



HEXAGEAR™

Weathering Guide



HEXA GEAR

BULKARM ALFA JUNGLE TYPE



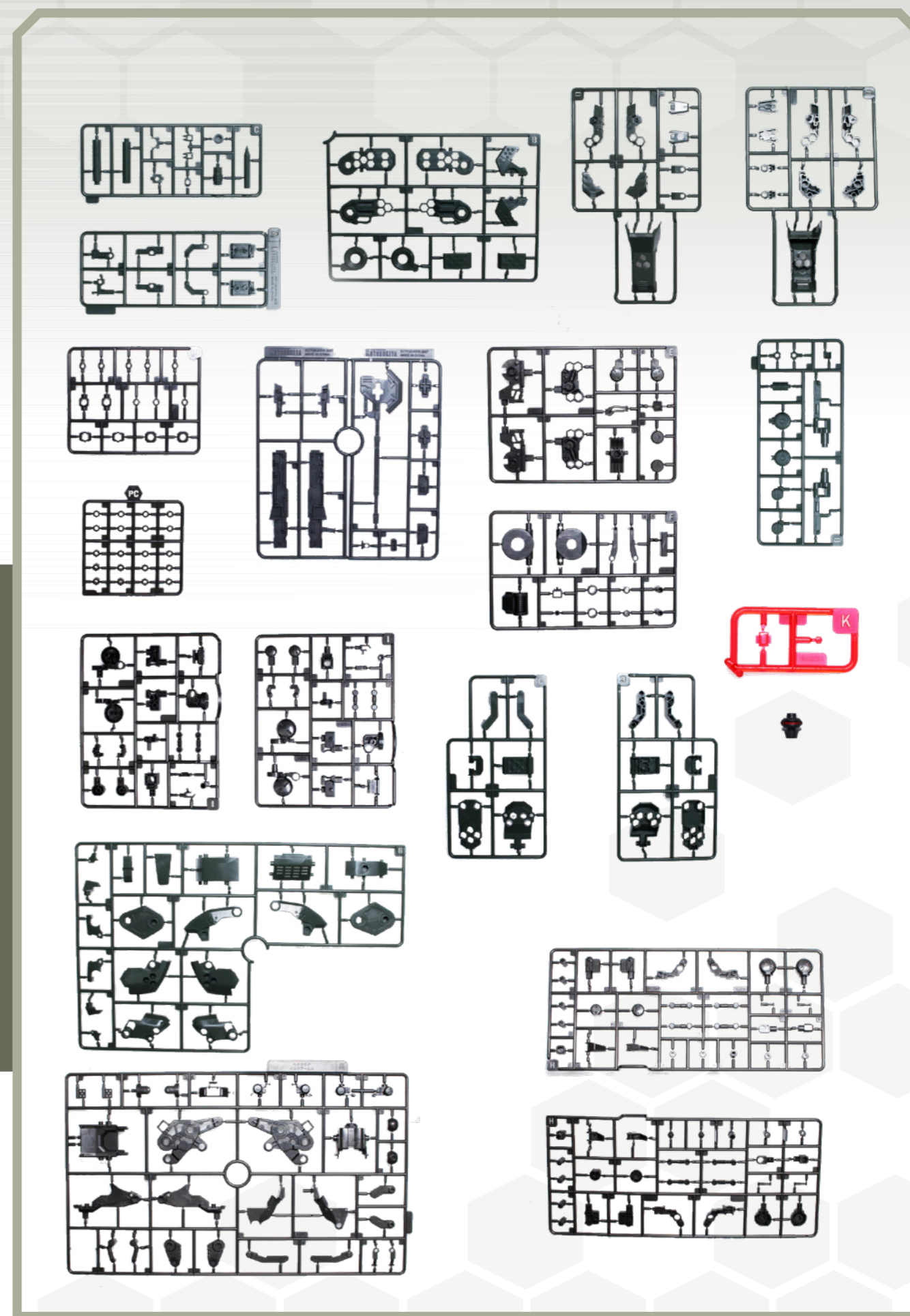
Hexa Gear is a new original series by Kotobukiya that combines the concept of plastic model kits with a lock-block system. Compared to Frame Arms or M.S.G Modeling Support Goods, Hexa Gear's kit block system boasts a level of customizability that exceeds the Frame Arms models and Heavy Weapon Units. Hexa Gear kits are created using a wide range of materials. The frames are made of ABS and POM, armour parts are made of PS, and the HEXA G-R.A.M joints are made of PC and PE. Additionally, PVC is also used to create the tread pattern on tires for some versions. With small pre-assembled joints where metal pins and POM are used together to balance strength and size, multiple materials may be used.

