



Sergio  
CALVO  
miniatures

ENGLISH  


BARBARELA



VOL IV





# SUMMARY

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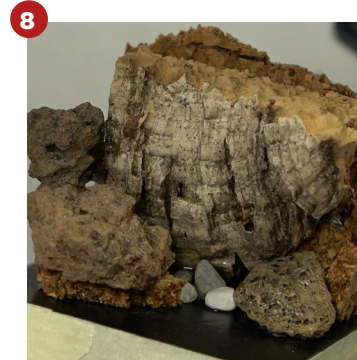
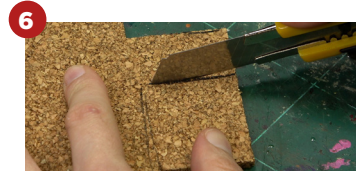
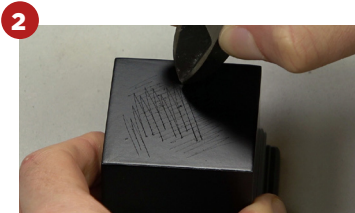
# 06 BARBARELA

## BASE

06/31

Let's continue this project by working on the base.

This time, I want to include a small treasure area where we can see the loot's coins through the resin.



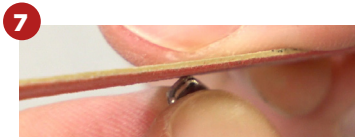
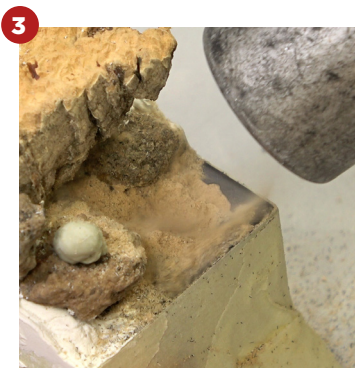
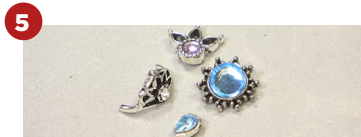
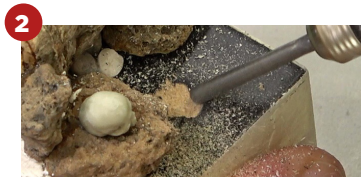
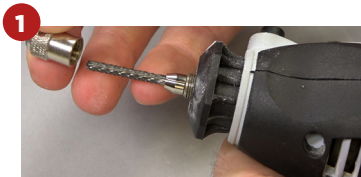




# 06 BARBARELA

## BASE

As always when creating a base, we'll use cork to shape the terrain. By layering different pieces, we can apply a filler paste—like the one used for home walls—sand it down afterward, and achieve a smooth surface. We can also carve into the wooden block to add more depth, creating either the seabed or the shoreline. To simulate the treasure, we can use rings or small stones.



To represent the coins, we'll cut a plasticard cylinder into small discs. It's important to keep the coin sizes fairly uniform.







# 06 BARBARELA



Water



Thinner



Lead  
Grey

## BASE

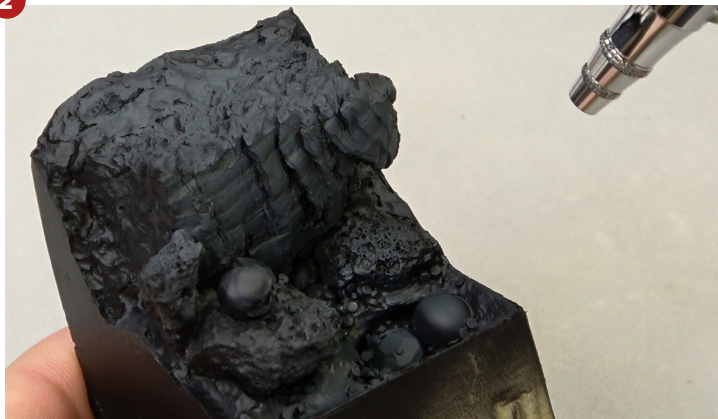
06/33

We start by airbrushing a base coat. Since I want to give it a rocky look, we'll work with gray and brown tones. Then, we'll use a brush to add texture and enhance the rock effect.

1



2



3



(Lead Grey and Dark Green) Adding green tones will help break up the monotony and add color variation.

