

3. Alex Belida's Creek and Falls



Calum Creek is one of the features on my fictional Nevada-based HO layout named after a grandchild. It is a narrow stream with a waterfall at one end and a shallow spot favored by gold panners at the other. It passes under two trestles, one leading to the Parker's Peak mine (named after another grandchild) and the other supporting the mainline from Eureka town to Carson City.

I used Woodland Scenics Murky Water to make the creek. I planted rocks and fallen pieces of timber in the bed and let the mixture flow around and over them.





The waterfall was made with Woodland Scenics Water Effects. I squeezed several long thin lines of this glue-like material side-by-side on a piece of wax paper, then used a brush to blend the lines together in a random pattern and allowed the combined ½” wide strip to dry overnight, changing from gluey white to clear in color. The next day I simply peeled the “water” off the wax paper and placed it over the vertical groove I made in the rock wall, hiding the upper end behind the landscape and blending the lower end into Calum Creek. I used some white Gesso to paint highlights on parts of the waterfall.

Alex Belida, MMR