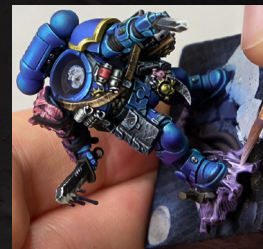
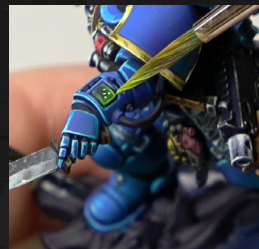




Sergio
CALVO
miniatures

ENGLISH
🇬🇧

LIEUTENANT PHOBOS



VOL V



SUMMARY

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06 LIEUTENANT PHOBOS



Water

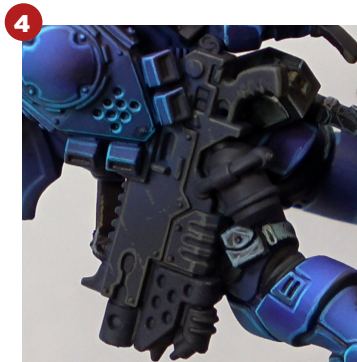
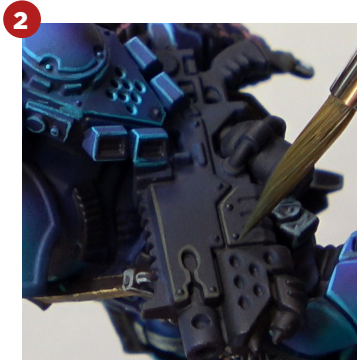
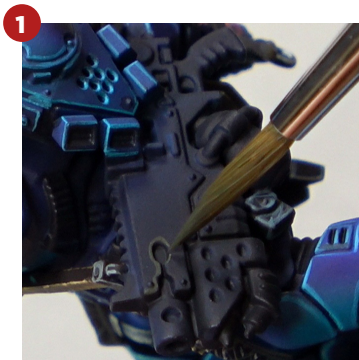
Command
Green

WEAPON

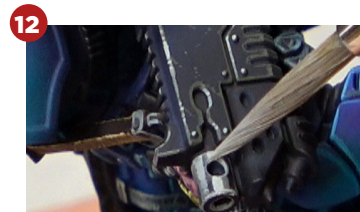
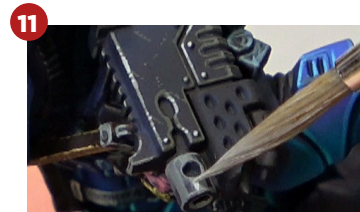
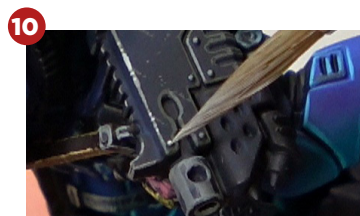
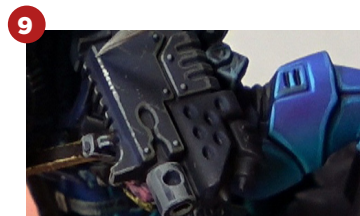
06/39

We start this tutorial by painting the weapon of the miniature.

If you look closely, it has a flat area where we've used black as the base. To add light, we'll focus on the edges..



(Command Green and Graphite) In the center, we'll add small dents or scratches to avoid leaving it completely flat. This will also help add some naturalism to the weapon. In cylindrical areas, we can add more light by directly applying colors that contain more white (Graphite and Blue Grey X 2).



