



Sergio
CALVO
miniatures

ENGLISH




SANGUINIUS



VOLV



SUMMARY

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06 SANGUINIUS

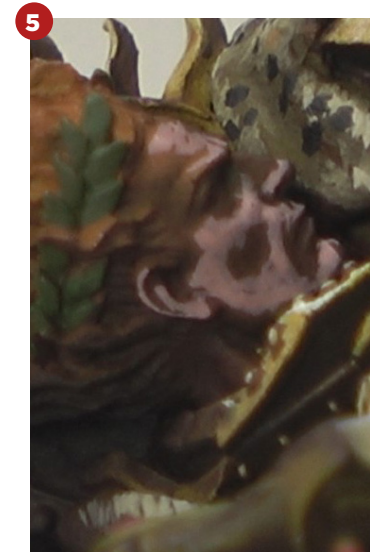
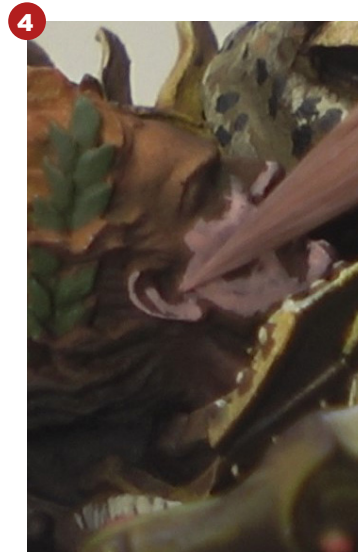
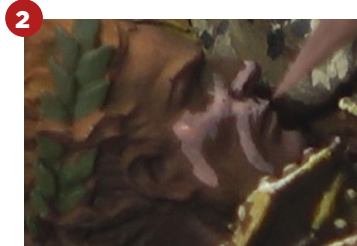


FACE

06/49

In this fifth tutorial, we will focus on the face and those amazing wings that everyone has been waiting for.

When we paint a face, the most important thing is the scale. A 28mm model is not the same as a bust. When painting a bust, we will have to have more detail and micro volumes as compared to painting a 28mm. For this reason, when we work that smaller scale, we have to simplify the volumes. To do this, we have to paint the broad outlines representing the bone structure of the face of the miniature, not the muscles. With this first highlight, we can define the bones that are in the head: forehead, jaw and cheekbones. To this, we add the tip of the nose, which is actually cartilage and not part of the bone structure.





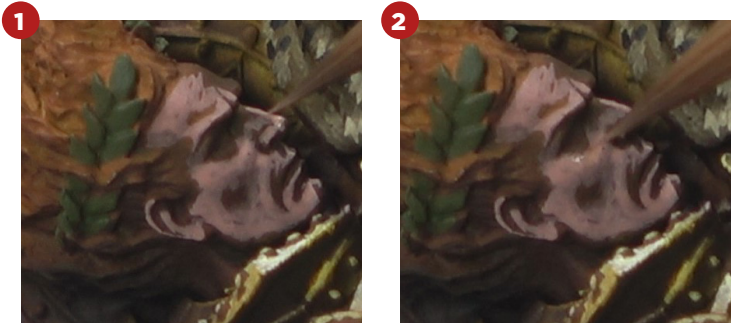
06 SANGUINIUS



FACE

06/50

Then, we can glaze directly into the previous layer to smooth the transitions that are more abrupt.



Then, with a new mixture of Beige Red, we will define the area where we get dark circles under the eyes.





