



Sergio
CALVO
miniatures

ENGLISH



KUMA



VOL VII



SUMMARY

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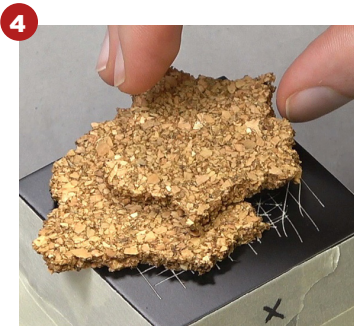
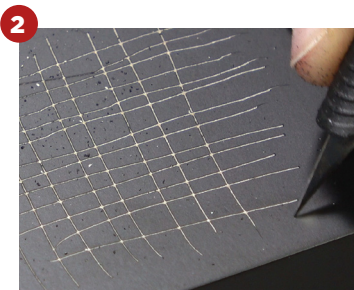
06
KUMA

BASE

06/55

To create the base, we first need to prepare the surface by scratching it. On top of this, we can start building the terrain using cork to create different heights.

Since it is an easy-to-manipulate material, we can shape it easily and secure it with glue to prevent movement. We can also add other elements such as stones, branches, and leaves, and later use a sandy paste to unify the entire surface.



Additionally, we can incorporate grass to add a different texture to the terrain and then paint it with an airbrush to integrate it within the chosen color scheme. It is advisable to take inspiration from a specific environment or landscape to achieve a more natural and coherent result.





06 KUMA



BASE

06/56

Using the airbrush, we apply the first base coat, covering almost the entire surface. This color will serve as the initial base upon which we will build the rest of the tones.



(Evergreen, Cranberry and Us Dark Green) Starting from the base coat, we mix three colors to obtain a more brownish tone. This will help to nuance the branches and create small darker areas that add depth to the terrain.





06 KUMA



Water



Thinner



Mix



Vampiric
Flesh

BASE

06/57

In general, it is recommended to use two or three colors for the bases, varying their saturation. For example, if we use brown and green, we can introduce a less saturated (more grayish) green to achieve a more natural result. In nature, colors are not uniform but present a great variety of shades.

1



2



3



(Midnight Blue, Us Dark Green and Dark Green) We can also play with these colors based on the height of the elements on the base. Ideally, darker tones should be applied to the lower areas, while saturation and intensity increase in the upper parts.

4



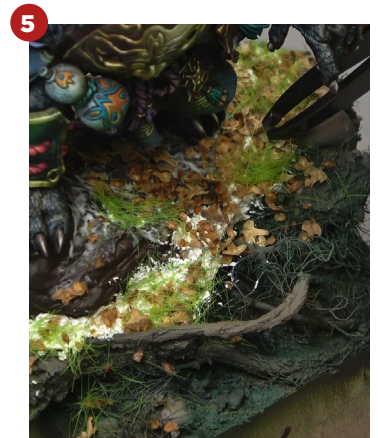


06 KUMA

BASE

06/58

Once the miniature is placed, we can use acrylic paste to integrate it into the base and conceal the joint. On this surface, we can add grass, leaves, or other decorative elements to blend it better with the terrain.





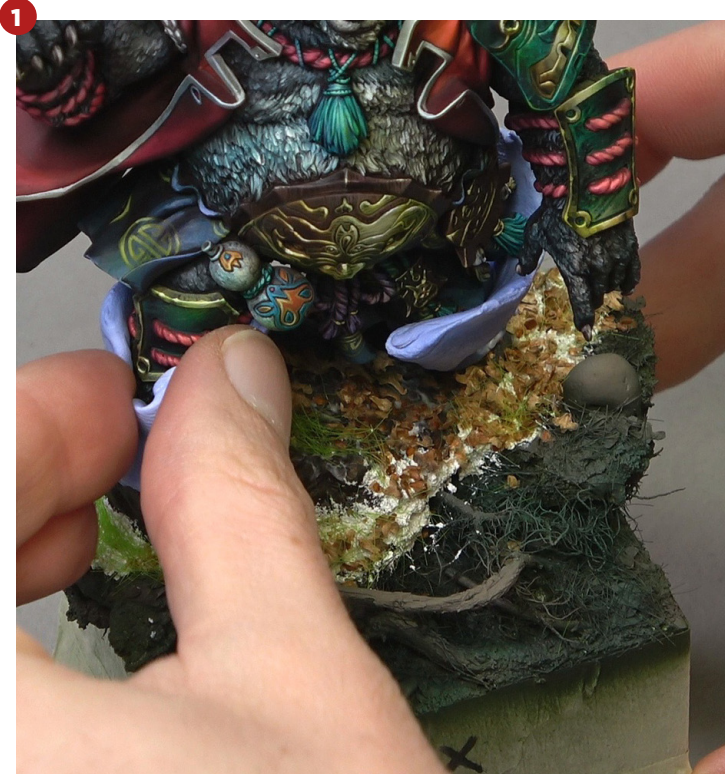
06 KUMA



BASE

06/59

With the airbrush, we apply color again to chromatically integrate all the added elements.