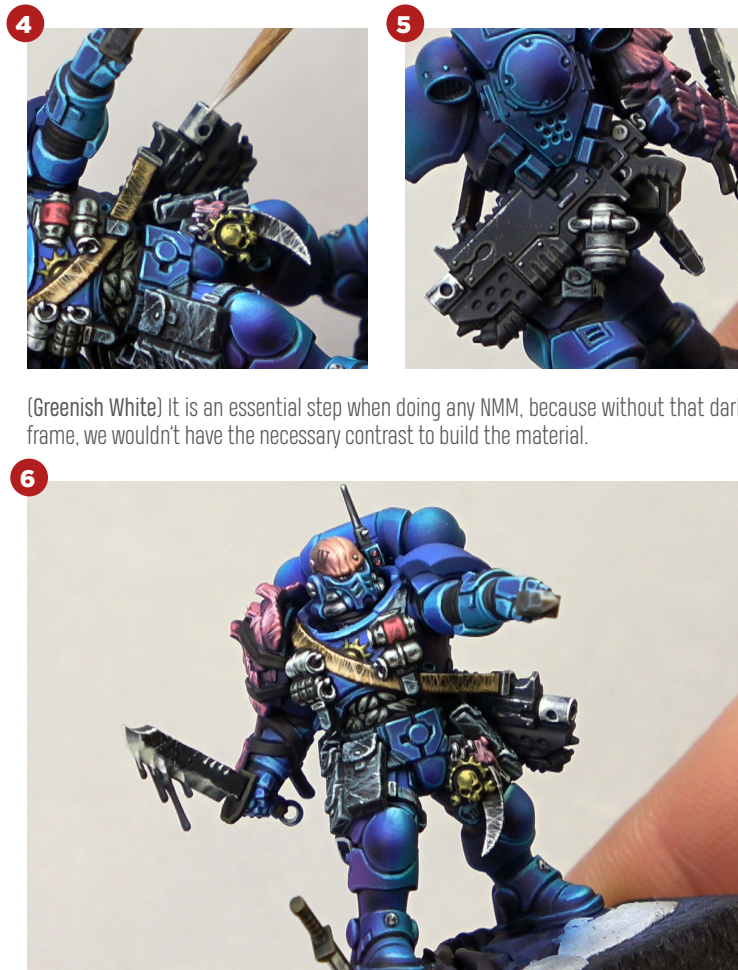
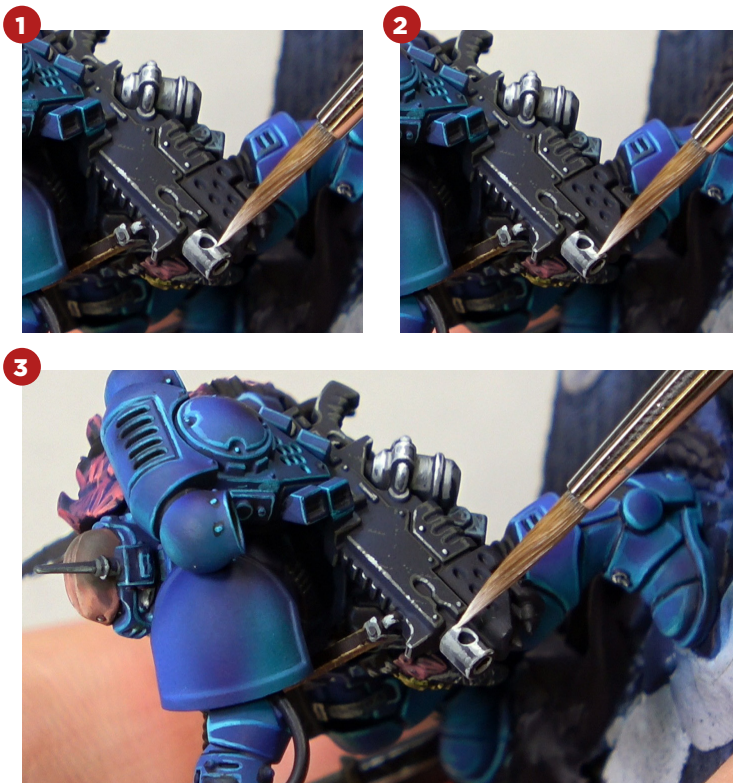


06 LIEUTENANT PHOBOS

WEAPON

06/40

Creating those areas of light and shadow is what allows us to visually understand that something is shining.



(Greenish White) It is an essential step when doing any NMM, because without that dark frame, we wouldn't have the necessary contrast to build the material.



06 LIEUTENANT PHOBOS



Water



English
Uniform

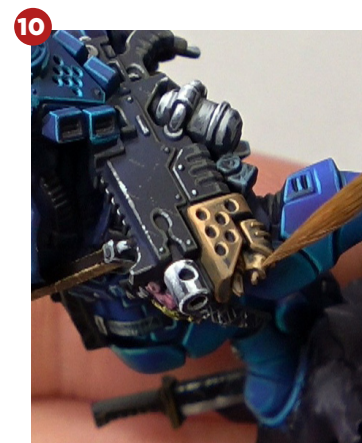
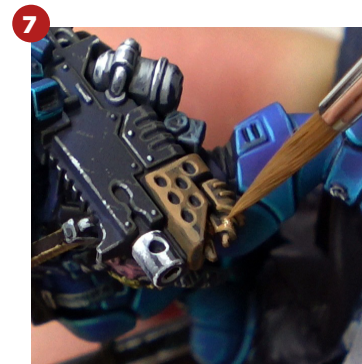
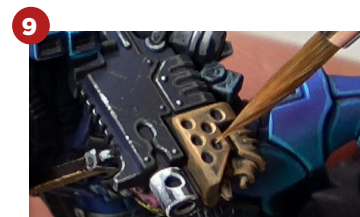
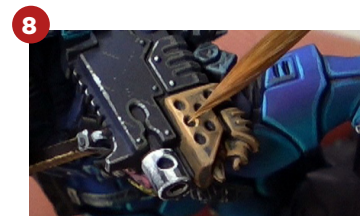
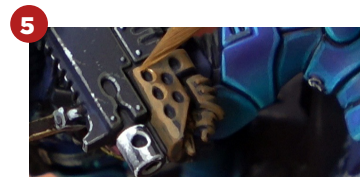
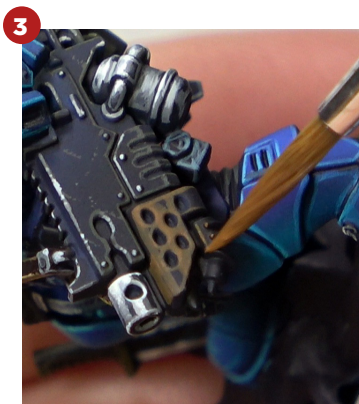
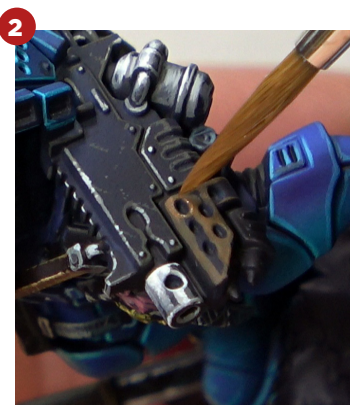
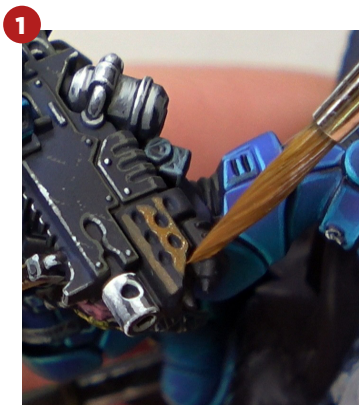