06 SANGUINIUS



Water



Mix

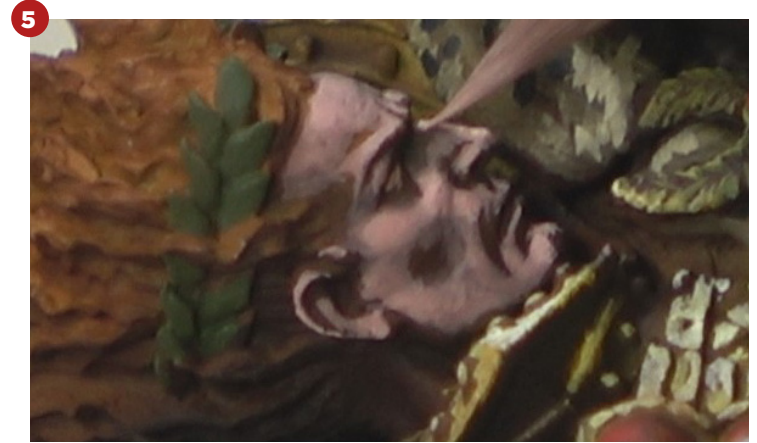
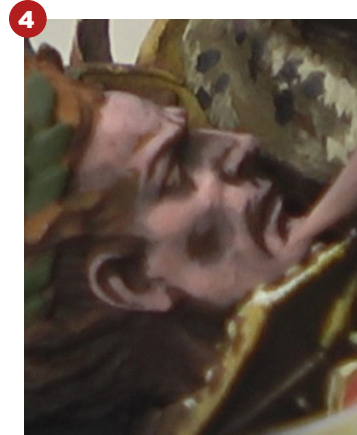
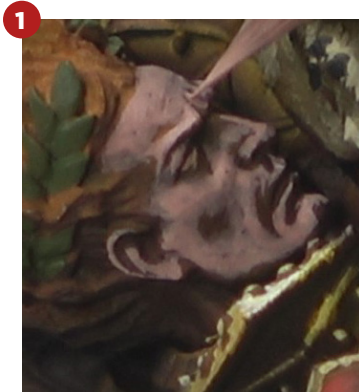


Beige Red

FACE

06/51

Now, with a new mixture of Brown Rose, Beige Red, Old Rose and Violet Cake, we will accentuate the volumes of that we just painted on the head (forehead and chin) and introduce some muscles such as the cheekbone area (always going towards the eye) or the brow and eyebrows.





06 SANGUINIUS



Water



Brown Rose



Beige Red



Old Rose



Pastel Violet

FACE

06/52

To increase the highlights, we can use Old Rose and Violet Pie to focus again on the cheekbone area, nose and chin. With this simple step, we are already defining each volumes that we have created independently.





06 SANGUINIUS



Water



Old Rose

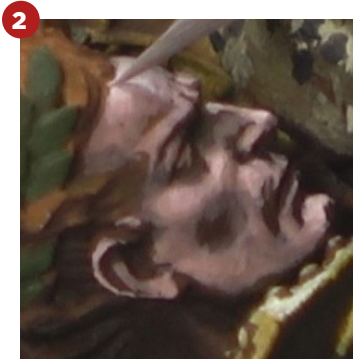
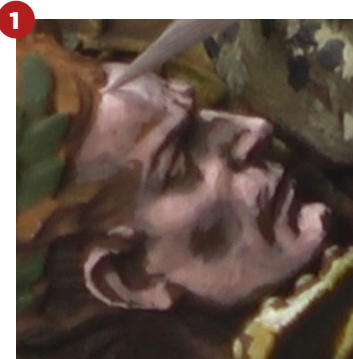


Pastel Violet

FACE

06/53

And we can repeat the process to create more light in these areas.





06 SANGUINIUS



Water



Pastel Violet

FACE

06/54

I always emphasise that the face should be a priority because it the face that creates the impression of a well-painted miniature.





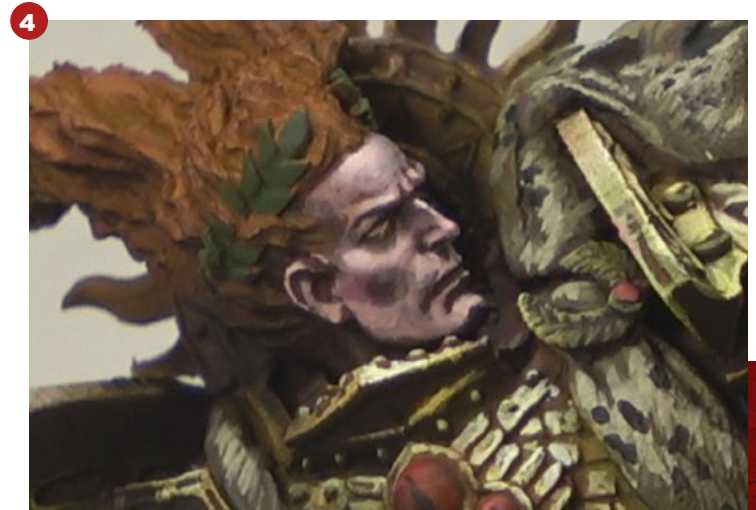
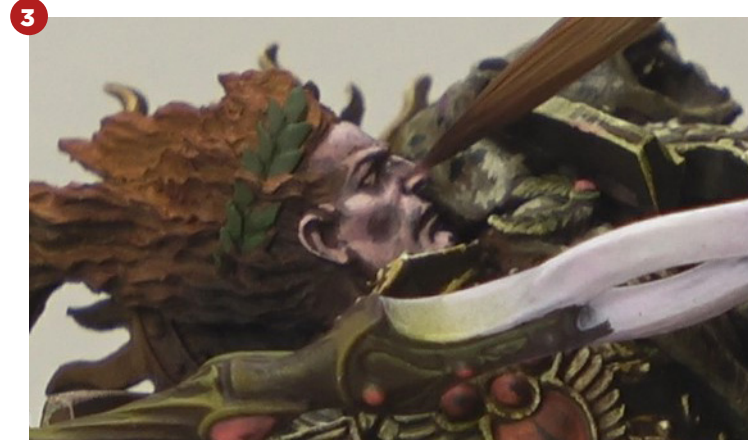
06 SANGUINIUS