06 KUMA

BASE

Using a brush, we begin to nuance the base by introducing desaturated colors. These tones will help add more dynamism to elements such as branches, breaking the uniformity of the airbrushed color.



Water



British
khaki



Us Dark
Green



(Light Earth) Additionally, we can use these colors to highlight the texture of materials such as rocks or irregular surfaces.





06 KUMA

BASE

06/61

To add highlights, we use lighter colors with a higher amount of white. We can also create additional textures or streaking effects to add more dynamism to the scene.



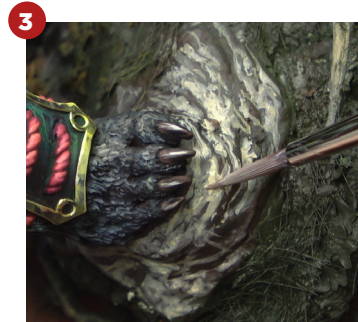
Water



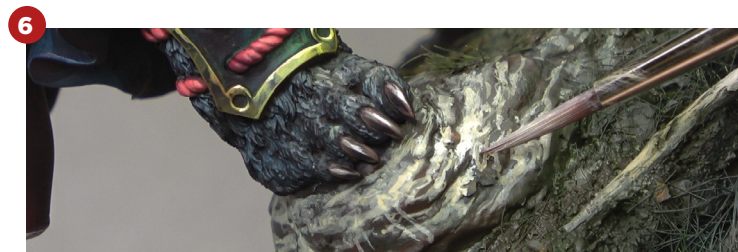
British
khaki



Light
Earth



(Light Earth and White) When applying highlights, we should concentrate them on the highest areas, taking advantage of the cork relief or the sculpted details of the base (Light Earth and White X 2).





06 KUMA

BASE

06/62

Once the base is painted, to glue leaves and other elements without altering the paintwork, it is recommended to mix white glue with water and apply it with a pipette. This way, the leaves will adhere to the surface without affecting the previous paint job.





06 KUMA



Water



Old
Rose



Pastel
Violet

BASE

06/63

If we want to add flowers or other eye-catching elements, it is advisable to use vibrant colors to create contrast points.





06 KUMA



Water

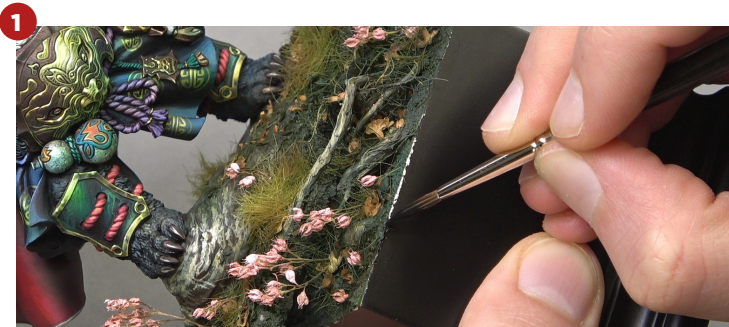


Surface
Primer

BASE

06/64

To finish, if part of the paint has come off when removing the masking tape, we can touch it up with primer and a brush. As you can see, the construction of a base is based on the progressive addition of materials with different textures, and then the application of color to integrate them, always drawing inspiration from natural references. I hope this tutorial has been helpful. See you in the next one!





06 KUMA





07 COLORS



Evergreen
(VAD)



Us Dark
Green
(AK)



Vampiric
Flesh
(AK)



Midnight
Blue
(VAD)



Dark
Green
(AK)



British
Khaki
(AK)



Light
Earth
(AK)



White
(AK)



Old
Rose
(AK)



Pastel
Violet
(AK)



Surface
Primer
(V)



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

* Color Recipe Volume VII.



08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





KUMA

VOL VII



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