

8. Cam Green's Water Effects



Water effects on the Maine Central Lower Road: **Androscoggin River**, Brunswick
([Photo above](#)) This has a plaster base, painted black with multiple coats of Mod Podge Gloss.



Lewiston Lower Waterpower canal
([Photo left](#)) This has black painted base with multiple layers of Mod Podge. To make the white water, cotton from a cotton ball is embedded in the Mod Podge. The river had a lot of silt, so some very thinned brown acrylic paint was also added to the white water.



Brunswick yard ditch (Photo left) I applied the scenery materials including static grass, then dribbled Woodland Scenics Realistic water to simulate the flooded ditch after a gutter washer.

Creek bed (Photo below) Scenery for riverbed and river edge applied, then Woodland Scenics Realistic Water poured into the bed. I dammed the edge of the benchwork with tape until the realistic water had dried. *Cam Green*