FACE

06/55

. We therefore won't count the times we glaze each layer. We will just do it as many times as necessary.





06 SANGUINIUS



Water



Light Brown

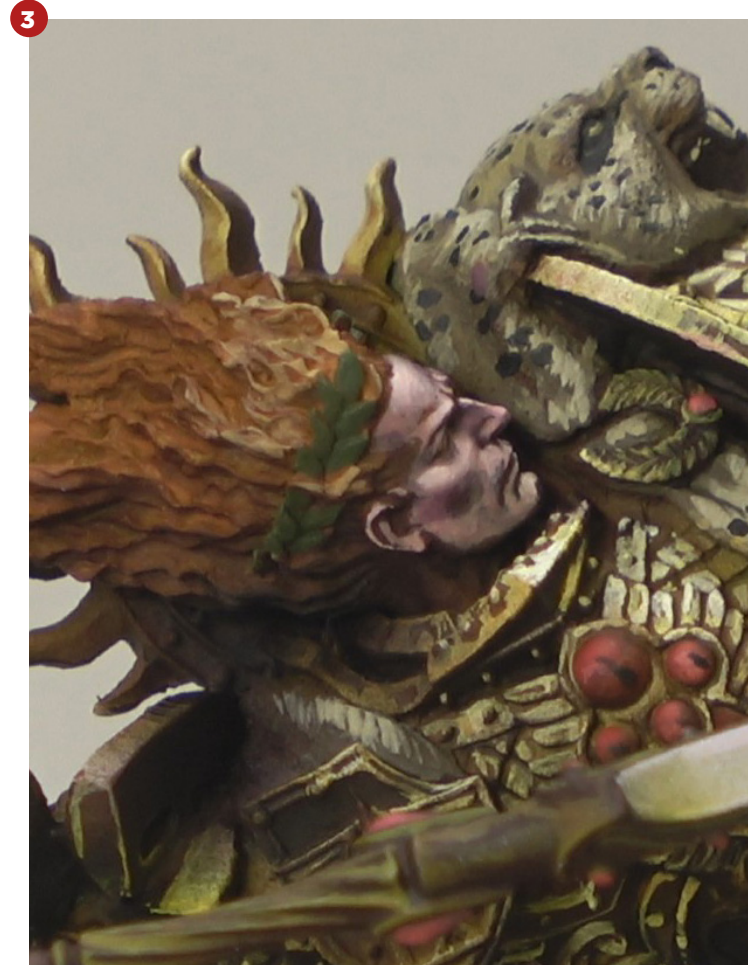
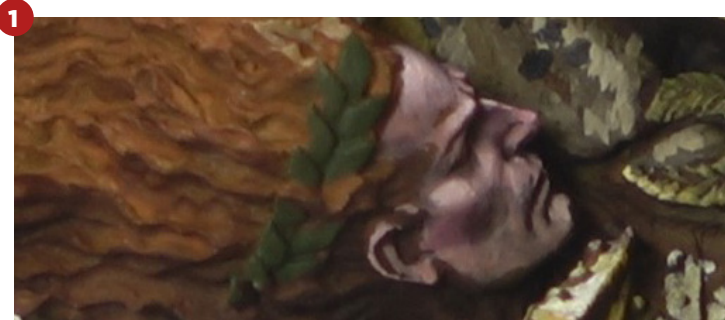


Goldeb Yellow

HAIR

06/56

The hair in this miniature is quite complicated. The sculpture has more of a fire effect than hair. So we will create a base layer, and then highlight the volumes that stand out most.