Medium
Rust

WEAPON

06/41

In the flamethrower area, we can use a copper color to add more saturation.



(Mix and Medium Rust) Afterward, we will add a bit more light through the edges to finish building our NMM. Inside the circles, we can place a highlight to make the material shine and give it a more chrome-like or shiny appearance, a characteristic of metal (Sunny Skin Tone and Medium Rust).

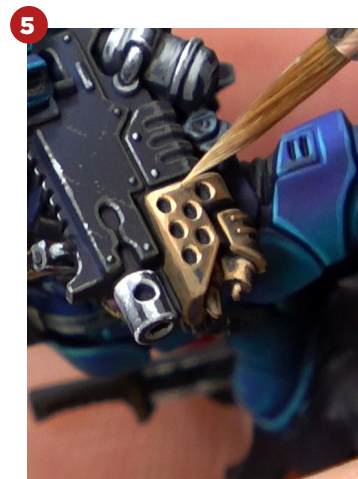
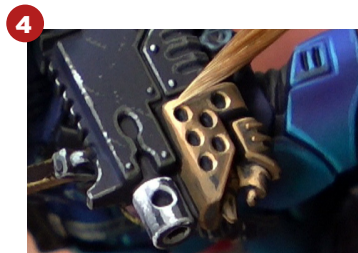
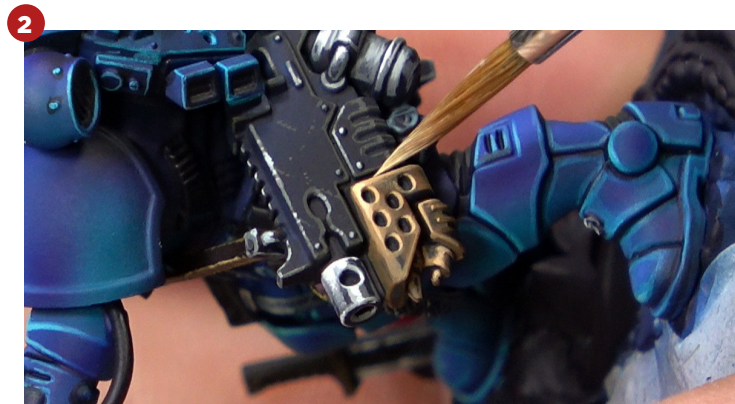
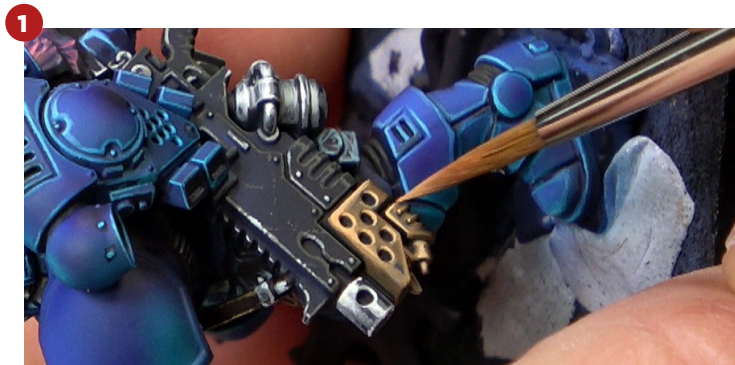


06 LIEUTENANT PHOBOS

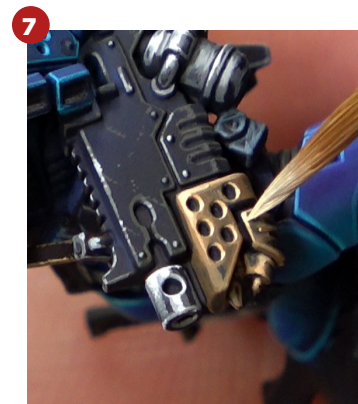
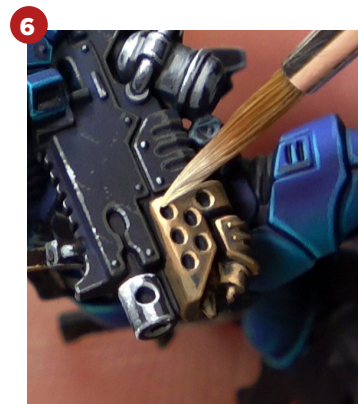
WEAPON

06/42

And as I mentioned before, everything works visually because we have that dark frame around it and we build the highlights in the edge highlights.



