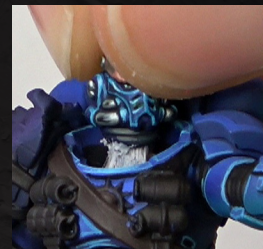




Sergio
CALVO
miniatures

ENGLISH


LIEUTENANT PHOBOS



VOL II



SUMMARY

LIEUTENANT PHOBOS	03
HEAD	03
COLORS	13
GALLERY	14



06 LIEUTENANT PHOBOS



Water

Aquaotic
Turquoise

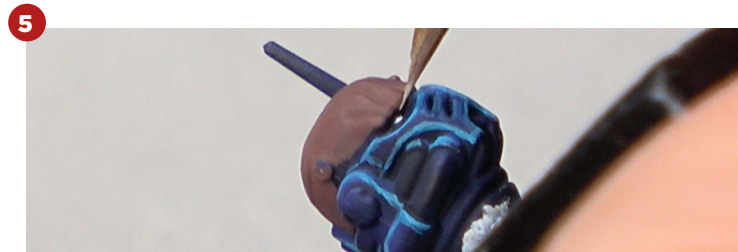
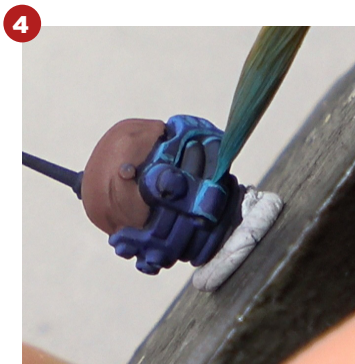
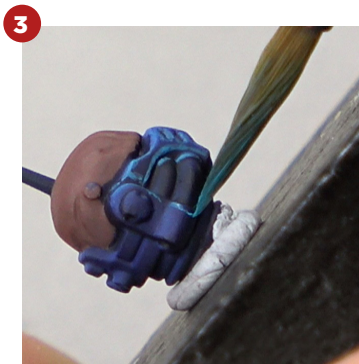
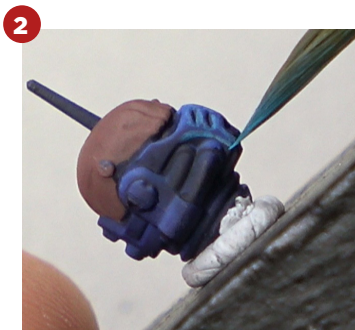
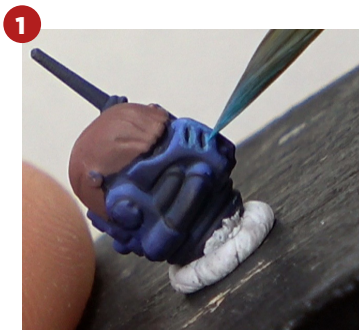
Ultramarine

HEAD

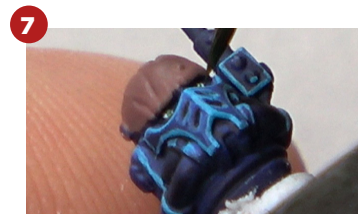
06/10

In this tutorial, I want to focus on how to paint the marine's head.

For the mask, we'll follow the same edge highlighting process we've seen earlier.



(Light Flesh) A small trick for painting the eyes: if you're right-handed, paint the left eye first, and if you're left-handed, paint the right eye. This way, you'll paint the eye that's more difficult for you first, and then you can correct the gaze with the other one (which will be easier since it'll be your stronger side, having more practice with it). The face is one of the parts of the miniature that you need to spend the most time and effort on. Visually, if it's painted and done well, it will make the entire miniature look like it's done right. That's why you'll see that it's one of the elements I give the most importance to in my tutorials (Olive Green).