06 SANGUINIUS



Water



Light Brown



Golden Yellow



Vampire Flesh

HAIR

06/57

We will then paint the next layer with Light Brown, Golden Yellow and Vampire Flesh. We will look out for the visibly raised 'edges' of the hair so that there seems to be movement in the hair.





06 SANGUINIUS



Water



Light Flesh

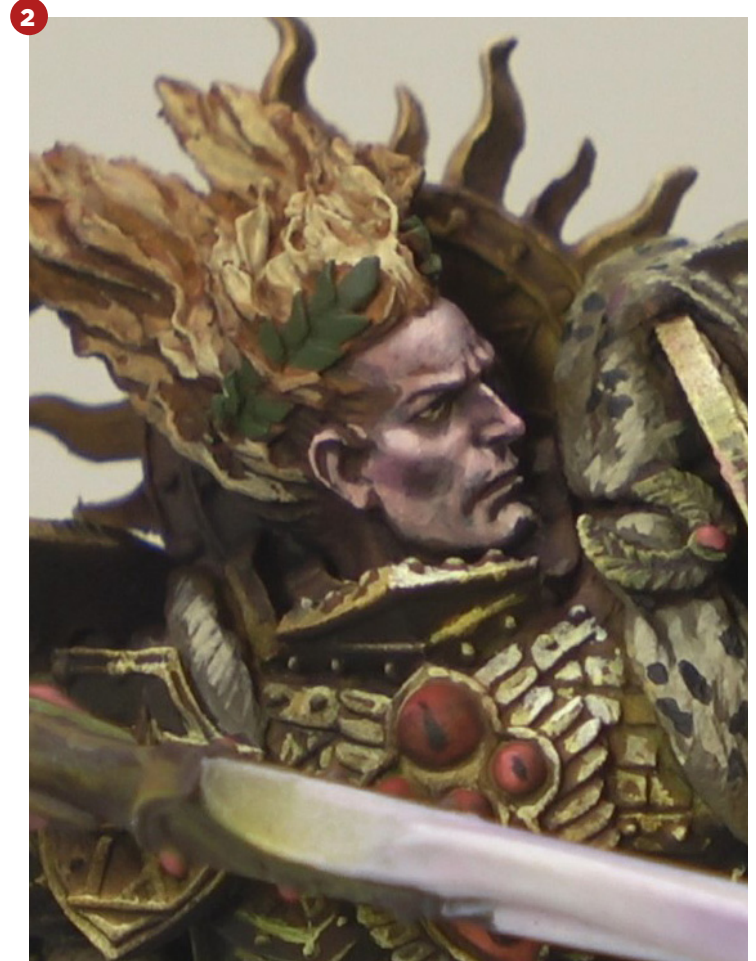


Golden Yellow

HAIR

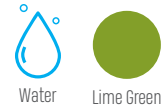
06/58

You should also always move the light to the face area to frame it.