(Ice Yellow) The final layers should always be painted in those same edge highlights and in the small holes or rivets that the weapon has (Greenish White).





06 LIEUTENANT PHOBOS



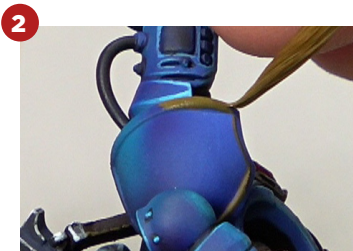
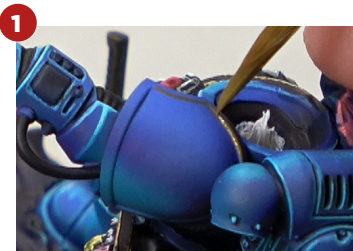
Water

English
UniformSahara
Yellow

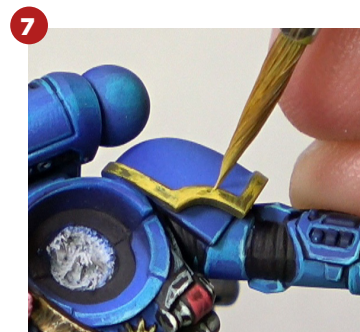
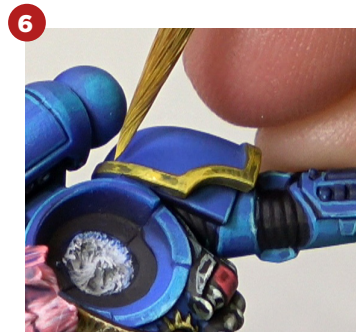
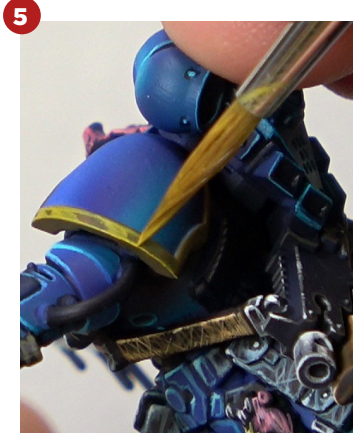
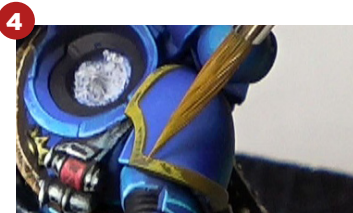
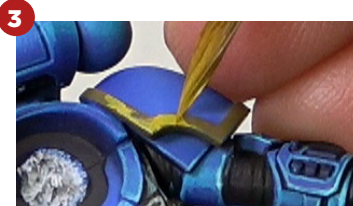
SHOULDER

06/43

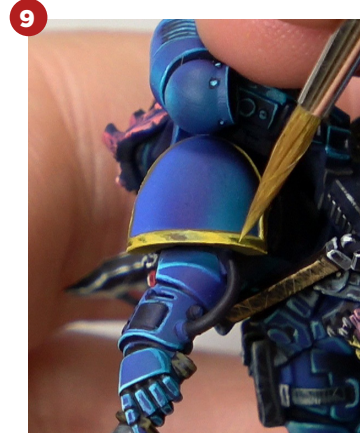
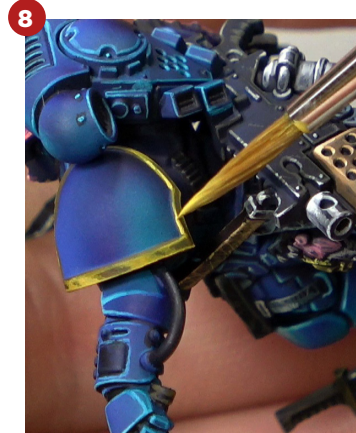
For the shoulder pad area, we will start with an ochre color.



Next, we will add light by creating the edges. In other words, we will have built what would be our shadow, and on top of that, we will apply light through the edges and in those areas that appear flatter (Sahara Yellow).



(Sahara Yellow and Pale Yellow) Here, the important thing will be to place those highlights near the face or in spots that stand out from the main axis (a forward arm or a leg). As we move towards the edges of the shoulder pad, we will create a gradient so that it is illuminated but not overexposed. These edges will help us add light and create the metallic material. In this case, we are building both the volume and the material itself at the same time (Sahara Yellow and Pale Yellow X 2).





