

MARTIAN BASESFOUNDATION TUTORIAL

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INTRODUCTION

Hi, this is Rich. Today I will be showing you how to put together some Martian themed bases.

We'll be using crackle paint to create a crust effect. Crackle paint can be difficult to use, so I'll show you the method for the best effect.





PAINT STEP BY STEP WITH THE ARTIST!

Wherever you see this button this tutorial has an accompanying audio commentary from the artist.

ALSO USED:

Citadel Ryza Rust **Citadel** Martian Ironearth Vallejo Polyurethane Gloss Varnish 27.650 Vallejo Polyurethane Matt Varnish 27.651 Colour Forge Matt Black Primer **Green Stuff World** Neo-Orange 6mm Martian Tufts

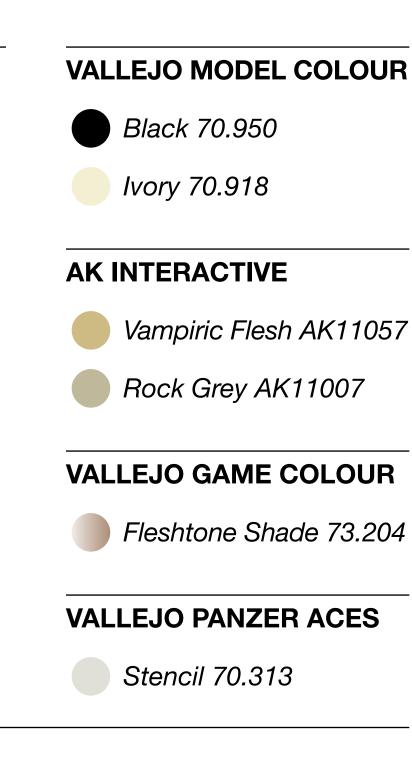
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I only used a small selection of my typical brush sizes for this - I prefer Kolinsky sable.



I used an airbrush for priming and basecoating but you can just as easily use a brush.



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PREPARATION

STEP 1

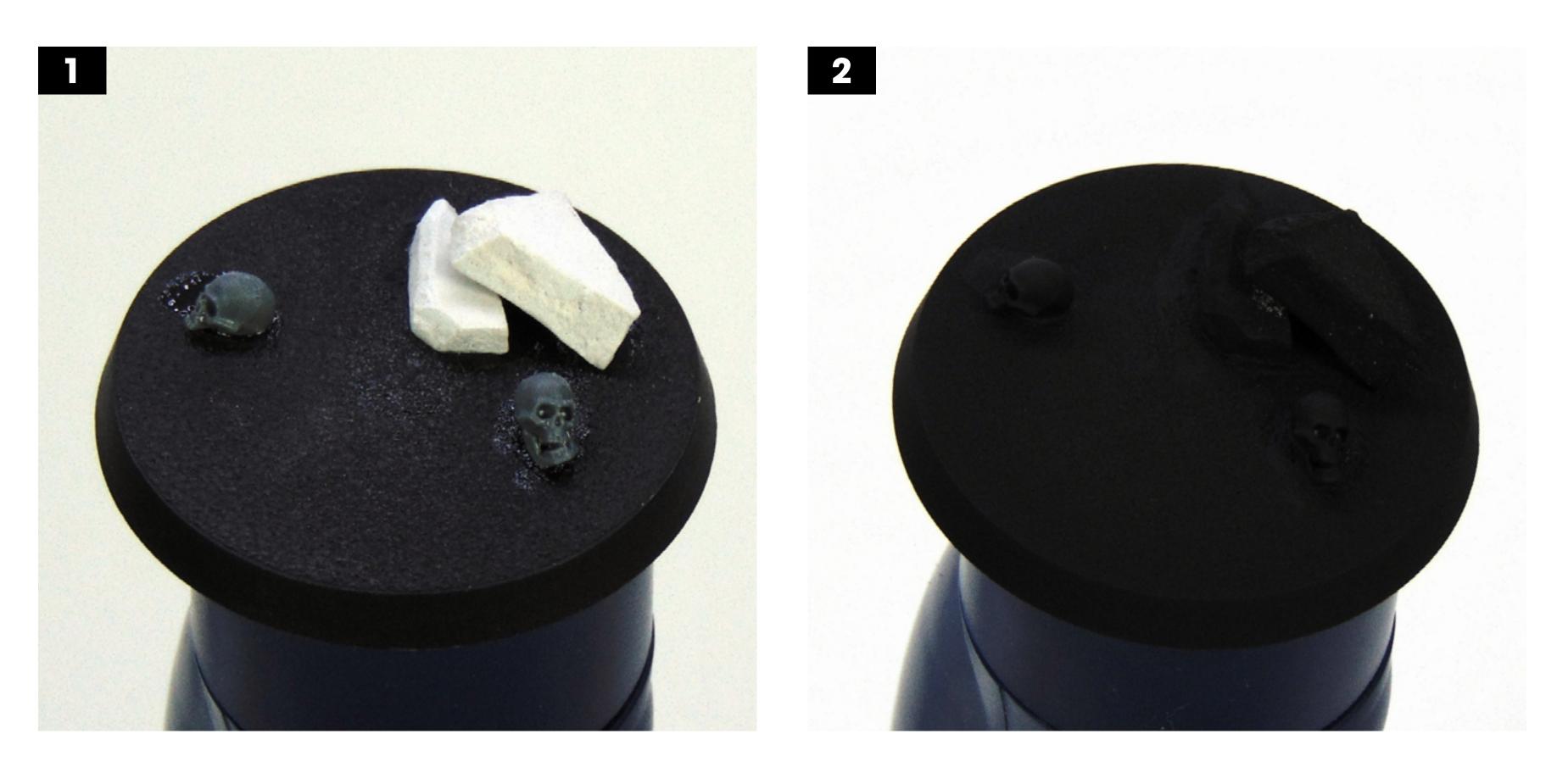
The first step is glue a couple of small rocks on to the base with **Super Glue**.

