

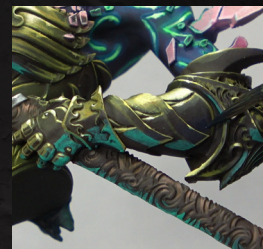
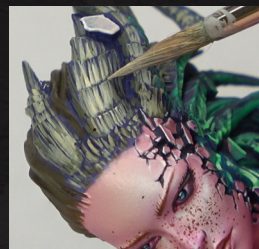
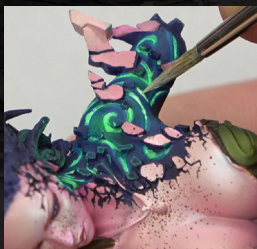


Sergio
CALVO
miniatures

ENGLISH



FALLEN ANGEL



VOL III



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06 FALLEN ANGEL



Water



Turquoise



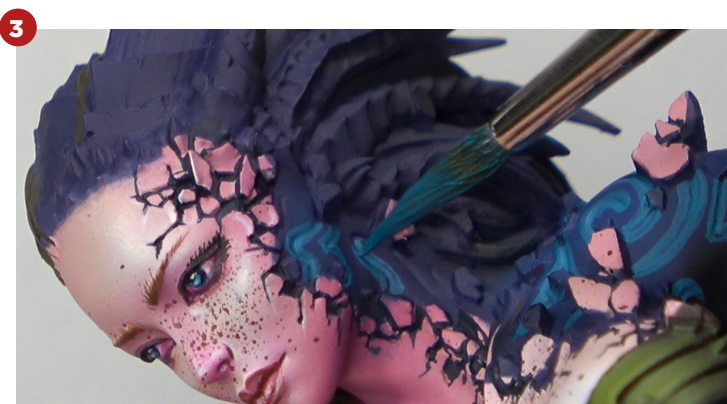
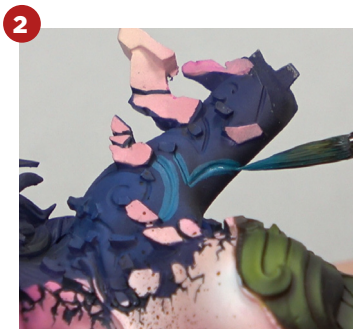
Fluorescent
Green

SKIN

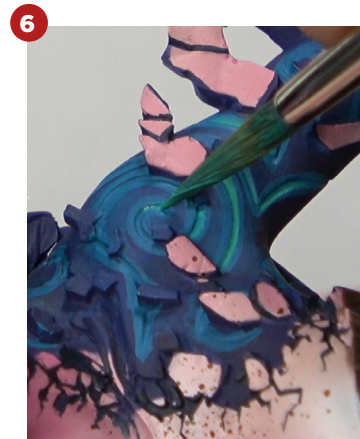
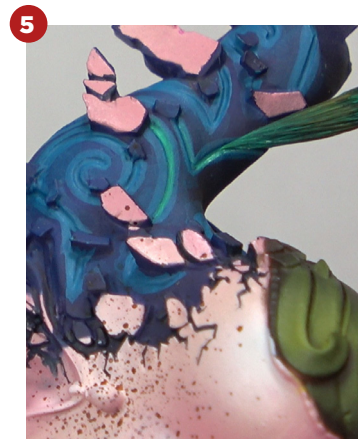
06/19

We will start this tutorial by painting the fallen angel's demonic area.

First of all, we will use this blue-green color to start painting the cracks in the skin and create the effect of light emanating from inside the miniature.



(2 drops of water and Turquoise) To do this, we will play with light value and saturation (Turquoise and Fluorescent Green X 3).





06 FALLEN ANGEL

SKIN

06/19

Remember that, if necessary, we can dilute the paint even more to create transitions between the different layers.