06 LIEUTENANT PHOBOS



Water

Aquaotic
Turquoise

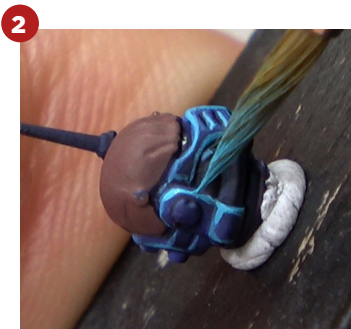
Ultramarine

Greenish
White

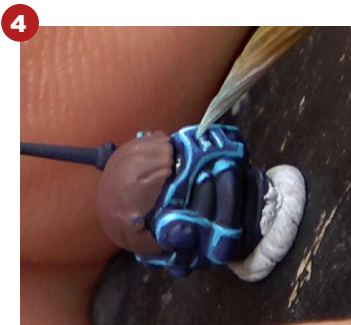
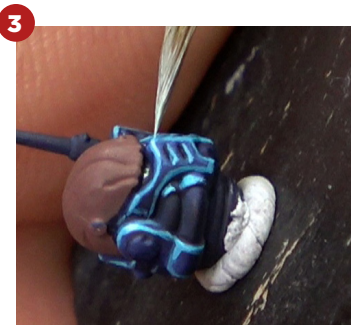
HEAD

06/11

The tubes can be treated as NMM, but since they're very close to the face, I don't recommend using white as the final highlight, as it could take focus away from the eyes. In this case, stay one step below and use a color that contains a lot of white.



The key here will be to use more desaturated colors for this material and keep the saturation of color in the skin and organic material (Mix and Greenish White).



5



(Ultramarine and Olive Green) For the inner areas of the armor, we can use a very dark color. This way, we'll avoid using black and prevent the feeling of a cut or discontinuity in the material.

6





06 LIEUTENANT PHOBOS

HEAD

We continue applying more light through the edges.



Water



Aquaotic
Turquoise



Ultramarine



Greenish
White



Greenish
White

3



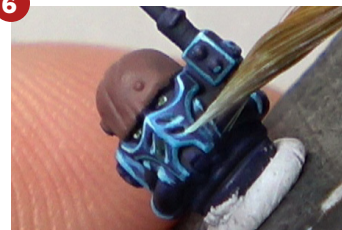
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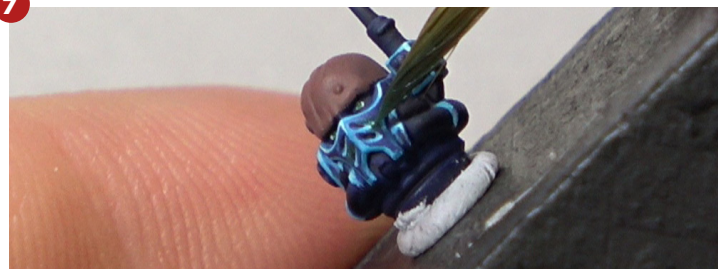
5



6



7



(Aquaotic Turquoise and Greenish White X 2) This way, we'll also be framing the eyes to make them stand out. To finish painting the tubes, we'll use a grayish color with a greenish tint. In this case, we'll focus only on the central part to avoid creating an overly shiny surface (Ultramarine and Olive Green X 2).



06 LIEUTENANT PHOBOS



Water

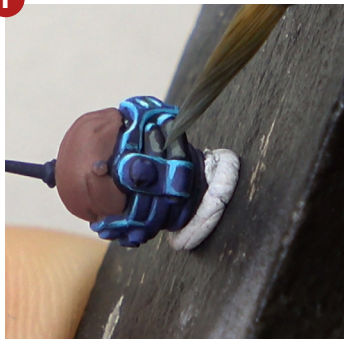
Lead
GreyCommand
GreenCommand
GreenBlue
Grey

HEAD

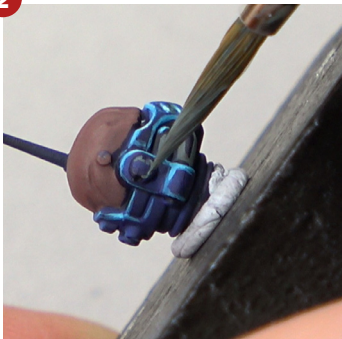
06/13

We can also paint the rivets now, following the same logic.