4







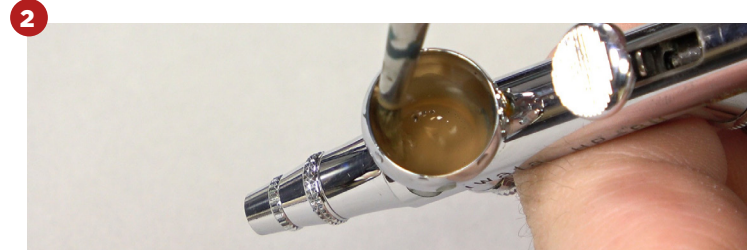
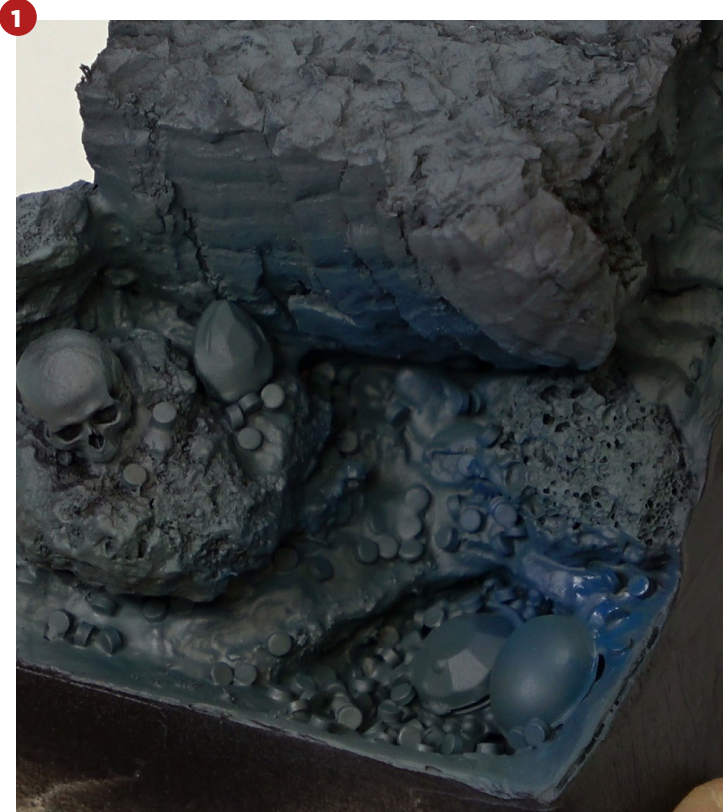
# 06 BARBARELA



## BASE

06/34

We'll apply blue tones to emphasize the water areas and create stronger contrast.



(Mud Brown) We'll use dark blue tones in the lower part and brown tones in the upper part to visually separate the rocky surface from the water.



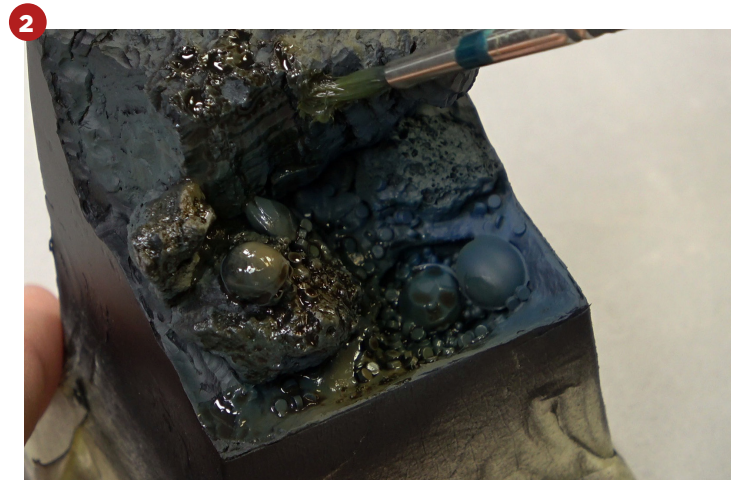
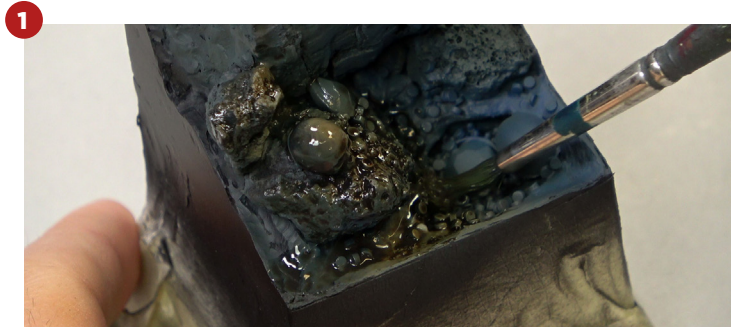