To add further visual interest add some plastic skulls to the base.

Position the skulls where you want them on the base and fix in place with **Polystyrene Cement**.

STEP 2

Undercoat the whole base with Matt Black Spray Primer.



STEP 3

Using an airbrush, basecoat the whole base with **Rhinox Hide**.

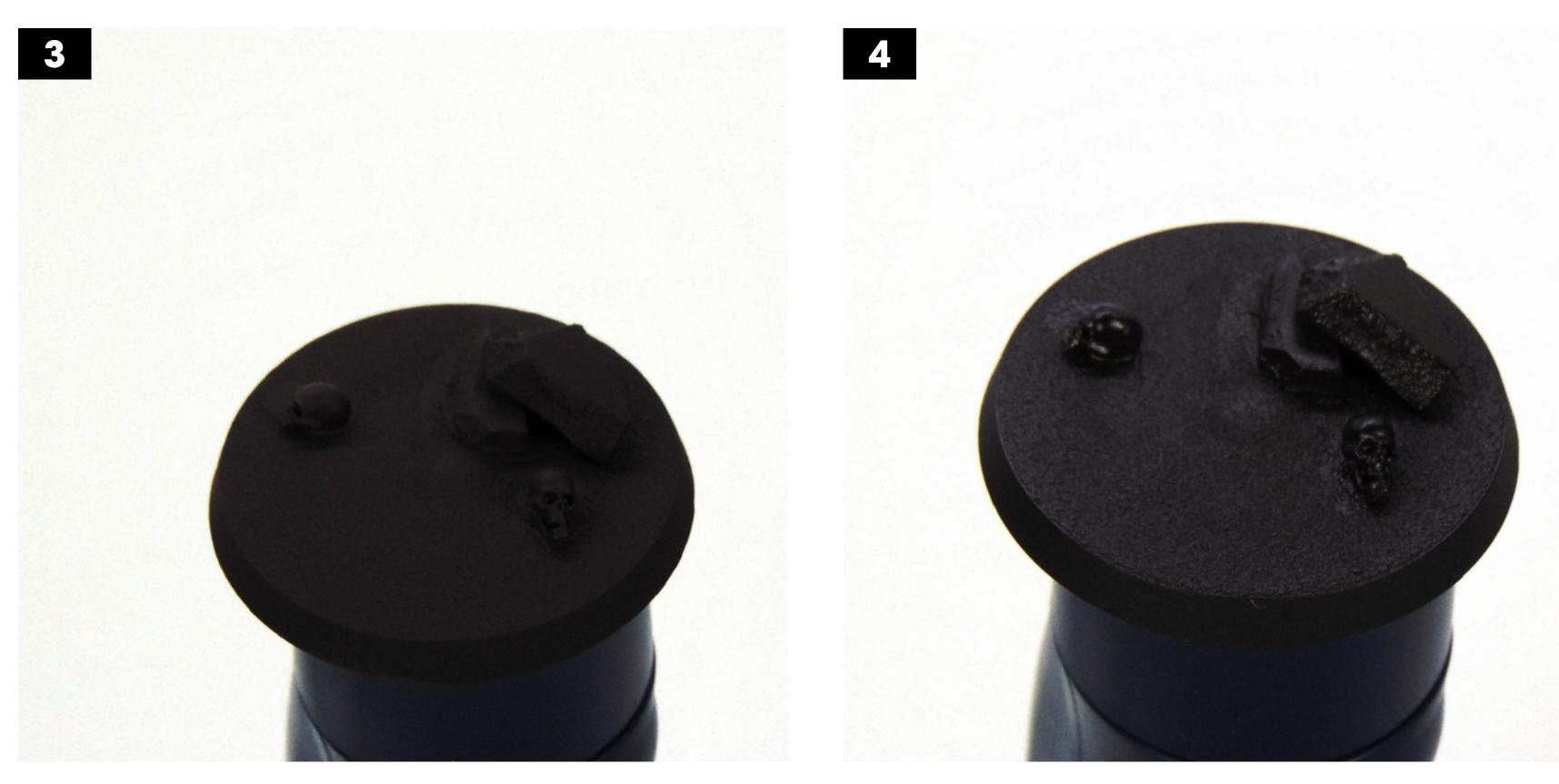
Thin your paint and apply two coats of paint for a good solid finish.