1



2



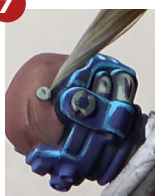
5



8



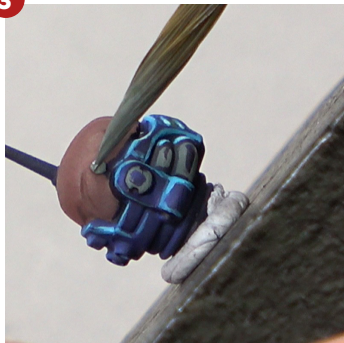
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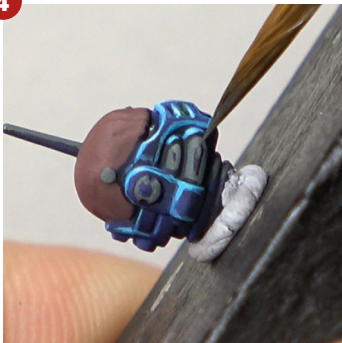
6



3



4



9



11



10



(Mix, Command Green, and Blue Grey X 2) To create that curved shape, we can paint a small line that ends in a point in the center of the tube. Finally, we'll add a touch of white to create a small highlight (Greenish White).

And introduce a lighter color to concentrate the light in that area. Since it's very small, the key will be to create very fine edge highlights with a high contrast (Mix and Blue Grey).



06 LIEUTENANT PHOBOS



Water

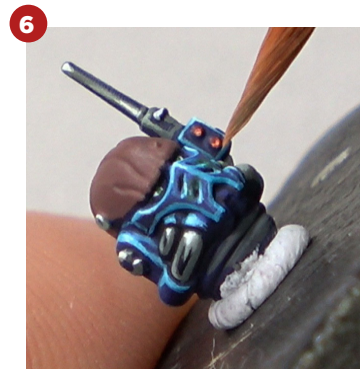
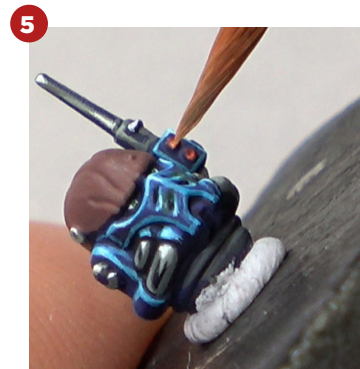
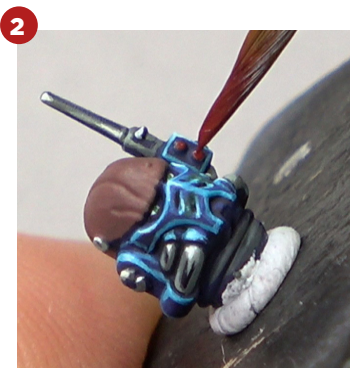
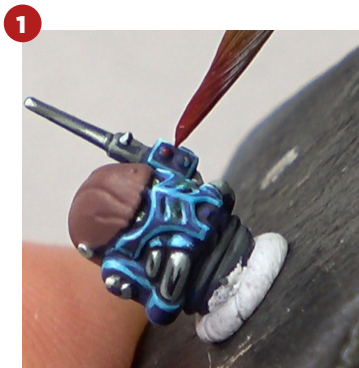


Amaranth
Red

HEAD

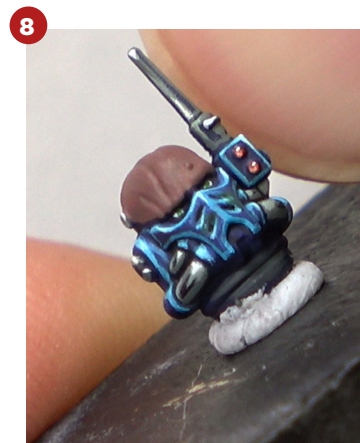
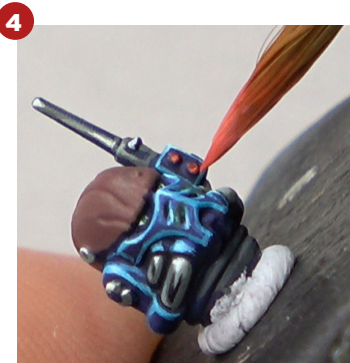
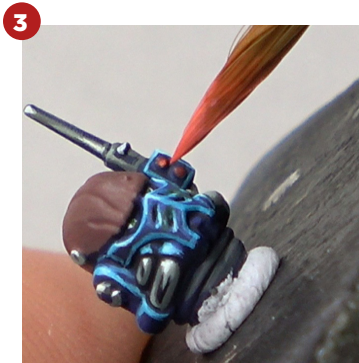
06/14

For the lights, we'll use a dark color as the base.