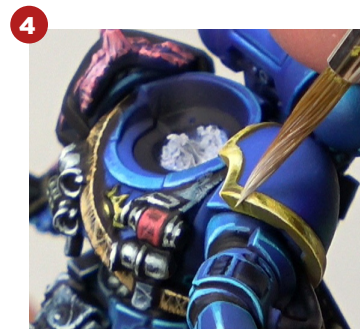
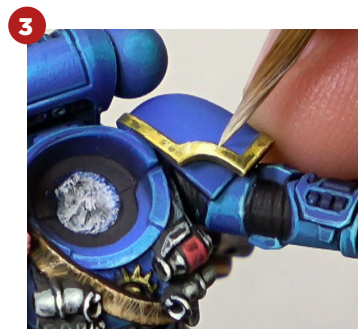
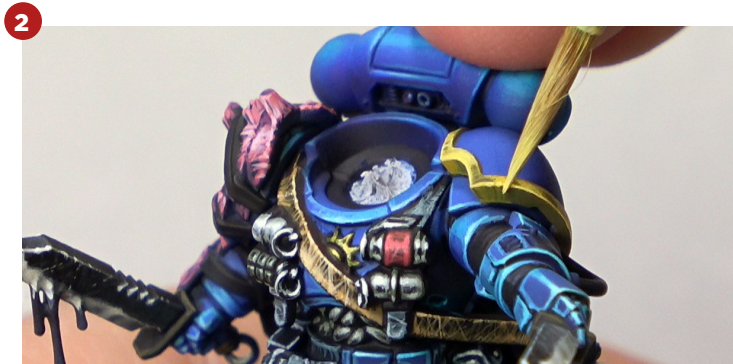
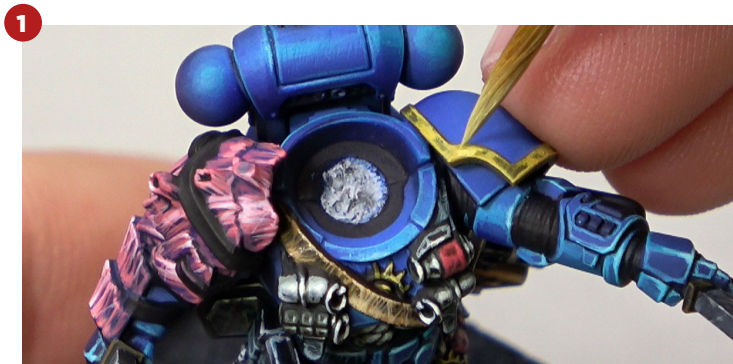
06 LIEUTENANT PHOBOS



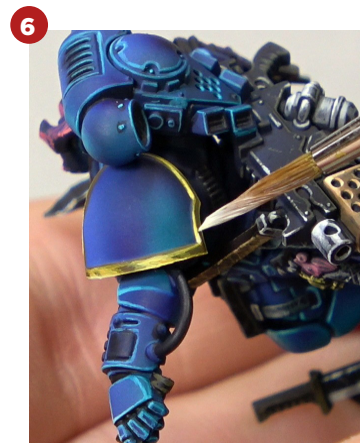
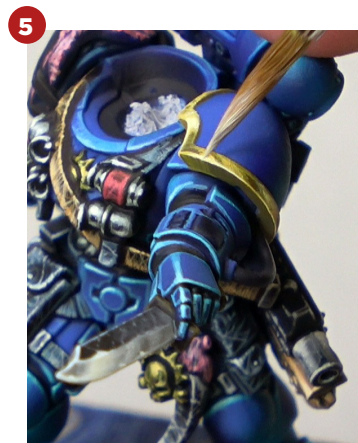
SHOULDER

06/44

To help you understand what I'm trying to build, the golden color will have a lot of white (highlights), while the rest of the armor will have a more turquoise tone, with higher saturation to fulfill the same function.



(Greenish White and Pale Yellow) And although everything is metallic, these two ways of differentiating them through color theory and volumetry will allow us to create the same material, but visually they will not look the same. Don't forget that even though we are working on a main view, the back side also needs to be worked on and should have its own light (Mix and Pale Yellow).