# 06 BARBARELA

## BASE

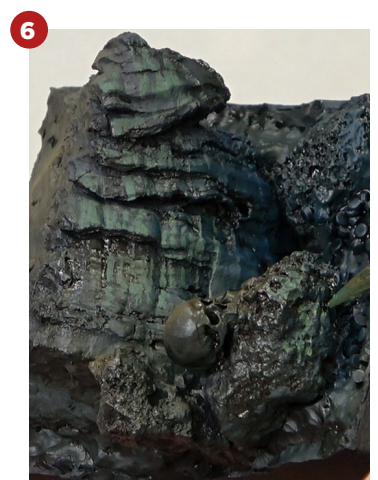
A shade wash like Agrax Earthshade is great for darkening recesses and adding depth.



Agrax  
Earthshade



(Gunship Green) Now, using a brush, we'll create rock textures by painting thin parallel lines on raised areas. The idea is to enhance the natural texture of the cork to give it more depth and volume.





# 06 BARBARELA



Water



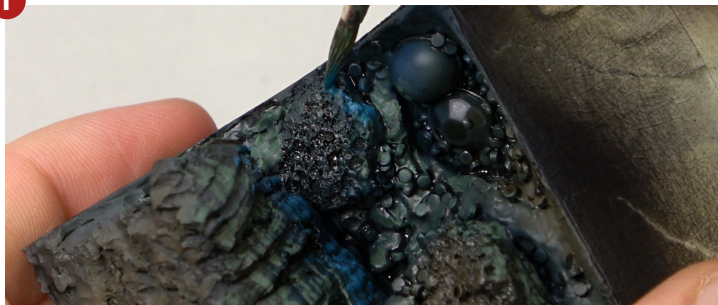
Archaic  
Turquoise

## BASE

06/36

Following the same approach, we'll apply blue tones in the lower sections near the water and desaturated green tones in the rocky areas.

1



2



3



(Grey Blue and Gunship Green) To add highlights, we'll mix in some white. The goal is to brighten the surface without oversaturating it, as the focus should be on the treasure and the miniature, not the rocks.

4







# 06 BARBARELA



Water



Japanese  
Brown

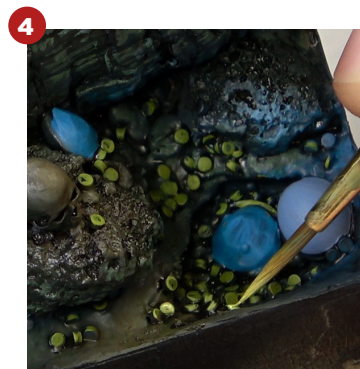
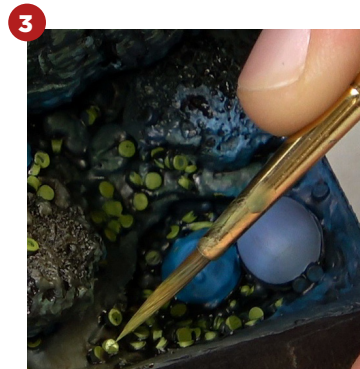
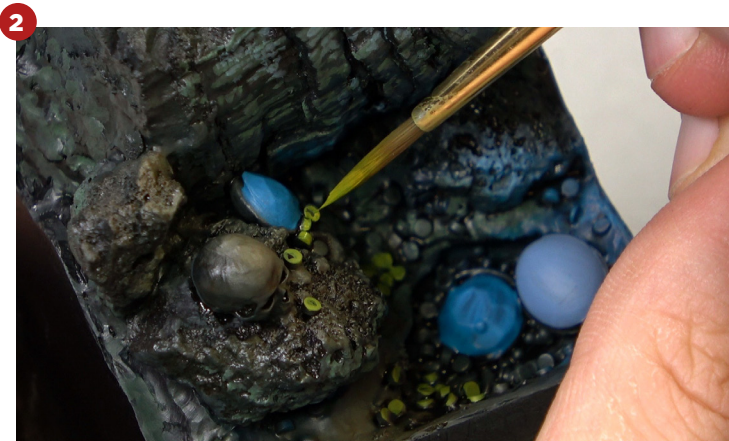