(Dead Red and Sunny Skin Tone) From here, we'll place the concentration of saturation on the lower part, and the white color on the upper part as the final highlight. If you notice, the construction here is again based on contrast (Greenish White).

And a highly saturated color to add the light (Dead Red).





06 LIEUTENANT PHOBOS



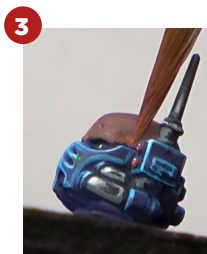
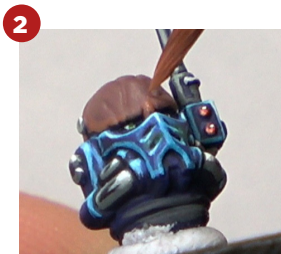
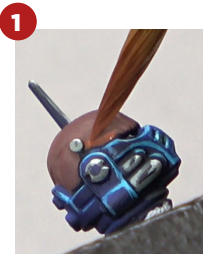
Water

Saddle
Brown

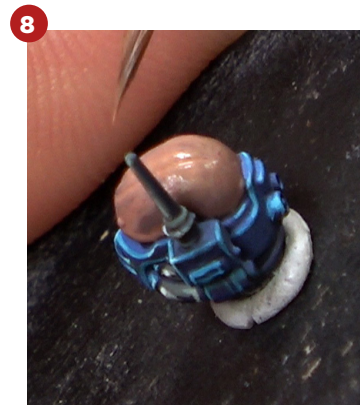
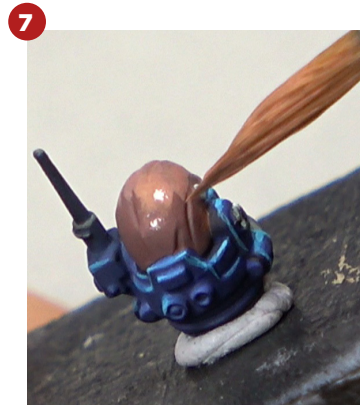
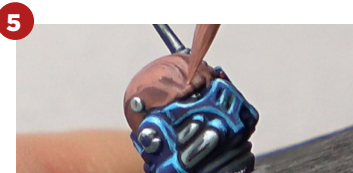
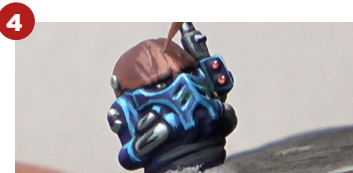
HEAD

06/15

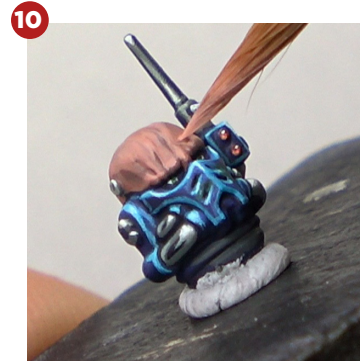
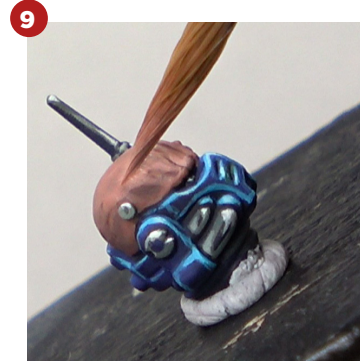
We'll continue working on the skin, focusing on the wrinkles of the face to frame the eyes. In this case, it's easy because they are already marked by the sculpture itself. If that weren't the case, we'd have to create them as if they were freehand.



Next, we'll begin introducing a more pinkish color to apply the light. In this case, we have to keep in mind that the head is a spherical shape, so the light will always concentrate on the upper part (Saddle Brown and Heavy Orange).