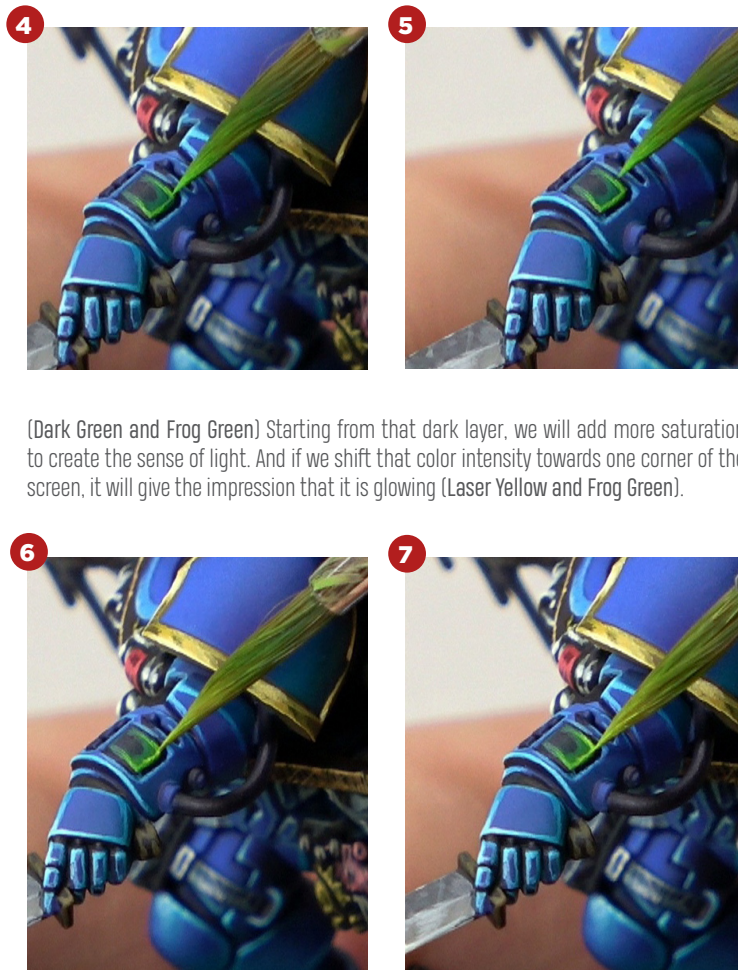
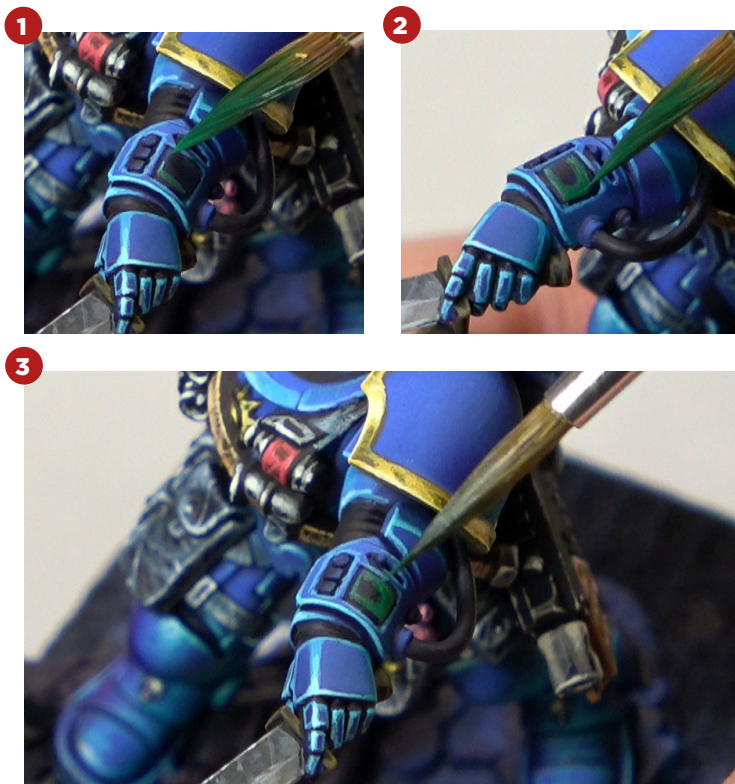
06 LIEUTENANT PHOBOS



ELEMENTS

06/45

For the screen on the arm, we can use color saturation to build the material.



(Dark Green and Frog Green) Starting from that dark layer, we will add more saturation to create the sense of light. And if we shift that color intensity towards one corner of the screen, it will give the impression that it is glowing (Laser Yellow and Frog Green).

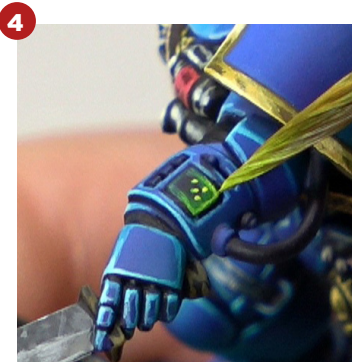
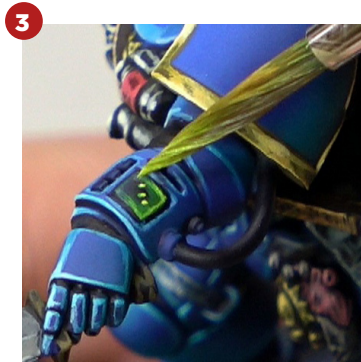
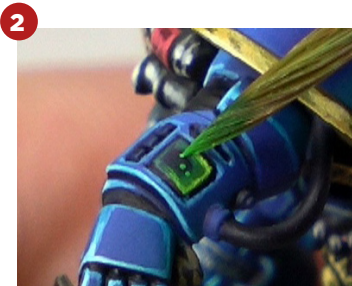
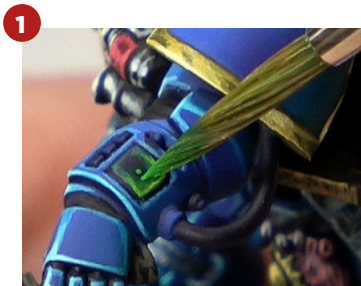


06 LIEUTENANT PHOBOS

ELEMENTS

06/46

Later, we can use an airbrush to introduce a color filter in this same area to create a subtle OSL if desired. Since in my case I already created four different light sources, I didn't find it necessary.



