



Typhus
NMM
copper
Step-by-step

◆ Paints required:

- **NMM copper**
- **Burnt red (Vallejo mc)**
- **Medium flesh tone (Vallejo mc)**
- **Brown rose (Vallejo mc)**
- **Ulthian grey**
- **Incubi darkness**
- **Ice yellow (Vallejo mc)**
- **Abaddon black**





Basecoat the copper areas with a 2:1 mix of burnt red & medium flesh tone.



We now glaze the frame of the light reflections on the copper areas, by adding 1 part more of medium flesh tone to the previous mix – add 2-3 parts of water. I have added a video tutorial for how to glaze a NMM trim a pdf guide for how to locate light reflections in the post description.



We now add a $\frac{1}{2}$ part more of medium flesh tone to the previous mix & glaze towards the middle of the light reflections.



**From now on we only focus on the main light reflection (the brightest light reflection, in the center of the copper area)
We now add 1 part of brown rose to the previous mix, & glaze the middle of the light reflections.**



We now add 1 part of ulthian grey to the previous mix, & glaze the very middle of the light reflections. We furthermore shade all the deepest recesses with, & areas in between the light reflections with a 2:1 mix of burnt red & abaddon black. Add 3 parts of water



We now glaze the area in between the brightest light reflections & shaded areas with thinned down incubi darkness – add 3-4 parts of water. We furthermore edge highlight all the areas with a 2:1 mix of medium fleshtone & ulthian grey. See next picture.



Full view of all glazed & edge highlighted areas, from the previous step.



We now glaze the very middle of the brightest light reflections once again, with a 1:1 mix of ulthian grey & ice yellow – we furthermore highlight all nails & sharpest edges on the NMM copper with the same paint mix. Now its done! 😊