(Mix, Saddle Brown, and Heavy Orange) In other words, on the area between the eyebrows and the top of the head (where the hairline begins), we'll create a small gradient by diluting the paint as we move toward the back (where the armor starts again). In the following layers, we'll continue concentrating the light on the two areas mentioned earlier and let the temples remain with the darker tone. This way, through color, we're emphasizing the volume of the sculpture itself (Mix and Heavy Orange).





06 LIEUTENANT PHOBOS



Water



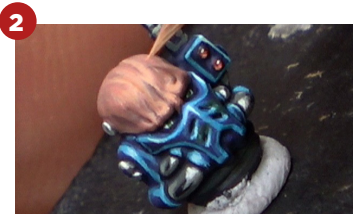
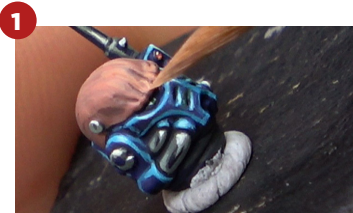
Mix

Sunny
Skin ToneGreenish
White

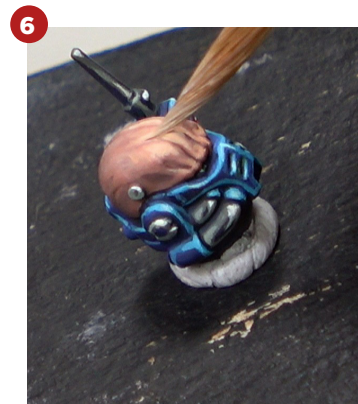
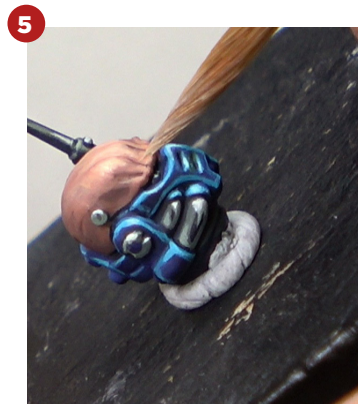
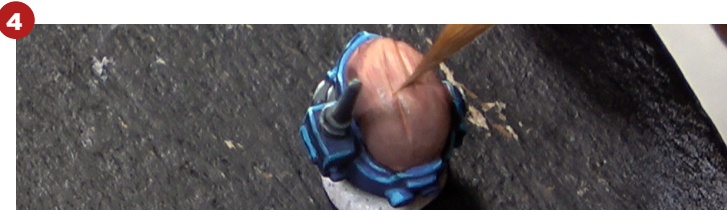
HEAD

06/16

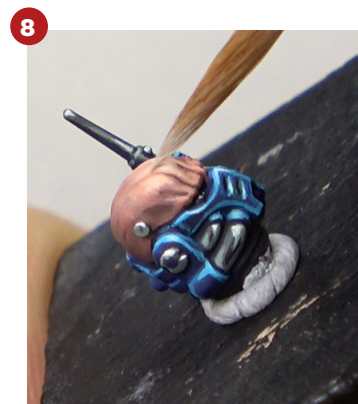
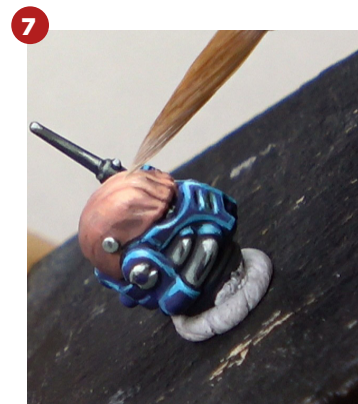
We can treat the area between the eyebrows almost like an edge highlight since the areas with more volume, those that protrude, can be more illuminated than those in the background. If you notice, visually, they resemble mountains, where the light hits the peaks and the shadows settle in the valleys.



This allows us to leave the eye area in shadow, except for the white highlight we placed earlier (3 drops of water, Mix, Sunny Skin Tone, and Greenish White).



(Mix and Greenish White) The last highlights we'll apply in this area will be on the top of the head to give the impression that it's shining due to the lack of hair (later we can add a shaved effect or even freehand to give it more personality). And to finish, we can use a color very close to white and focus only on two or three wrinkles (Greenish White).