Water



Turquoise



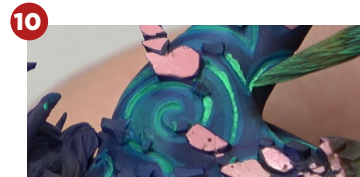
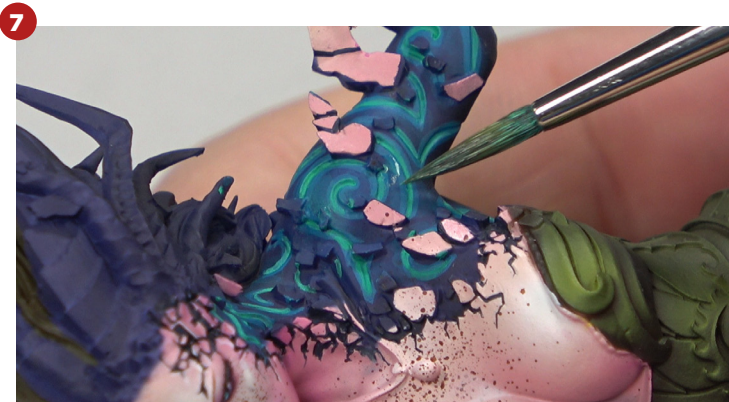
Fluorescent
Green



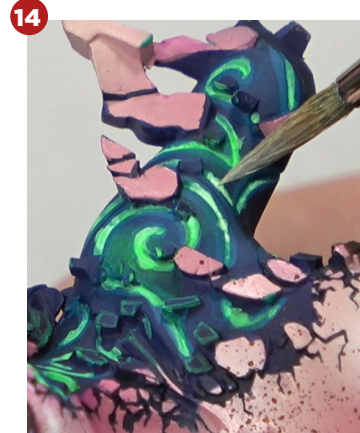
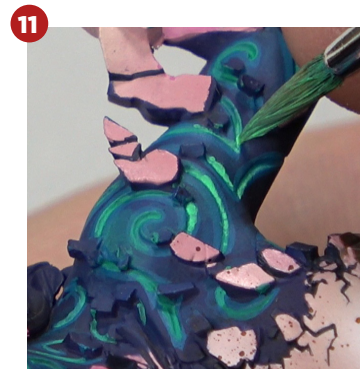
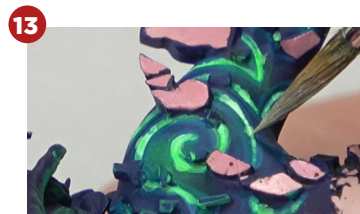
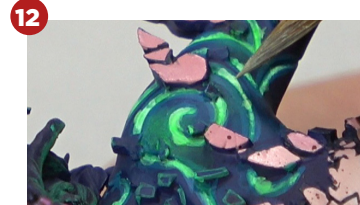
Fluorescent
Green



Fluorescent
Green



(Fluorescent Green and Ivory) We will use whitish colors to add light to those cracks. As I always tell you, in order to strengthen that light value, it needs to have a dark frame around it (as if it were fireworks). If you observe carefully, it is not about painting everything in white, but to play with the saturation of color and with the light value. In this case we can summarize it in the colors blue, green and white (Mix and Ivory).