El Hexa Gear Bulkarm α (alfa) was utilized for a variety of purposes in the conflict that broke out amongst rival corporations. In addition to the standard version of Bulkarm α that was widely used throughout the world, specialized versions of the machine were also created by third party developers. As its name suggests, this version of the model was designed for use in jungle environments with handling designed to navigate dense jungle foliage. Instead of the 120 mm cannon standard to the Bulkarm α, this model is equipped with a folding howitzer, a small rifle, and an axe for clearing barriers. Another distinct variance is the updated sensor unit on the model's head.

Poseable after assembly, the model is a colour variation of the Bulkarm Alpha with different armaments. The cockpit can be opened and closed, and can be piloted by a Governor figure. The folding cannon can be attached in several locations and can also be used as a pilebanker with parts replacement.

SCALE 1/24

SCALE 1/24





ONE SHOT PRIMER
TRANSPARENT
A.MIG-2041



1_ You must always assemble your Hexa Gear completely before painting in order to check the fit and study the multiple options for the pose.

2_ To paint the model, you don't need to disassemble it entirely, taking the main subassemblies apart is sufficient. You can use the primer colour of your choice; in this case Transparent One Shot Primer A.MIG-2041 was used.

HEAVY
CHIPPING EFFECTS
A.MIG-2011



AIRBRUSH
STENCILS
A.MIG-8035



3_ The next step consists of applying a coat of Heavy Chipping Effects A.MIG-2011; this layer allows you to touch up the camouflage that is going to be applied in the following steps.

4_ The reference Airbrush Stencils A.MIG-8035 makes painting complex stain patterns a breeze.

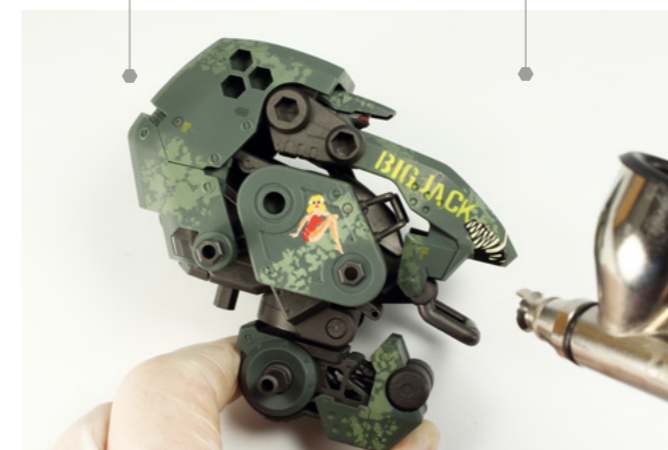


5_ Thanks to the layer of Heavy Chipping Effect product applied in the previous step, I was able to peel off any unwanted areas with a Sniperbrush moistened in water.

ULTRA
DECAL SET
A.MIG-2029



ULTRA
DECAL FIX
A.MIG-2030



7_ You can use any decal and/or stencil to customize your Hexa Gear. To apply the decals, use the decal solutions Ultra Decal - Set A.MIG-2029 and Ultra Decal - Fix A.MIG-2030 to ensure that the markings properly conform to the surface. Once dry, the decals should be sealed with another layer of Aqua Gloss.

AQUA GLOSS CLEAR
A.MIG-8212



6_ Before applying the decals, a coat of Aqua Gloss Clear A.MIG-8212 was airbrushed in place.



8_ A filter was then applied to select parts with Brown Filter for Dark Green A.MIG-1506. The filter was distributed evenly with a flat brush.



9_ After a few minutes, you can feather the filter with a soft brush or a clean cloth which will make it look more uniform.

10_ Now, the edges of some elements and panels can be highlighted for contrast with Oilbrusher Sunny Flesh A.MIG-3518.



15_ Then apply the colour Drybrush Light Metal A.MIG-0621 on the most extreme edges to obtain a polished metal look.



16_ Use the same techniques on all areas of the Hexa Gear that require these types of effects, specifically where you want to represent significant wear and tear.