06 LIEUTENANT PHOBOS



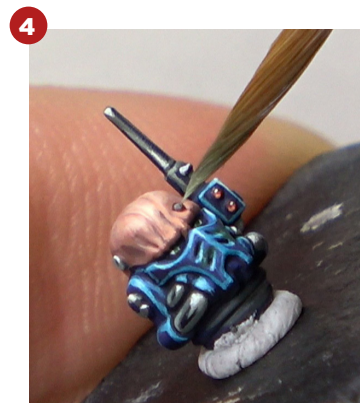
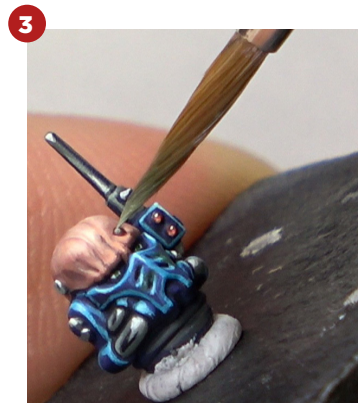
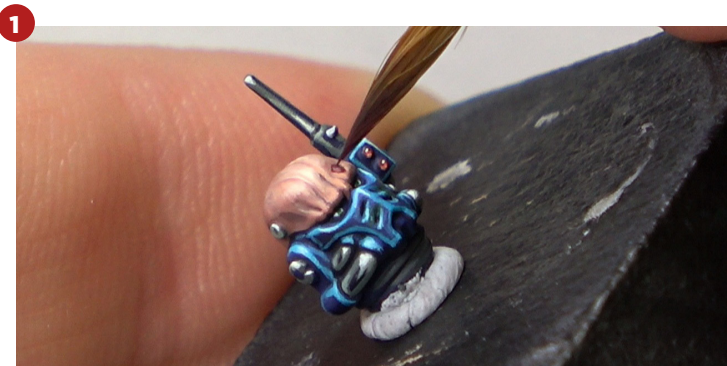
Water

Wine
Red

HEAD

06/17

Next, with a dark reddish color, we can create the base for small marks on the skin, like scars or wounds.



(Command Green and Blue Grey X 2) We'll paint the center with this mix and finish with a lighter tone, close to white (Greenish White).





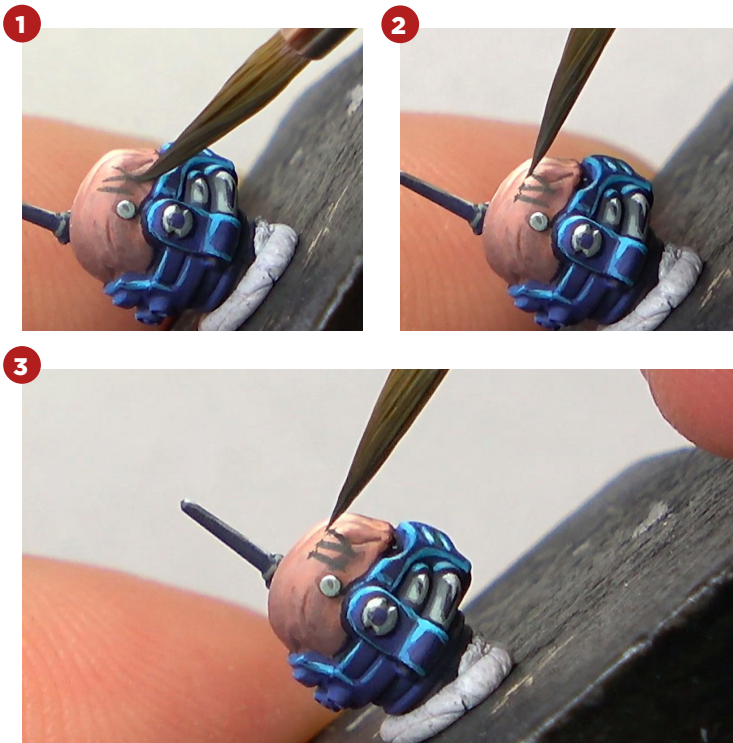
06 LIEUTENANT PHOBOS

HEAD

And since there's a rivet on the forehead, let's make the most of it. Remember that when we create tattoos, the paint should lean towards dark greens or blues, while for war paint, colors with higher saturation are typically used to differentiate them.



