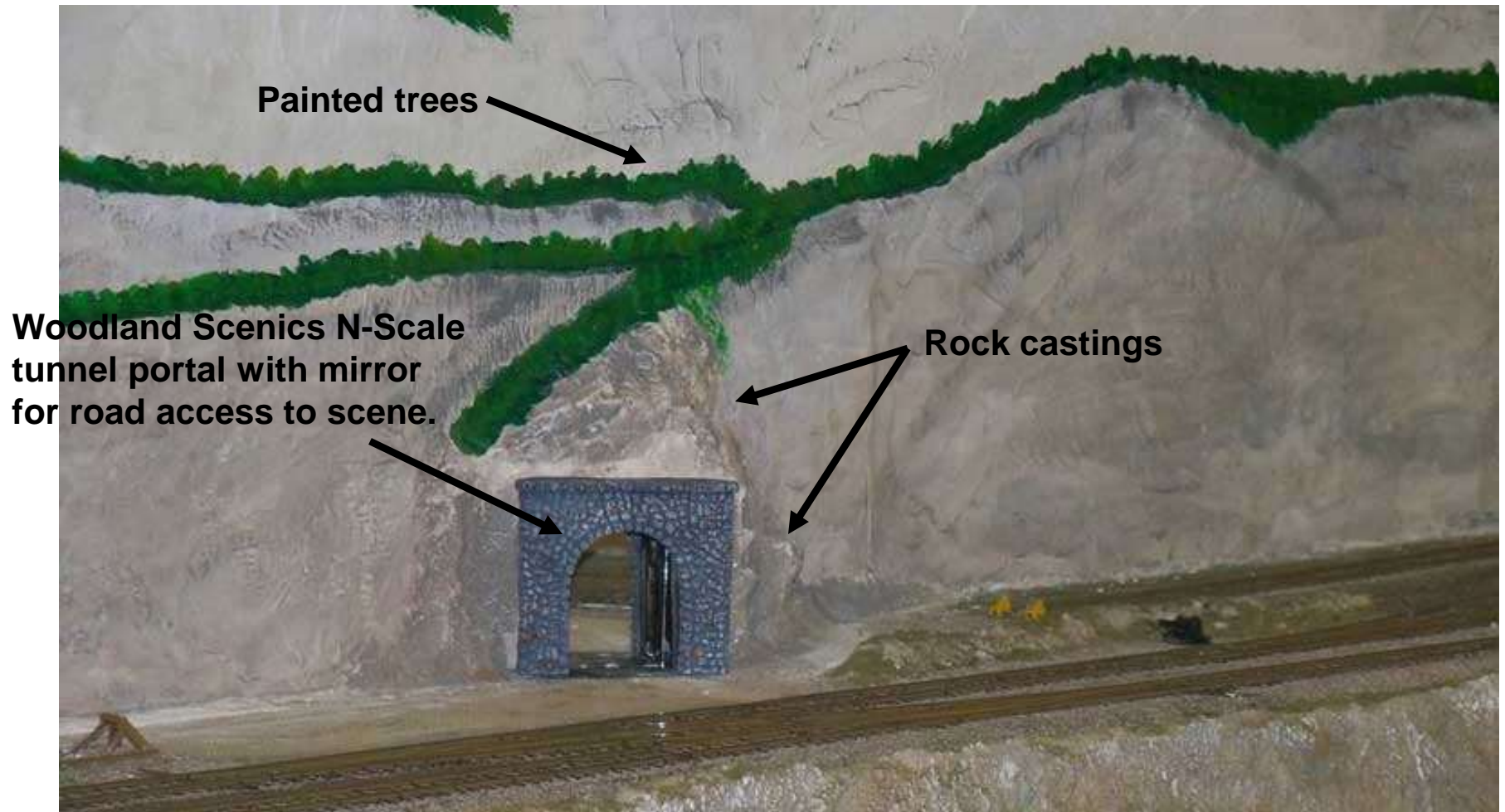


Apply the Castings



Rock castings added to create a transition from existing scenery and to create a road outlet from the scene.

Apply the Castings



The plaster fill-in has been applied and the castings colored

Ready for the next scenery step



The plaster has been given a wash of grey, blue and umber water color and dry brushed with burnt umber and white.

The tree line has been painted in using acrylic tube colors (light green, phthalocanine green, green gold, chromium oxide green).

Examples using rock castings



Examples using rock castings



Cleaning up

- **After the scenery items are complete the next steps will be to bring the scene to life**
- **Make and add trees, bushes and grasses.**
- **Add the details- (people, equipment, creates, roadside fences and guard rails, cars and trucks, utility poles, signs.**
- **Now that you have soaked the scenery with water and white glue don't forget to clean the track and un-stick the turnouts!**



Remember to always watch your signals !

(that is because the dispatcher gave you clearance only to the next signal)