

# Quick Guide | Tufts, layered tufts, flowers and weeds...

Tufts are a quick and effective way to add realistic vegetation to your model landscape. This guide will walk you through the process step by step. The same method works for all types: layered tufts, flower tufts, and the high and low weed tufts. All tufts are between 2 and 12 mm tall and come on the same kind of carrier sheet. Each sheet is handmade and built up in several layers for a natural look. They are designed to be easy to apply and quickly add depth and realism to your scene!

Before we begin, it's worth noting that there's a wide variety of tufts available to suit any diorama or model railway scene, including:

- Layered Tufts with mixed fiber lengths for a wild effect
- Flower Tufts realistic blooms in various colors
- Long Weeds great for untamed or overgrown areas
- Single Tufts simple, versatile, and always useful

#### 1. Lift the Tufts

Use tweezers to gently slide under the tuft and lift it from the sheet. No cutting needed – just a steady hand.

## 2. Apply the Glue

Add a small drop of MIFOTACK! to the base of the tuft. This gives you better control and avoids messy glue blobs. Too much? Simply dab your tool on a tissue to remove the excess.

#### 3. Place the Tuft

Press the tuft onto your chosen spot. Start with one color or type and build from there. These tufts work beautifully with Martin's mats, but also along tracks, trails, riverbanks, or textured ground surfaces. Tip: Leave some gaps between the tufts so you can add variety later.

## 4. Mix & Match

Use the gaps to add a second layer of tufts in different colors or textures, like lighter tones, taller varieties, or wild-looking weeds. Grouping them in odd numbers (like 3, 5, or 7) tends to feel more natural. Keep building until the scene looks balanced. Mixing types is what really brings it to life.

### 5. Burnish the Edges

Gently press down the edges of each tuft to help them blend into the surface. It's a small step that makes a big difference.

### **Final Tips**

With a bit of practice, you'll be creating realistic ground cover in no time. Don't be afraid to experiment with placement, color, and texture. **Be inspired by Creation!** 











