



Today, we will learn how to paint eyeball liked gems that are often found in Warhammer 40k. This technique can be applied anywhere in circular jewelry.

First of all, paint all the jewelry parts with AK 3rd Gen Burnt Red.



Now set the direction in which the light comes in. I set the light to come from the top left. Paint the direction of light and the opposite direction with AK 3rd Gen Scarlet Red + AK 3rd Gen Burnt Red (2:1). At this time, paint the opposite direction wider.

After that, glaze the boundary of the color with the same paint.



Now use AK 3rd Gen Burnt Red + AK 3rd Gen Black (1:1) to paint shadow the direction in which the light enters. At this time, please leave only a small line for the light expressed above.



Highlight gem with AK 3rd Gen Scarlet Red + AK 3rd Gen White Grey (1:1). As previously painted, paint the bottom wider, and paint the top so that only a small line remains.

In the case of a large jewel like the bottom jewel, it is also a good idea to express additional reflected light in the middle. I drew a large circle at the bottom and glazed it.



Additional highlights with AK 3rd Gen Scarlet Red + AK 3rd Gen White Grey (1:2). At the same time, express the reflected light with the same paint in the center of the previous shadowing area. After taking the reflected light, glazing the border with Scalet Red + White Grey (1:1) to get the result as the above picture.

From this point on, the feeling of shining begins to be strong.



Now, paint the eyes of the jewel with AK 3rd Gen Brown Black. At this time, it looks more realistic if the reflected light painted in the previous step slightly covers the pupil. If you are not going to paint eye-shaped, you may skip this process.

Then draw a smaller reflected light next to the main reflected light in the same way as the previous step. Drawing reflective light of these various sizes can give you the feeling of reflection of objects or light sources around model.



Now, after painting the details around the jewelry, adjust the intensity of light similarly. I used red-white paint, but if you want a more traditional GW jewel color, you can use red-orange paint.

The closer the shadow part is to black and the closer the reflected light is to full white, the stronger the 'comics' feeling. This is because real jewelry is often dark or not that strong. If you want to reinforce this 'comics' feeling, you can use primary colors for reflected light and shadow.



As you can see in the picture above, this recipe can be used for larger gems.

That's all!

Thank you for reading the long guide.