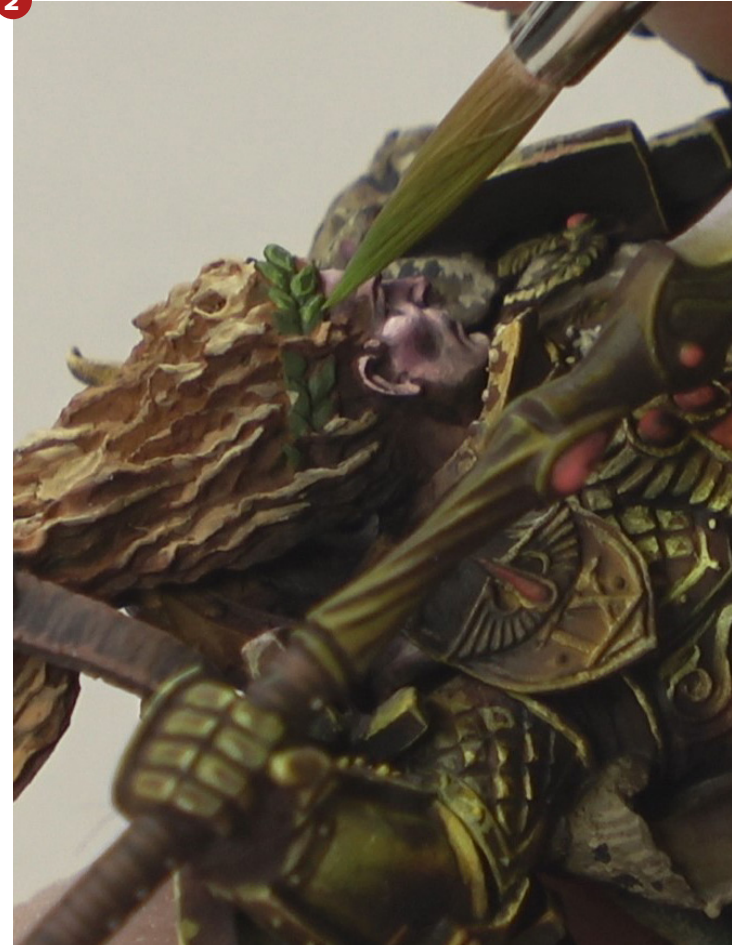


06 SANGUINIUS



LAUREL CROWN 06/59 ²

With Lime Green, we will outline the leaves of the crown. This is a very simple step that allows us to define each of the leaves that make up the crown.





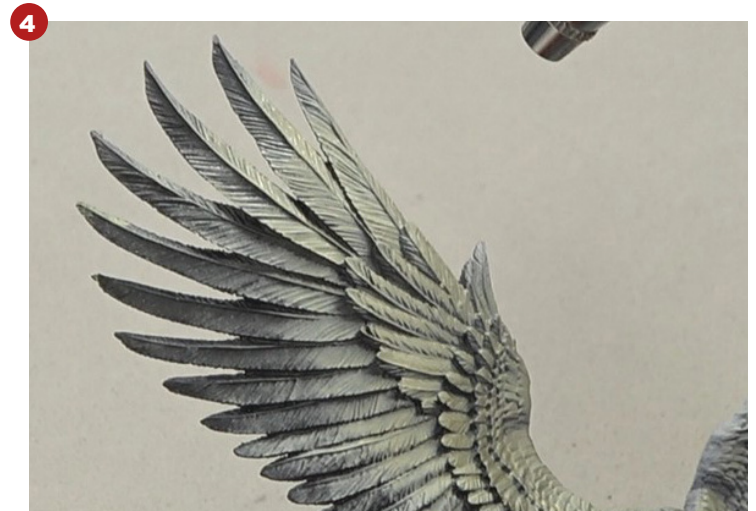
06 SANGUINIUS



WINGS

06/60

Now we can move on to the wings. Here we will use off white or gray with enough yellow. With this, we are going to create a light base layer. This, in fact, is going to serve as a shadow for future highlights. We will paint almost everything from the direction of the top of the wings down. This will give us the depth that the primer has already created.



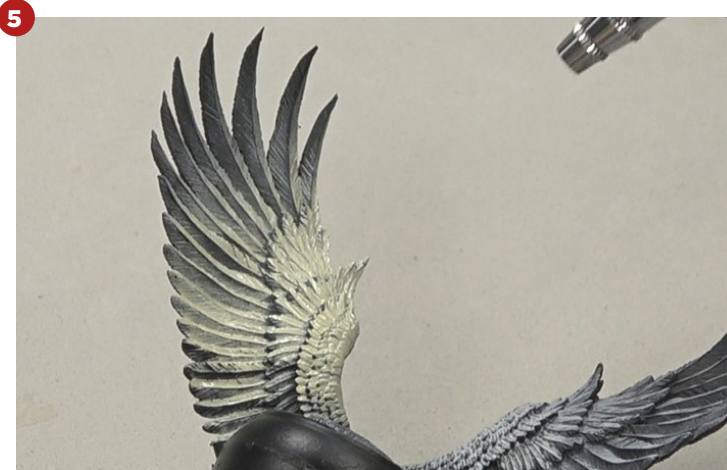


06 SANGUINIUS



WINGS

06/60





06 SANGUINIUS



WINGS

06/61

We will then use Grey Green, a very subtle brown, to generate medium shades in the wings. We will apply it from the bottom of the wings upward to complement the light we have created in the previous layer.