11_ After applying the Oilbrusher, distribute and blend the colour over the surface using a soft clean brush.

12_ The same method can be used to add shadows to the correct areas using Oilbrusher Starship Sludge Bay A.MIG-3532.



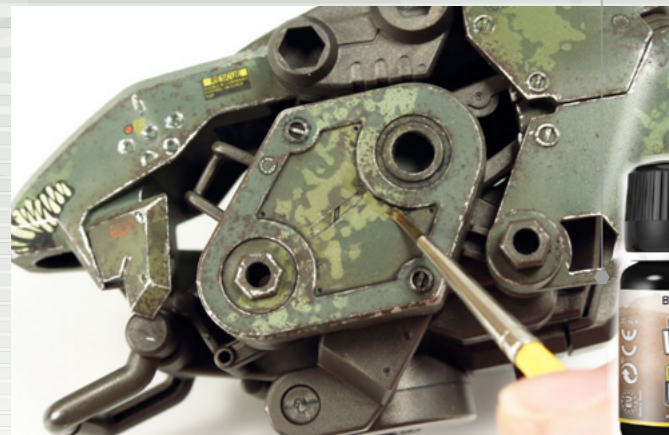
13_ By adding highlights and shadows a more weathered and interesting look has been created.

14_ Slightly dab a piece of sponge or packing foam in the acrylic colour Chipping A.MIG-0044 and remove the excess onto a paper towel, then stamp the highly realistic worn and chipped effect onto the edges, corners, and areas most exposed to damage and wear.



17,18_ The aspect achieved using these techniques is quite interesting already, but you can continue applying additional layers of weathering effects if you want.

BLACK WASH
A.MIG-1011



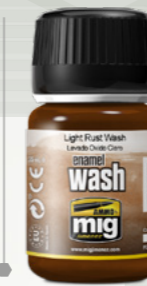
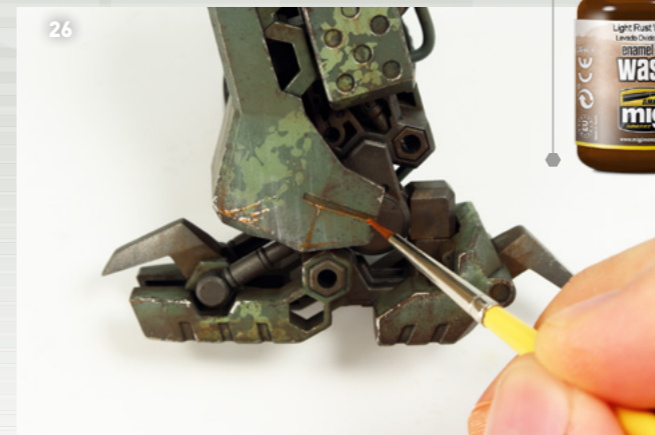
19_ The next step consists in applying Black Wash A.MIG-1011 around raised details and into corners and panel lines.

ENAMEL ODOURLESS
THINNER
A.MIG-2018

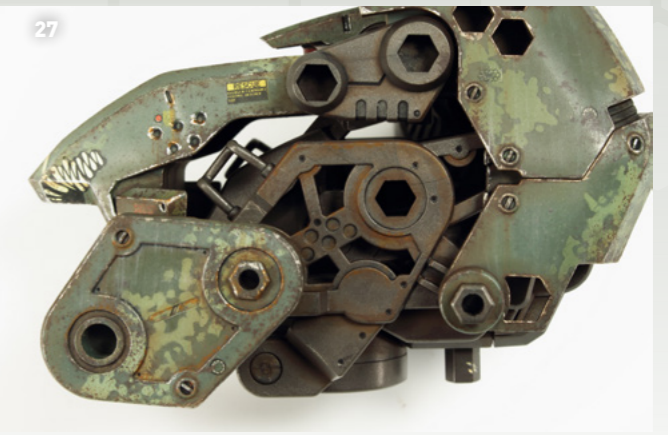


20_ Let it dry for a few minutes, and then clean the excess wash with a brush moistened with Enamel Odourless Thinner A.MIG-2018/9.

LIGHT RUST WASH
A.MIG-1004



26_ To create rust effects in certain areas, apply small amounts of Light Rust Wash A.MIG-1004 with a fine brush.