Gunship  
Green

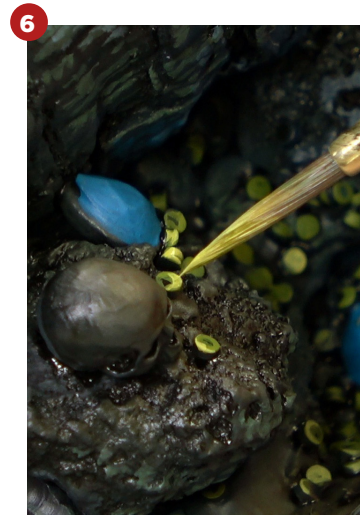
## BASE

06/37

For the coins, we can use a yellow-green like Japanese Brown. Since they're such small surfaces, I recommend applying edge highlights to better define each one.



(Mix and Greenish White X 2) To enhance the highlights, we'll refine the edges of the coins with a lighter mix.

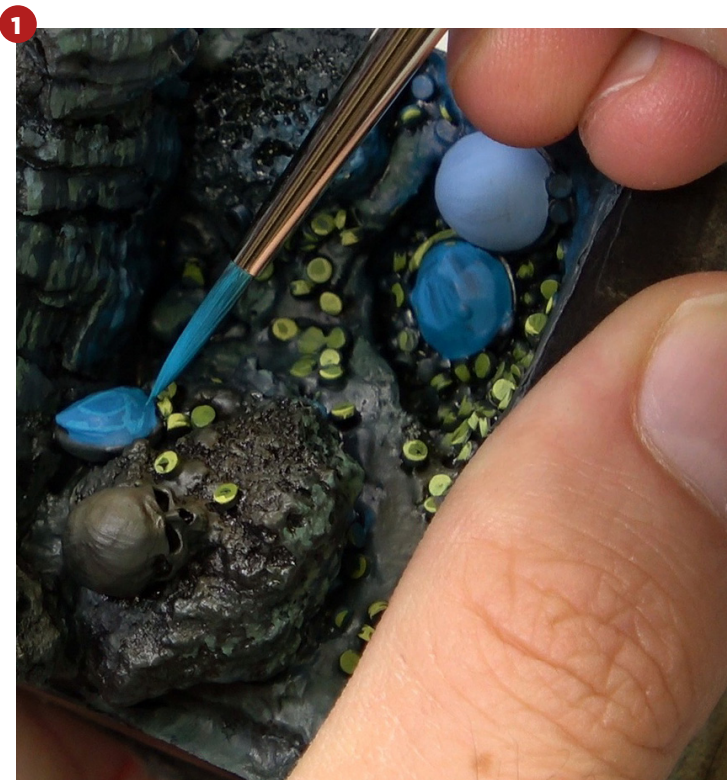




# 06 BARBARELA

## BASE

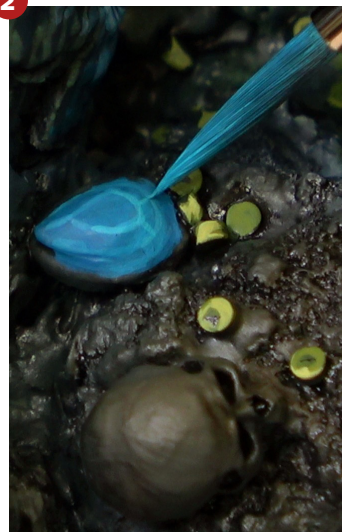
For the jewels, after applying a base coat, we'll define the edges—or create them with highlights if they aren't already sculpted.



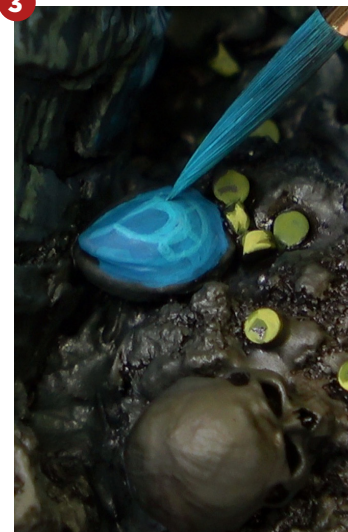
Water

Archaic  
TurquoiseAquatic  
TurquoiseAquatic  
Turquoise

2



3



4



5



(Aquatic Turquoise and Ice Yellow) To enhance the highlights, we'll add a bit more yellow to the mix and work on the edge highlights to reinforce the light in these areas. Here, we can apply the three-layer rule mentioned in previous tutorials. Since the surface is small, keep in mind that once we pour the resin, the details won't be as sharply defined but will instead appear through the water (Mix, Ice Yellow X 2 and Aquatic Turquoise).





