



MINIATURE'S DEN PATREON GUIDES:

GLORIEL SUMMMERBLOOM

Interpretation and Basecoats



WHY THIS MODEL?



I choose this model because I really like the sculpt of it, especially the face and because I wanted to work on a warm, yellowish color scheme.

This model is part of my Twitch Monthly Giveaway plan, in which I paint and giveaway a model to one lucky subscriber of my Twitch Channel.

Come hang out at www.twitch.tv/miniaturesden !

PAINTS USED

Vallejo Model Color: Yellow Ochre, Light Flesh, Flat Earth, Black, Hull Red, Flat Green, Ivory, Olive Green (not shown in the picture).

Vallejo Game Color: Scrufulus Brown

Kimera: Orange, Warm Yellow

Liquitex Ink: Cadmium Yellow, Yellow Oxide, Transparent Burnt Umber, Vivid Lime Green

Reaper MSP: Burnt Orange

Reaper HD: Gilded Yellow



PRIMER STAGE



Since I plan on using bright, yellowish colors I decided to prime the model in Chaos Black from Games Workshop followed by a coat of Vallejo Grey Surface Primer.

The reason I've used a Grey on top of a black is to allow the brighter color to have a neutral layer to dry on top of, rather than a black, which would make the coverage and the vibrancy of such bright colors difficult to achieve.

LEATHER SUIT



I started my basecoats from the leather suit using Flat Earth from Vallejo Model Color as it is the detail which would be hardest to reach and paint neatly on the model.

Paint Dilution: Almost none. I'm trying to keep coverage to one coat, always making sure that the paint doesn't leave thick lines after a brushstroke. In case it does, thin it a bit more.

GREEN LEATHER

After being done with the basecoat on the suit, I worked on the leather leg guards and some of the cloth elements on the model using Vallejo MC Olive Green.

Paint Dilution: Almost none. I'm trying to keep coverage to one coat, always making sure that the paint doesn't leave thick lines after a brushstroke. In case it does, thin it a bit more.





LOIN CLOTH

The loincloth was painted using Vallejo MC Flat Earth mixed with Ivory to desaturate it. My painting heavily relies on mixing of colors when possible to avoid waste of money and space in unnecessary paints I'd use once or twice a year. Mixing this tone also allows me to keep consistency across the paintjob by using tones found in other elements.

Paint Dilution: Almost none. I'm trying to keep coverage to one coat, always making sure that the paint doesn't leave thick lines after a brushstroke. In case it does, thin it a bit more.



The light area of the hairs (right picture) was painted using Orange Ochre from VMC with a bit of Liquitex Yellow Oxide added to it. In a later stage I used VMC Yellow Ochre and did a couple of coats on top of the one shown in the pictures to saturate the colors a bit more.

The shadow area was basecoated with the first basecoat color from the highlight area with VMC Hull Red added to it to make it darker.

When painting such detail-rich parts of a model I tend to simplify the volumes a lot in my mind's eye and work on sketching in the planes of light and shadow without considering the intricate details during the basecoating stage, doing so allows me to see a clearer picture without getting stuck into the small details in a stage of the paintjob where finesse isn't required.



LAST ELEMENTS



The basecoat for the Non Metallic gold areas, as well as the football and belts was Vallejo Model Color Hull Red. The reason I chose this color as a basecoat for the NMM Gold is to maintain coherency with the warm color scheme and didn't want to end up having a "cold" looking gold on this model.

Some of the vines and leaves were sketched using VMC Flat Green, but I didn't completely basecoat every single one of them as I knew all the work done on the other details would force me to be extra careful of not covering up the vines and I didn't feel like having to be so careful, preferring to work on these very small elements at the end of the paintjob.

THANK YOU!

The next guides on Gloriel will be in-depth explanations of colors and techniques used in working all the details to completion. Stay tuned!