06 SANGUINIUS



WINGS

06/62

With a new mixture of Green Grey and White, we are going to do something that I normally tell you not to do; airbrush into the highlights. This maximum highlight will be placed only on the central points of the wings.





06 SANGUINIUS



Water



Thinner



Grey Green



White



White

WINGS

06/62

As you can see, it's a very simple process that allows us to create wings ready to further play with. As I always tell you, this is not the end of the process. I love to take it a step further by playing with the little details that make the difference. We will see this in the last Sanguinius tutorial.

5



6





06 SANGUINIUS



Water



Thinner



Grey Green



White



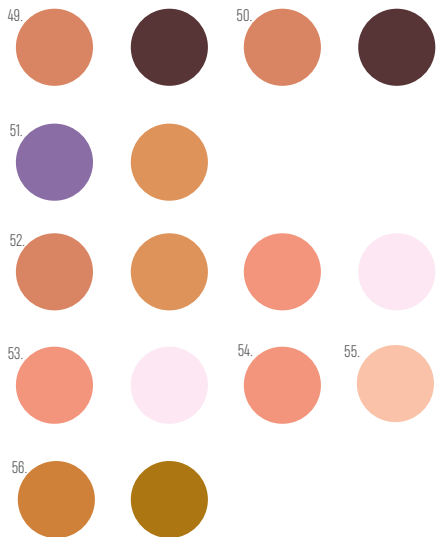
White

7





07 COLORS



49. Brown Rose and Violet Red

51. Mix and Beige Red

52. Brown Rose, Beige Red, Old Rose and Pastel Violet

53. Old Rose and Pastel Violet

55. Pastel Pink

56. Light Brown and Golden Yellow

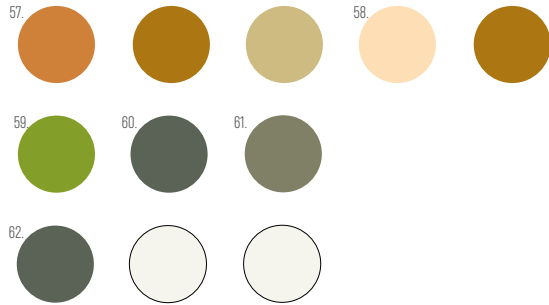
50. Brown Rose and Violet Red

54. Pastel Violet





07 COLORS



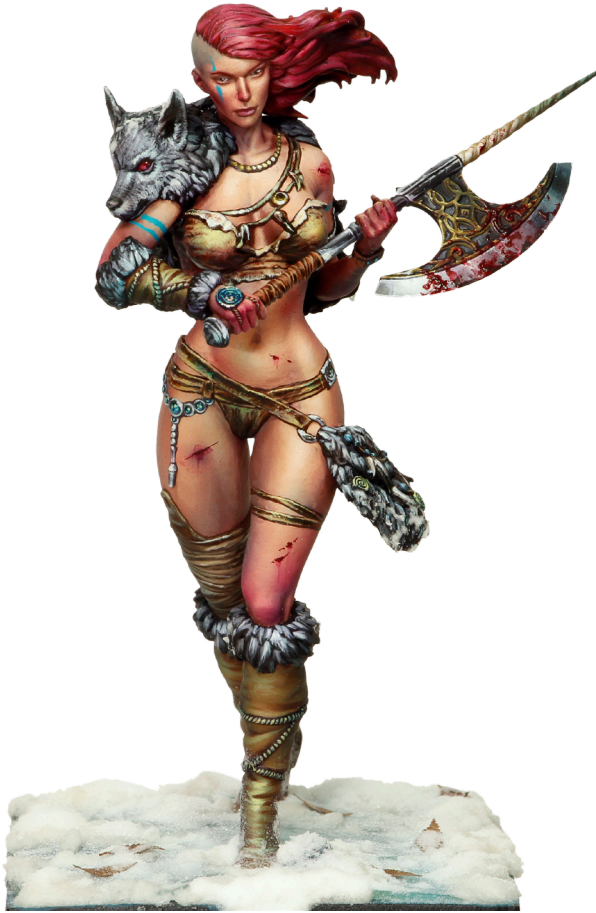
57. Light Brown, Golden Yellow and Vampire Flesh
59. Lime Green
61. Grey Green
62. Green Grey, White and White

58. Light Flesh and Golden Yellow
60. Green Grey





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





08 GALLERY





SANGUINIUS

VOL V

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