# 06 BARBARELA



Water



Grey  
Blue



Snow  
Blue

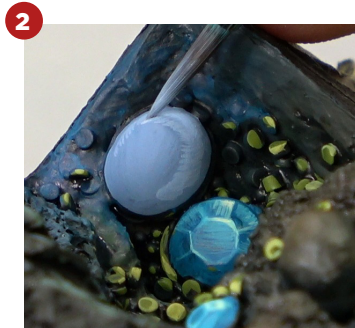


Snow  
Blue

## BASE

06/39

We follow the same process for all the gems. Remember that if the surface is round, the light should be placed in two distinct spots. If it has edges, the highlights should be distributed across different planes.



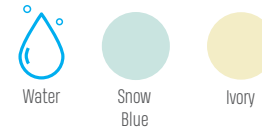
If needed, we can soften the transitions between layers by adding a bit more water (2 drops of water, Grey Blue and Snow Blue X 2).

(Snow Blue) If necessary, we further smooth the transitions with a diluted mix of Snow Blue and water for a cleaner gradient (Snow Blue).





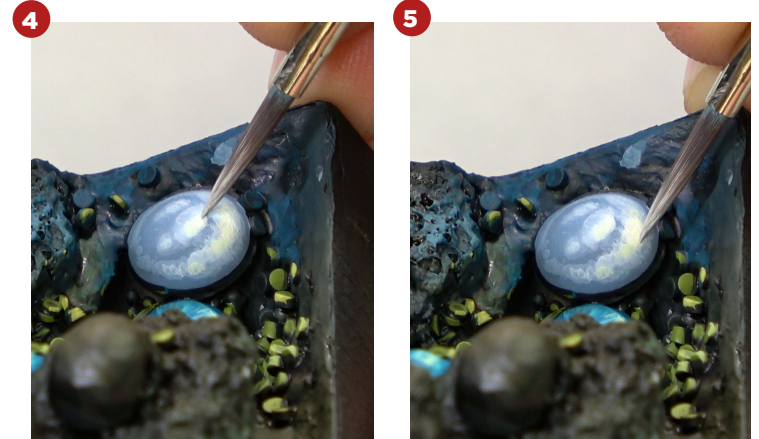
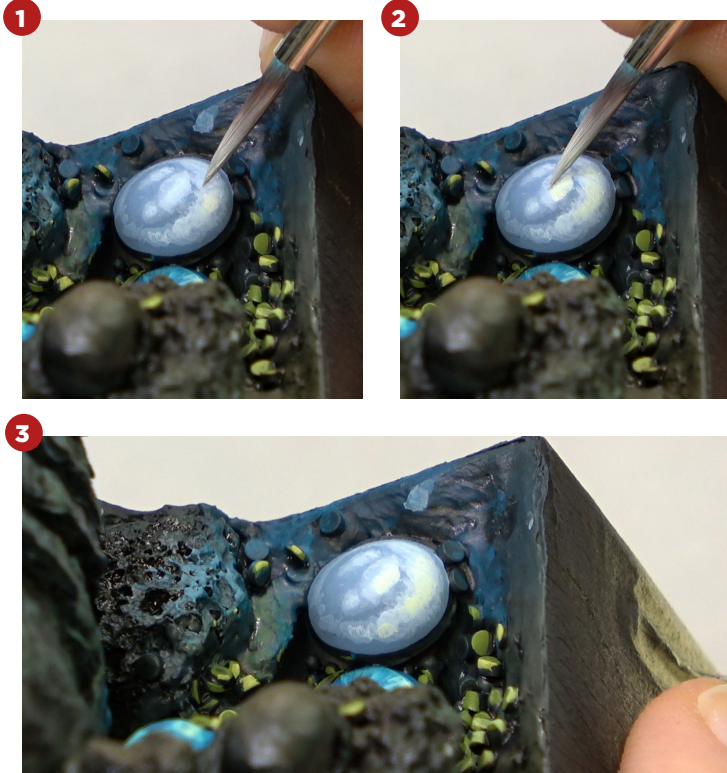
# 06 BARBARELA