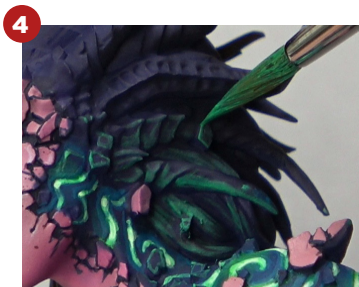
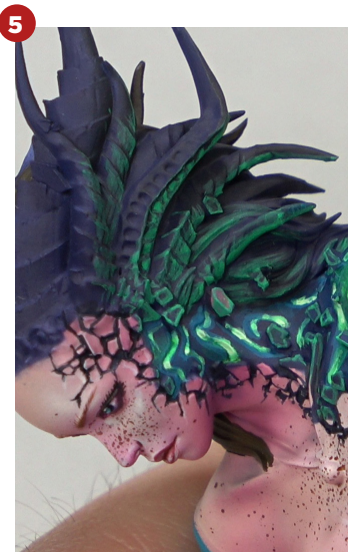
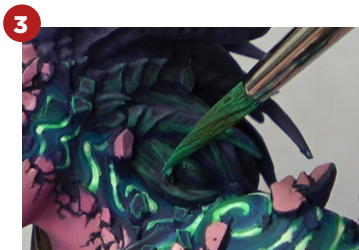
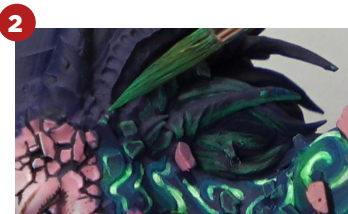
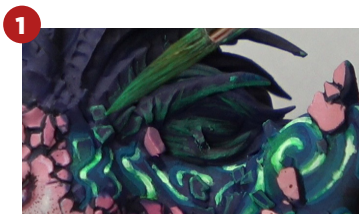




06 FALLEN ANGEL

HAIR

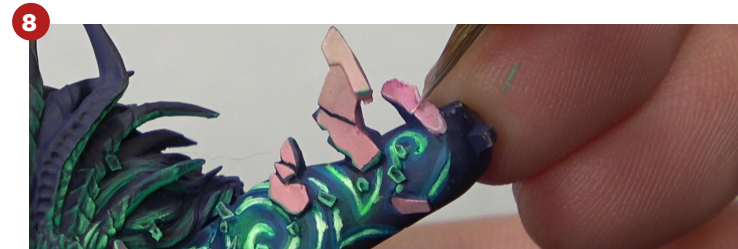
In the hair area we are also going to play with greenish tones, but this time, we will focus on the bottom surface of each of the horns and we will paint very well every outline of the face opposite to them.



Water

Mint
GreenFluorescent
GreenFluorescent
Green

(Mix and Ivory) This will help us create the area where the light from the skin is reflecting on the hair.



We can use a very light pink color to highlight some of the pebbles or stones from the skin (Sickly Pink).





06 FALLEN ANGEL

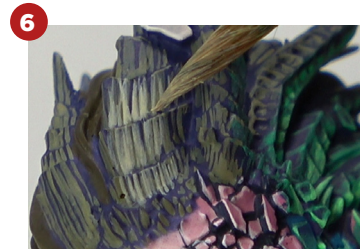
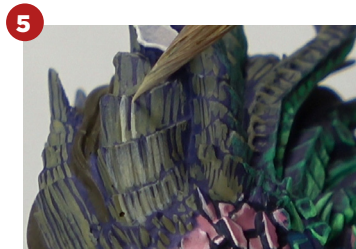
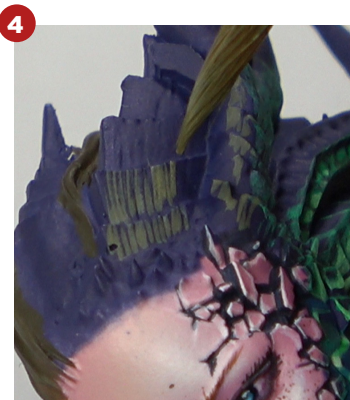
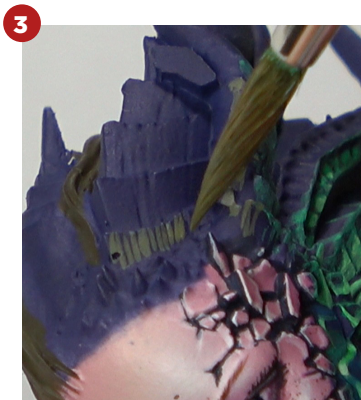
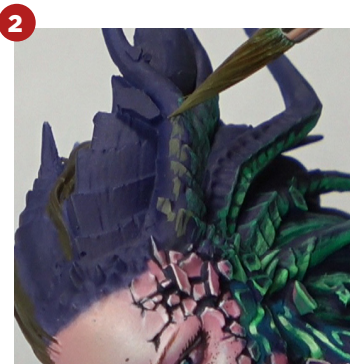
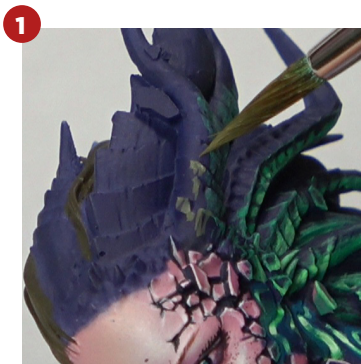
HORNS