That's why I'm varying the area through different textures that contain high color saturation (Laser Yellow X 2, Frog Green, and Greenish White).



Water



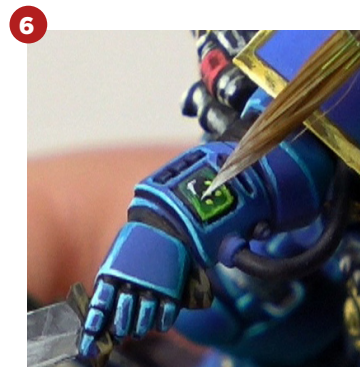
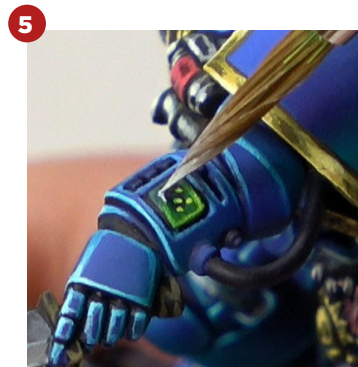
Dark Green



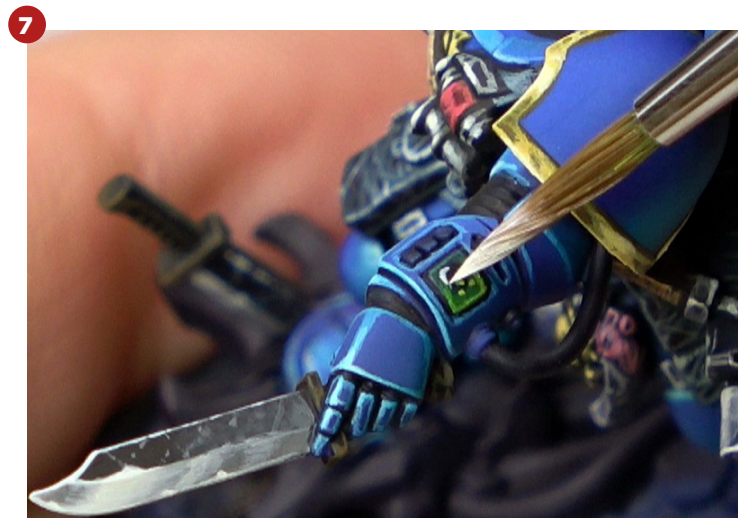
Frog Green



Frog Green



(Greenish White) After that, it's as simple as adding small highlights with a color very close to white (Greenish White).