Water

Olive
GreenLead
Grey

Since my intention is to do a shaved effect with the airbrush, the first thing I need to do is protect the rest of the face. To create that effect, the best thing we can do is use a dark greenish color and paint directly on top. The difference between using a green or blue tone is that if the skin has magenta tones, it's better to use green, while if it tends to be orange, blue is the better choice (since they are complementary colors) (Olive Green and Lead Grey).



06 LIEUTENANT PHOBOS



Water



Heavy
Orange



Sunny
Skin Tone



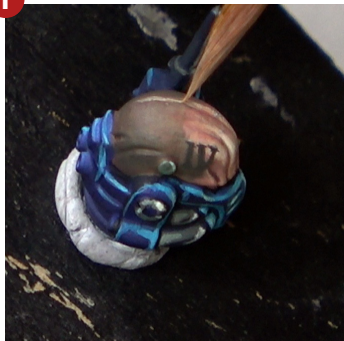
Greenish
White

HEAD

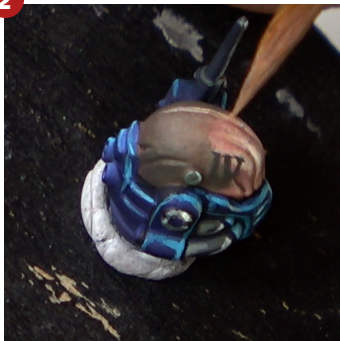
06/19

Notice how much it has changed with just those two small details.

1



2



If there are scars on the head, we can also paint them with a lighter color since those areas usually don't have melanin (Mix and Heavy Orange).

3



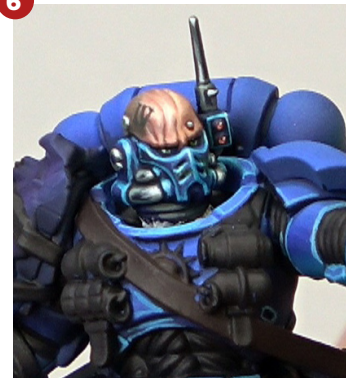
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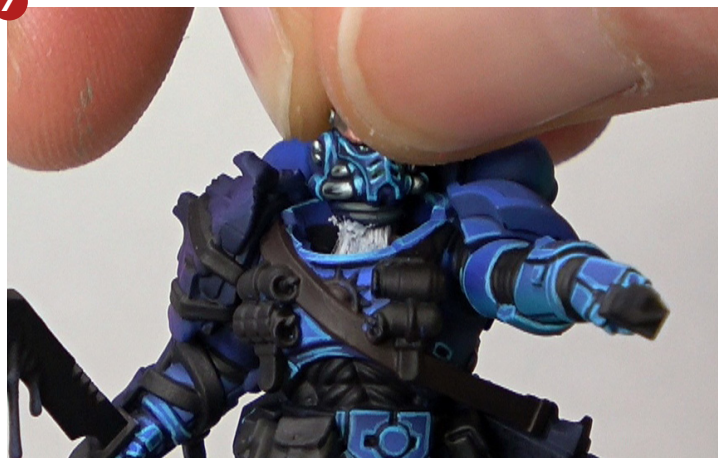


6



I hope you really enjoyed this tutorial. See you in the next one!

7





07 COLORS



Aquaotic
Turquoise
(AK)



Ultramarine
(AK)



Light
Flesh
(AK)



Olive
Green
(VAD)



Greenish
White
(AK)



Lead
Grey
(AK)



Command
Green
(AK)



Blue
Grey
(AK)



Amaranth
Red
(AK)



Dead
Red
(AK)



Sunny
Skin Tone
(AK)



Saddle
Brown
(AK)



Heavy
Orange
(VGE0)



Wine
Red
(AK)



Ak Interactive (3ª Generación) - (AK)
Citadel Colour - (C)
Golden Artist Colors - (G)
Liquitex - (L)
Scale 75 - (S75)

Vallejo Arte Deco - (VAD)
Vallejo Game Air - (VGA)
Vallejo Game Extra Opaque - (VGE0)
Vallejo Model Air - (VMA)
Vallejo Model Color - (VMC)
Vallejo Nocturna - (VN)

* Color Recipe Volume II.



08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





LIEUTENANT PHOBOS

VOL II



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