27_ This type of effect works especially well on chipped areas and zones where water or humidity has gathered.

28_ To create an authentic accumulation of earth effects on the feet, apply small amounts of European Earth pigment A.MIG-3004 focused primarily in the recesses.



PIGMENT
EUROPE EARTH
A.MIG-3004

STREAKINGBRUSHER
DUST
A.MIG-1258



21_ With the Streakingbrusher colour Streaking Dust A.MIG-1258, vertical rain marks deposited by rain draining off a dusty surface can be easily and accurately replicated by applying some vertical lines on the sloping surfaces of the Hexa Gear.



22_ Then blend the lines by making successive vertical passes with a brush slightly moistened with Enamel Odourless Thinner A.MIG-2018/9.



23_ All the effects of dust and dirt can be adjusted to be more or less intense according to your preferences, the effects are softened by blending, and intensified by adding additional layers.

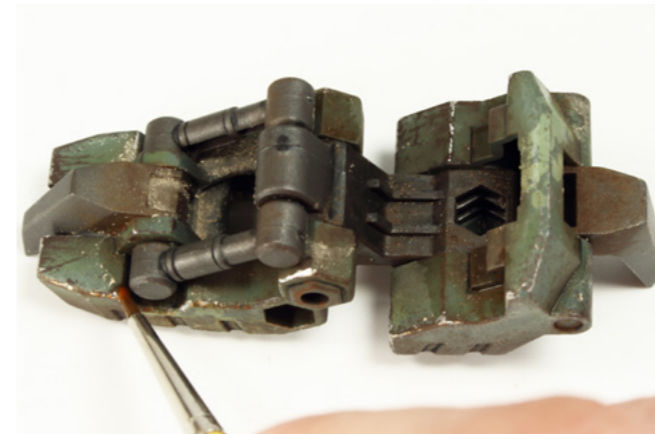
STREAKINGBRUSHER
GRIME
A.MIG-1253



24_ Streakingbrusher Grime A.MIG-1253 can be used to create streaking effects and dark stains in the same way.



25_ Apply the streaking effects on the areas that tend to accumulate more dirt and grime per references or logic.



29_ The pigment was fixed by wetting the area with Enamel Odourless Thinner A.MIG-2018/9, which was allowed to dry for 1 hour.



30_ Once the thinner has evaporated, you can clean any spot you want by rubbing the surface with a clean dry brush. You can reapply the effect as many times as you want and use several pigment tones to add depth to the effect.



SPLASHES
LOOSE GROUND
A.MIG-1752



31_ The enamel product Loose ground A.MIG-1752 was used to create mud splashes on the legs by loading a brush with product and proceed to splatter the paint over the surface by directing air from the airbrush over the loaded paint brush which was aimed at the surface.

32_ The paint was allowed to dry for a few minutes before dragging some of the splashes downward with a brush slightly moistened with Enamel Odourless Thinner to create a streaked splashes effect.

33_ You can always clean up any splashes you don't like with a brush moistened with Enamel Odourless Thinner.

BLACK WASH
A.MIG-1011



34_ On other areas of Hexa Gear you can easily add dirt stains by splashing Black Wash A.MIG-1011. Dilute the enamel wash with Enamel Odourless Thinner to create more subtle and translucent staining.



35_ If you don't like some of the effects, they can be wiped clean with a brush moistened with Enamel Odourless Thinner.



PIGMENT
METAL SLAG
A.MIG-3020



ACEITE FRESCO
DE MOTOR
A.MIG-1408

36_ The next step was to create authentic oil and grease stain effects in the joints, this was done by first applying Metal Slag A.MIG-3020 pigment with a flat brush, then moisten the surface with Enamel Odourless Thinner A.MIG-2018/9 and allow the surface to dry to fix the pigment.

37_ The application of staining and streaking continued using the enamel product Fresh Engine Oil A.MIG-1408 diluted 50/50 with Enamel Odourless Thinner.

38_ Wait until the oil and grease stains have dried and then apply additional layers on top of various size and intensity until the level of filth appropriate to each project has created.



39_ You can also apply Fresh Engine Oil enamel product less diluted in order to create darker and more defined oil stains.



By combining all these effects with different degrees of intensity and applying each to different areas of the Hexa Gear, you can easily create an eye catching, authentically varied, and highly realistic weathered finish.





HEXAGEAR™