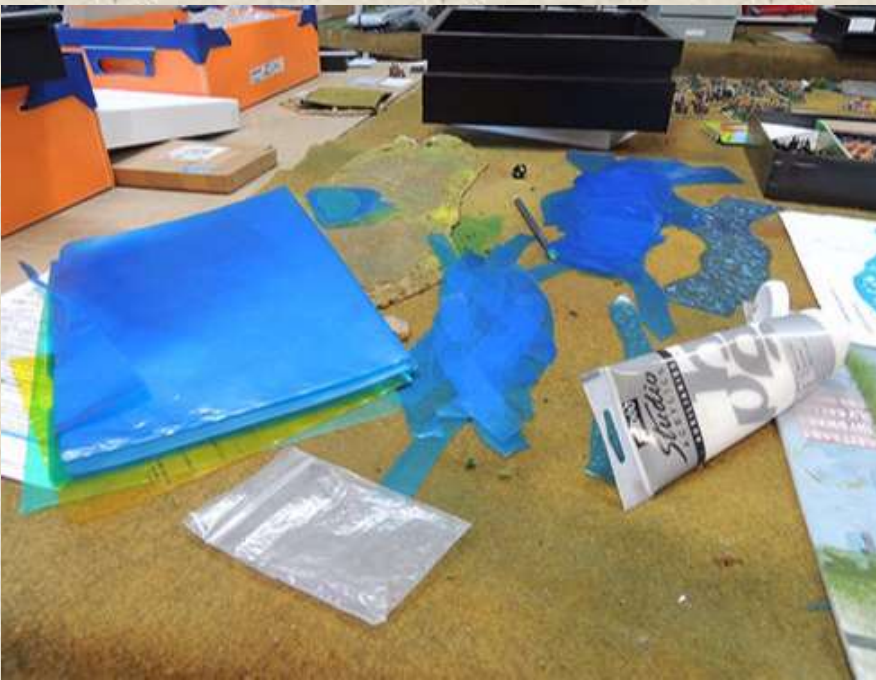


RIVERS

I have nice commercial rivers, but they need bushy banks to diminish the fact that the thing is rather high for the 15-10mm figures. Normally water is lower than the surrounding terrain. Or you have a problem 😊

Cheap+++

The basic material I use for these rivers and lakes and marshes that are level with the surroundings's terrain: blue or green plastic holders that can (increasingly hard) be found in supermarkets. And a gloss gel for paints that will give a watery effect on some parts, with little waves. Can even have a layer of gloss varnish.



Cut plenty, bends, and some more straight.

All connecting ends should be roughly of the same width for each size of river and stream.

If I could have a bit greyish / brownish plastic, I'd buy it but las.

Greenish can be useful for water in forests.

The gel will be put in tiny blops, maybe with an orientation / push to give the current.



The real one in front of my window. And whatever the sky, it obstinately never wants to be blue.



As usual do plenty at the same time. Here I might have over done some of the paste. It can be scraped out easily.

I don't cover the plastic but put little waves on it keeping in mind where I want the current flowing. Next day it is dry.

The gel idea came from [him](#).

One of the beauty of it, if you don't paint the sides, any bit can connect into any other. It starts whitish but dries transparent. Meters and meters of it....

With or without bushes and poplars on the sides here it goes. It needs to be stored flat, nicely, not to be bent.

I experimented in painting underneath to add depth effects. Found out it was trouble for very little. This river can also fit any terrain underneath, arid or green.



A big river I bought ready for play. Theoretically I could do something similar. The tint is better than my blue but

This the Danube as I saw it near Wien.