06/21

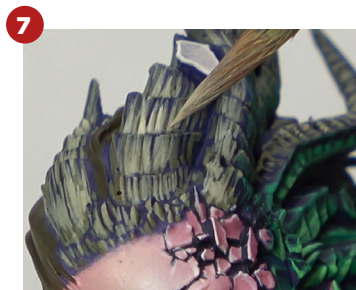
We are going to use a desaturated brown color in the area of the horns. This will help us create a transition between the diabolical area and the angelical area.



Water

Camouflage
GreenLuminous
Flesh

(Mix and Luminous Flesh) We are mainly using lines to generate textures. We will make different layers by adding to our blend colors that are more and more desaturated (Camouflage Green and Luminous Flesh X 2).





06 FALLEN ANGEL



Water

Strong Dark
Blue

NECKLACE

06/22

For the necklace on the chest, we will use a very dark basecoat. Then we will start painting the stone by making a U-shape at the bottom (Strong Dark Blue and Archaic Turquoise X 2).

1



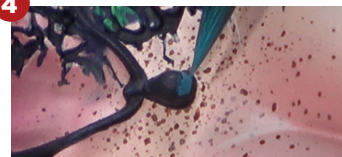
2



3



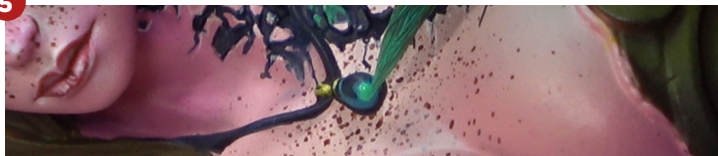
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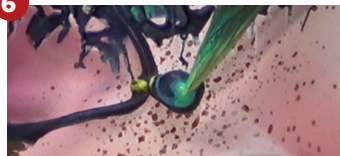
Then, we will continue painting onto the surface by lightening the shade (Fluorescent Green and Pastel Yellow).

We will be adding light to the stone in smaller and smaller areas (Mix and Pastel Yellow).

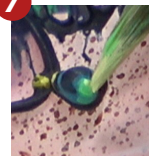
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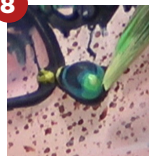
6



7



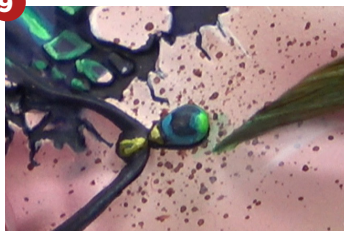
8



We will add a little more water to our blend (3 drops of water, Mix and Pastel Yellow) to generate the sensation that the light is being reflected on the skin (3 drops of water and Fluorescent Green).

We finish by placing a small sparkle on the upper part of the stone (Light Flesh).