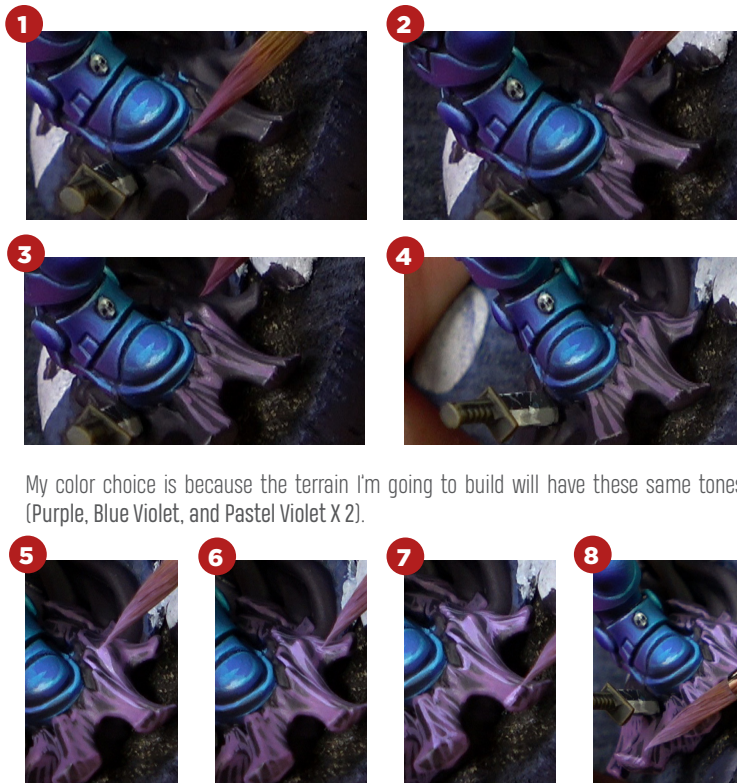
06 LIEUTENANT PHOBOS



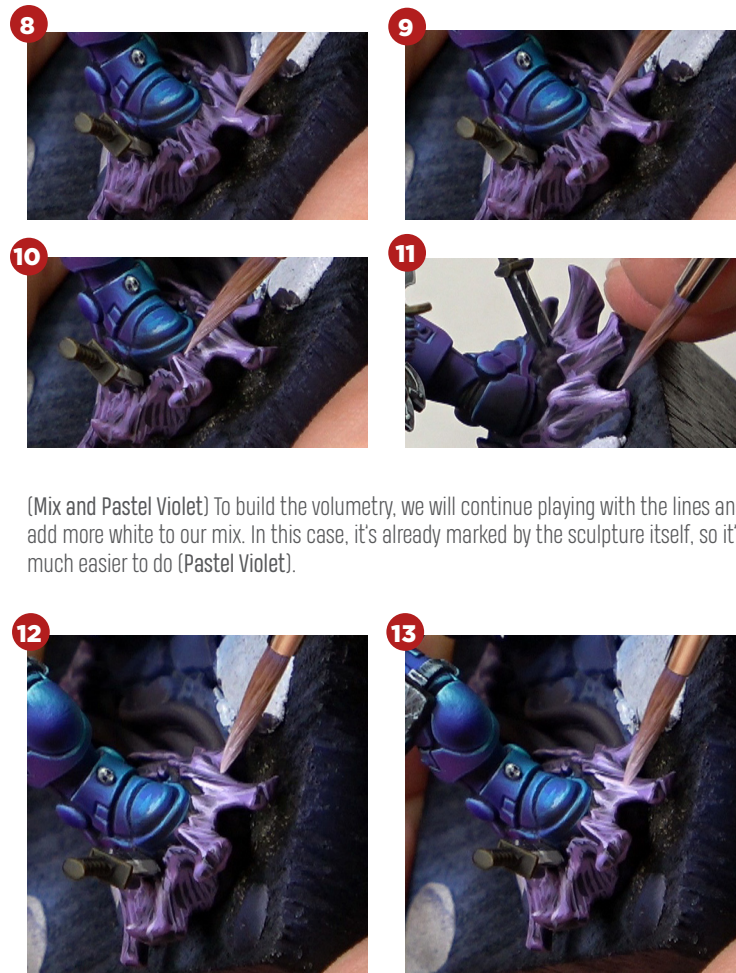
TYRANID

06/47

For the Tyranid we started painting in previous tutorials, we will continue building the same scheme as we did with the arm armor.



My color choice is because the terrain I'm going to build will have these same tones (Purple, Blue Violet, and Pastel Violet X 2).



(Mix and Pastel Violet) To build the volumetry, we will continue playing with the lines and add more white to our mix. In this case, it's already marked by the sculpture itself, so it's much easier to do (Pastel Violet).



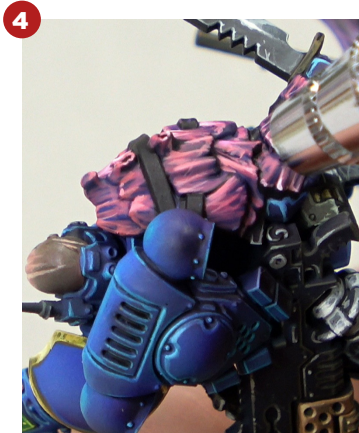
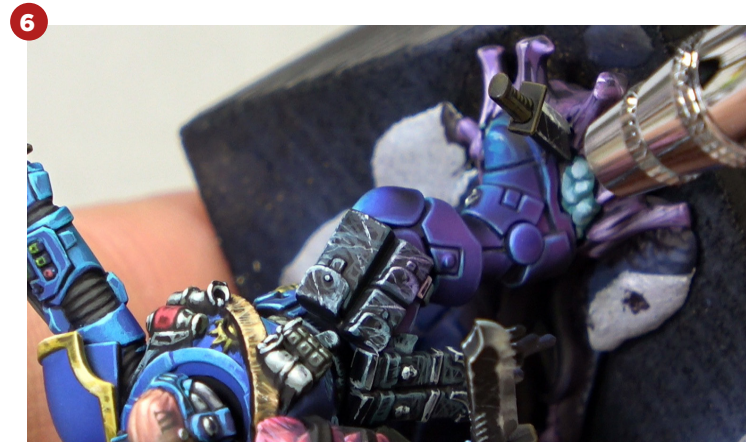
06 LIEUTENANT PHOBOS



AIRBRUSH

06/48

To finish, we will use the airbrush to create midtones with this magenta color. We will apply it to the areas of the Space Marine armor and the terrain to integrate them. I hope you really enjoyed this tutorial. See you in the next one!





07 COLORS

				
Command Green (AK)	Graphite (AK)	Blue Grey (AK)	Greenish White (AK)	English Uniform (AK)
				
Medium Rust (AK)	Sunny Skin Tone (AK)	Ice Yellow (AK)	Sahara Yellow (AK)	Pale Yellow (AK)
				
Dark Green (AK)	Frog Green (AK)	Laser Yellow (AK)	Purple (AK)	Blue Violet (AK)
				
Pastel Violet (AK)	Quinacridone Magenta (G)			



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 - (VGEO)
Vallejo Model Air - (VMA)
Vallejo Model Color - (VMC)
Vallejo Nocturna - (VN)

* Color Recipe Volume V.



08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





LIEUTENANT PHOBOS

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