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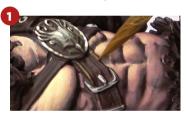


British Khaki Deep Orange

LEATHER

In this tutorial we are going to create different materials that are found in the elements of the miniature's armor.

The leather is made in a very simple way, we will focus on making the edge highlights of the material and adding textures inside of it.































Pastel Peach British Khaki

LEATHER

With a new layer you can emphasize some edge highlights by making a stippling that also will serve to generate the texture or tension of the fabric. We will also add small lines that cross both ends. In this way, placing the shadow above and the light below will create a more concave surface.

















(Mix, Pastel Yellow, and British Khaki). These textures can be thicker at first to generate noise and then become thinner and thinner.

Later, we will add inks to create satin areas and other matte areas by simply leaving the paint itself.

















CUERO

As we did in the shoulder pad, we can add orange tones to create the rust.











And in the buckles, we will place the metal shine as we have seen in the previous tutorial (Pastel Yellow).















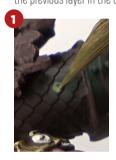


Burnt Red

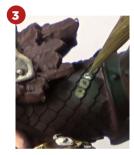
Grey Green

Grey Green

The scales of the armor can be drawn by creating small squares in each of them, leaving the previous layer in the center.







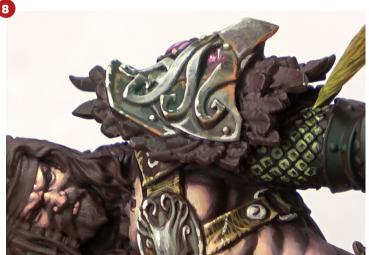


To go up towards the light, we can go over some of those corners that we have painted 8 previously (Mix and Luminous Green).



















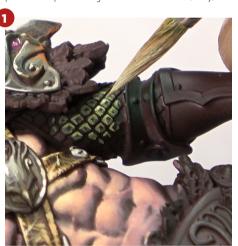






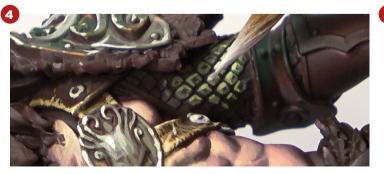


With this new mixture we will add more light to the corners of the scales and finally we will place small points of light closer to the white (Ivory).



















LEATHER

For the stripes we are going to perform the same process that we have seen previously. We can understand it as if it were a leather belt but keeping in mind that as is a smaller surface, we'll have to place more contrast with fewer layers of paint. (Light Brown) Just with these edge highlights you can notice how directly understand the material that we are recreating.













And as we did with the leather, we must always add textures based on lines and dots (Deep Brown, Light Brown and Purulent Yellow).











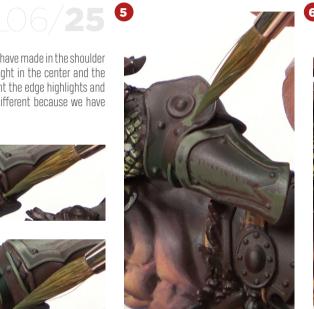




Now we are going to see another NMM very similar to the one we have made in the shoulder pad. In this case being a cylinder, we are going to place the light in the center and the shadows on the sides. Always, keep in mind that you must paint the edge highlights and add texture to that surface. In this case the texture will be different because we have more surface to paint.









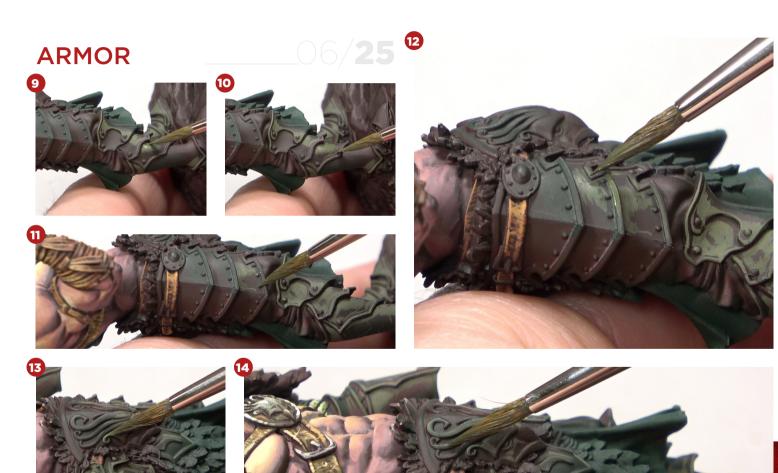














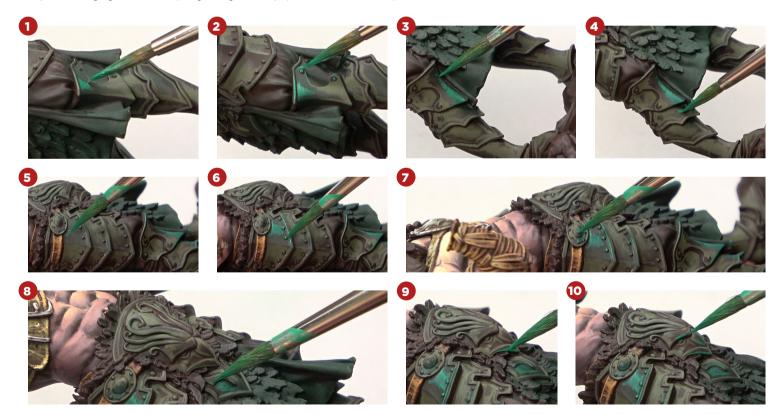






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And with a stronger green color we can place in the center of these cylinders a much more saturated light (closer to a primary color). Keep in mind that is also important to respect those highlights so that everything is integrated. I hope you liked this tutorial, see you in the next one!





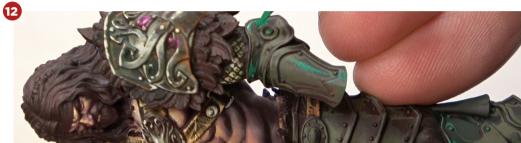


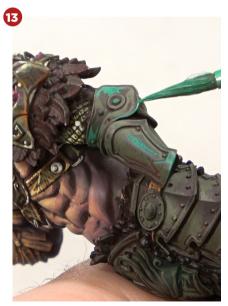


























British Khaki (AK)

Deep Orange (AK)

Pastel Peach (AK)

Pastel Yellow (AK)

Burnt Red (AK)











Grey Green (AK)

Luminous Green (AK)

lvory (AK)

(AK)

Deep Brown Light Brown (AK)







Purulent Yellow (AK)

Us Dark Green (AK)



(AK)



Ak Interactive (3º Generación) - (AK) Citadel Colour - (C) Golden Artist Colors - (G) Liquitex - (L) Scale 75 - (S75) Vallejo Arte Deco - (VAD) Vallejo Game Air - (VGA) Vallejo Model Color - (VMC)









GALLERY







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