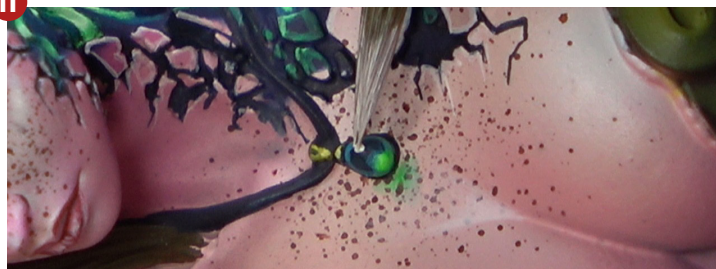
9



10



11





06 FALLEN ANGEL



Water

British
KhakiAmaranth
RedLuminous
Flesh

HAIR

06/23

In the other area of the hair we will use a more orange color range to paint it. We will work it as if it was a NMM as we will apply a lot of light and contrast to give it a shiny look, just like we see in the shampoo commercials.

1



2



3



4



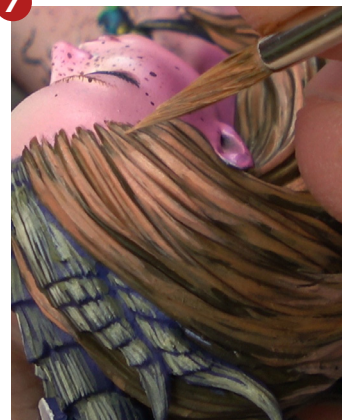
5



6



7



8



9



Something to highlight is that we do not have to paint it hair by hair but we must work on it as a whole, in other words, use different strands to create areas of highlights and shadows (Mix, Luminous Flesh and Amaranth Red).

(Mix and Luminous Flesh X 2) Then, we will concentrate light on very specific areas (Mix and Luminous Flesh).

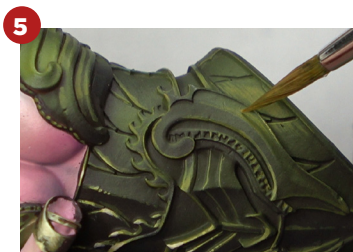
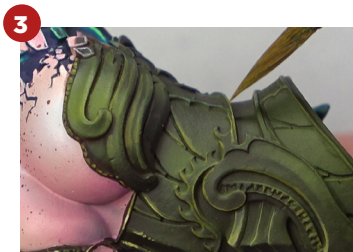
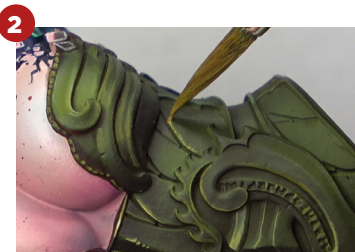
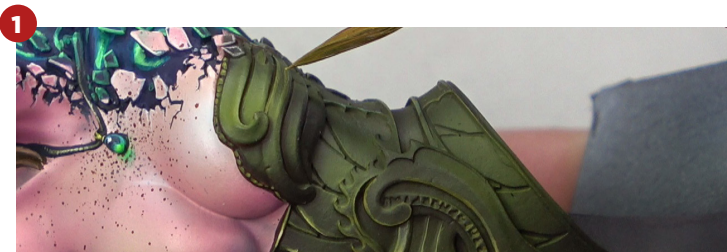


06 FALLEN ANGEL

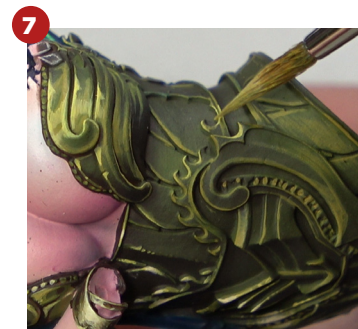
ARMOR

06/24

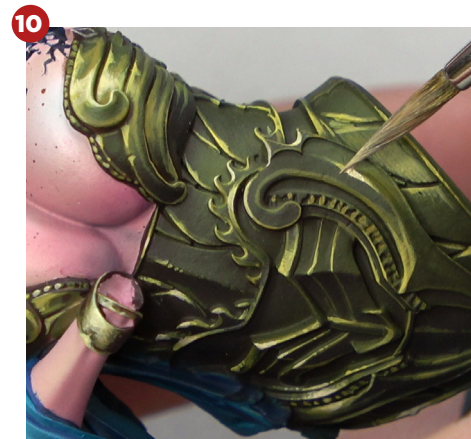
Now, we are going to work on the armor area of our fallen angel. We will do the outlines after having painted a greenish area with the airbrush.