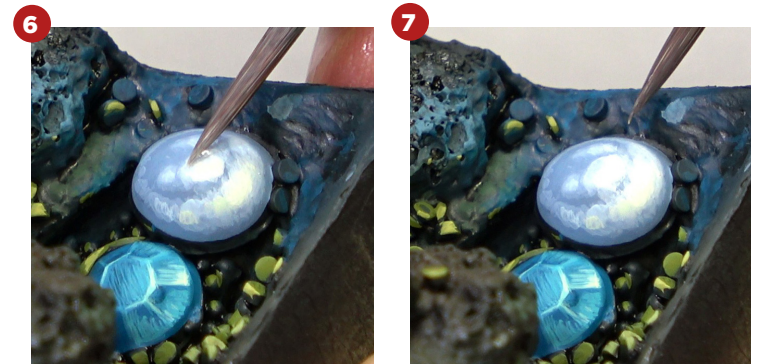
## BASE

06/40

Notice that I'm shaping the highlight into a "C" and shifting it slightly toward the center of the gem. This technique helps create a sense of depth and realism on the surface.



(Snow Blue) To enhance the shine, we add an extra layer of Snow Blue to the areas most exposed to light. If the color transitions appear too harsh, we soften the edges with a more diluted mix of Snow Blue and water. This ensures a more natural gradient (2 drops of water and Snow Blue).







# 06 BARBARELA



Water

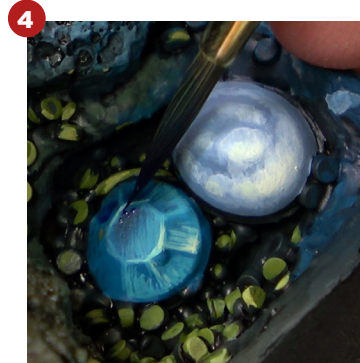
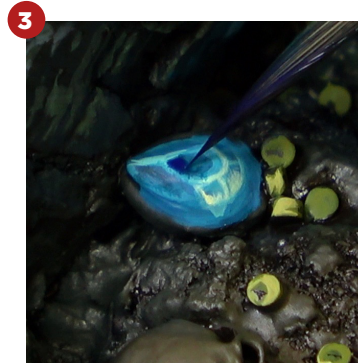
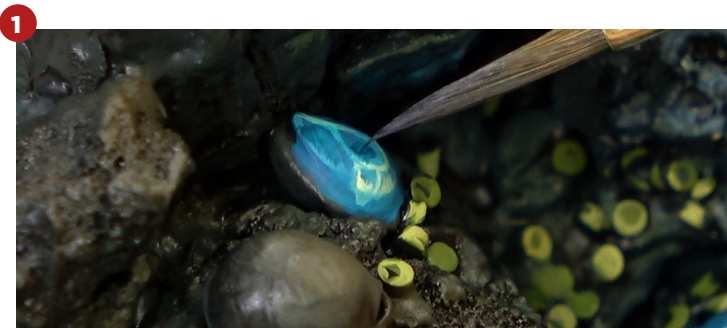


Prussian  
Blue Hue

## BASE

06/41

To finish these gems, I recommend using very dark colors within the same chromatic range and applying them to the upper section. If the gem has multiple facets, we can concentrate the light on the lower part, creating a bright effect by playing with light and shadow. This way, we simulate the reflection and refraction of light on the surface.



(Prussian Blue Hue) We can also use inks, which work similarly to the process we just used on the previous gem. The only difference is how we manipulate the planes of light and shadow based on the gem's shape—whether it's more geometric or rounded. I hope you enjoyed this tutorial. See you in the next one!





# 07 COLORS



Lead  
Grey  
(AK)



Dark  
Green Grey  
(VGA)



Archaic  
Turquoise  
(AK)



Blue  
(VMA)



Mud  
Brown  
(AK)



Agrax  
Earthshade  
(C)



Gunship  
Green  
(AK)



Grey  
Blue  
(AK)



Japanese  
Brown  
(AK)



Greenish  
White  
(AK)



Aquatic  
Turquoise  
(AK)



Ice  
Yellow  
(AK)



Snow  
Blue  
(AK)



Ivory  
(AK)



Prussian  
Blue Hue  
(L)



Turquoise  
Deep  
(L)



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

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 IV.





# 08 GALLERY





# 08 GALLERY







# 08 GALLERY





# 08 GALLERY







# 08 GALLERY





# BARBARELA

## VOL IV



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