When the crackle paint applied on top of this basecoat dries, this basecoat will be visible through the cracks – without this it would just reveal the plain black base!

STEP 4

Apply a couple of coats of **Gloss Varnish** which will help the crackle paint form larger pieces as it dries.

This is best applied with an airbush,thinned the varnish slightly withAirbrush Thinner to improve the flow.





STEP 5

Apply a coat of **Martian Ironearth** to the whole base - take care not to get any of the texture paint on the skulls and rocks.

The thicker the application of crackle paint is, the wider the cracks will be when it dries.

Leave the texture paint to dry overnight before moving on to the next stage.

The pronounced *crazy paving* effect comes from a thick application of the texture paint over the gloss surface - this stops it from adhering to the base as well and allows it to form larger pieces. The compromise is that those larger pieces are more likely to flake off!

Experiment with the thickness of applications until you're happy with the effect.



STEP 6

Now that the crackle paint is dry, you'll probably find that some of the crackle effect is flaking off of the base.

This is why crackle paint can be infuriating to use and difficult to get right. Use a dot of **Superglue** applied with a cocktail stick to glue down any of the paint that isn't fixed well or is peeling off.

To help seal the crackle paint apply two coats of **Gloss Varnish** over the base with an airbrush.

Lastly, to knock the gloss sheen off, apply a couple of light coats of Matt varnish with an airbrush.





STEP 7

Basecoat the rocks with a mix of **Rhinox Hide** 1:1 **Rock Grey** and the skulls with mix of **Doombull Brown** 1:2 **Morghast Bone**.

STEP 8

Drybrush the texture paint with **Ryza Rust**, build up the highlights steadily with a couple of light applications.

STEP 9

Add a second, lighter drybrushed highlight to the texture paint with **Vampiric Flesh**.



STEP 10

Apply a generous glaze of **Fuegan Orange** 1:1 **Lahmian Medium** all over the drybrushed area.

This glaze will stain the crackle paint, while allowing the drybrushed highlights to show through, bringing back some colour saturation that was lost with the drybrushing.

STEP 11

Shade the shadows in and around where the rocks and skulls meet the texture paint with a watered-down mix of **Rhinox Hide** 1:1 **Doombull Brown**.





PAINTING THE ROCKS

STEP 12

Start to highlights the rocks with a mix of **Rhinox Hide** 1:3 **Rock Grey**.



STEP 13

Continue to build up the highlights on the rocks with **Rock Grey**.

STEP 15

Bring back the highlights on the rocks with a light drybrush of **Rock Grey**.



STEP 16

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Add a final highlight to the rocks with a light drybrush of **Stencil**.

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Shade the rocks with a mix of Nuln Oil 1:4 Fleshtone Shade.



STEP 17

Finish by roughly applying patches of thinned **Ryza Rust** to the edges of the rocks.



PAINTING THE SKULLS

STEP 18

Start to highlight the skulls with a mix of Doombull **Brown** 1:1 Morghast Bone. Darken the sockets with thinned **Black**.





STEP 19

Continue to build up the highlights on the skulls with Morghast Bone.





STEP 20

Add further highlights with a mix of Morghast Bone 1:1 lvory.

STEP 21

Shade the skulls with a watered-down mix of **Reikland** Fleshshade 1:1 Fuegan Orange.



STEP 22

Add final highlights to the skulls with **lvory**.



I hope you have enjoyed this tutorial and gained some inspiration and tips for creating some Martian themed bases.

Creating these crackle paint bases is an involved and laborious process but I'm sure you'll agree that in the end the results are worth the effort in the end!

Thanks for reading and see you in the next tutorial.

Finish the base by painting the rim with **Black** and seal with two coats of Matt Varnish. These bases look great on their own, but if you'd like to add some grass tufts position them where you'd like them and attach with superglue.

Your base is now complete, ready for a miniature to be attached!