Water

British
KhakiDirty
YellowLuminous
Flesh

(Mix, Dirty Yellow and Luminous Flesh) I like to consider gold as an ochre-like tone, so I am using more greenish colors at the beginning and as we move towards the light we will apply more yellowish tones to create a temperature contrast between the demonic zone (blue colors) and the angelic zone (more yellowish). When applying the color, just keep in mind that all of this is about creating areas where we want to reflect the light (Mix and Luminous Flesh).

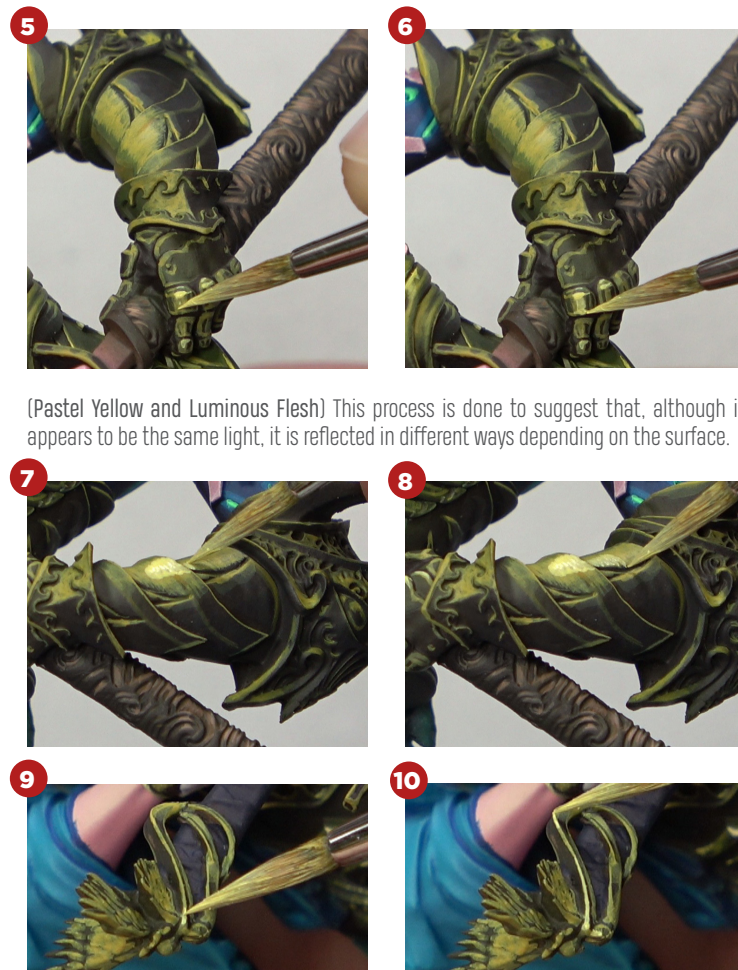




06 FALLEN ANGEL

ARMOR

For the sensation of light reflecting, we can enhance the highlights along the outlines (by increasing the intensity of the light they contain) or create different levels within the same area (as we are observing in the arm).



(Pastel Yellow and Luminous Flesh) This process is done to suggest that, although it appears to be the same light, it is reflected in different ways depending on the surface.



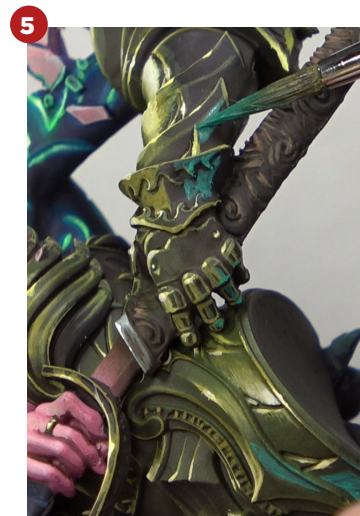
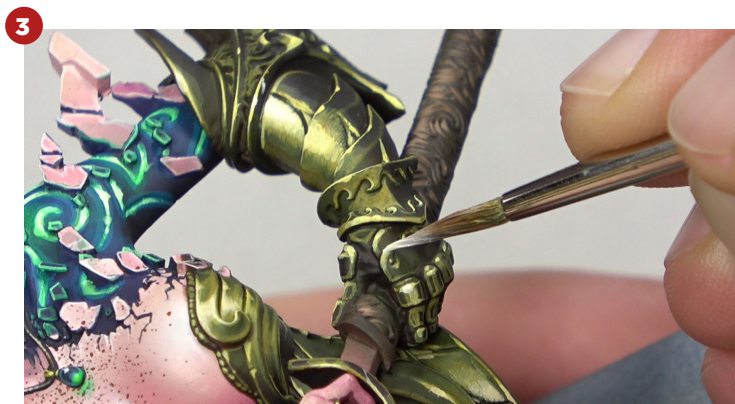
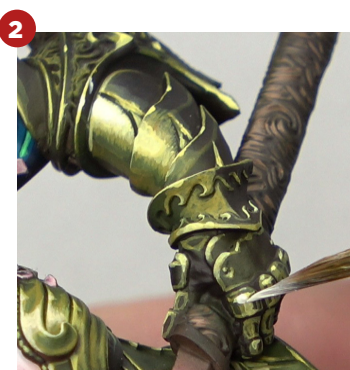
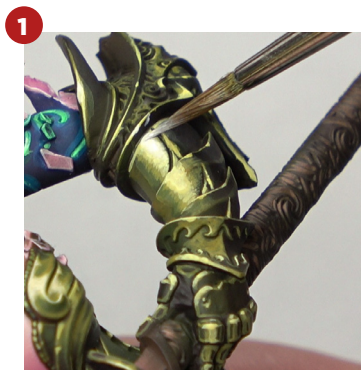
06 FALLEN ANGEL



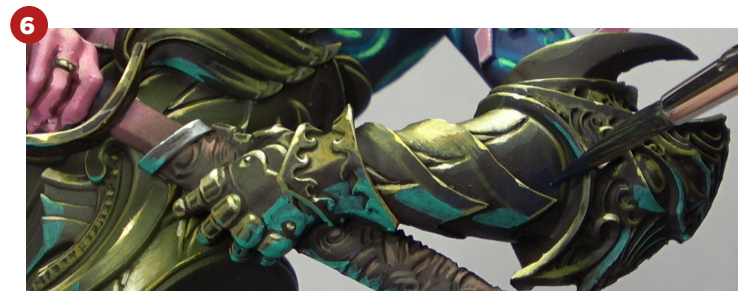
ARMOR

06/26

And as we progress towards the light, we will continue to utilize the highlighted edges to enhance that sense of brightness.



(Mint Green) To finish this NMM we are going to use a greenish color to create sparkles directly on the armor as if it was reflecting the environmental light around the miniature. If you look closely, I am applying directly on the areas that we had left very dark (2 drops of water and Strong Dark Blue). I hope you liked this tutorial, see you in the next one!





07 COLORS



Turquoise
(AK)



Fluorescent
Green
(AK)



Ivory
(AK)



Mint
Green
(AK)



Sickly Pink
(AK)



Camouflage
Green
(AK)



Luminous
Flesh
(AK)



Strong
Dark Blue
(AK)



Archaic
Turquoise
(AK)



Pastel
Yellow
(AK)



Light
Flesh
(AK)



British
Khaki
(AK)



Amaranth
Red
(AK)



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

* Color Recipe Volume III.



08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





FALLEN ANGEL

VOL III



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