



Sergio  
CALVO  
miniatures

ESPAÑOL

VIMIR



VOLV



# VIMIR

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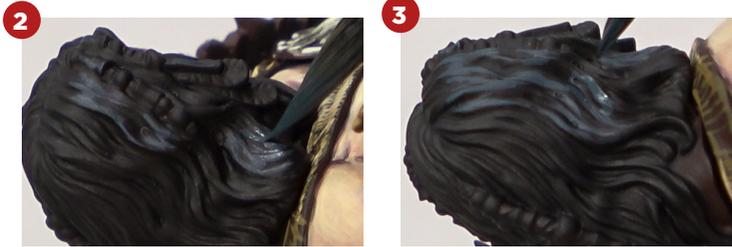


# 06 VIMIR

## PELO

Comenzamos este tutorial pintando el pelo de la miniatura.

Pintar el color negro suele dar muchos quebraderos de cabeza. En realidad es tan sencillo como añadir a nuestra mezcla un azul o un rosa. En este caso, yo me he decantado por el color azul para crear un pelo más oscuro.



Partiendo de esta base vamos a entender que en la raíz encontraremos nuestra máxima sombra y que a partir de ahí, iremos jugando con colores desaturados para recrear la luz y el brillo del propio pelo (Black X 2, Turquoise X 2 y Sickly Pink X 2).



El mejor truco para el color negro es siempre utilizar colores que contengan mucho blanco y que nos ayuden a controlar dónde queremos colocar los brillos (como ocurre en los anuncios de champú). Podemos crear una especie de corona alrededor de la cabeza para colocar los tonos medios y en los laterales la luz. Con dos luces y un pequeño brillo muy cercano al blanco nuestra representación del cabello ya estaría realizado (Mix, Sickly Pink y Black).



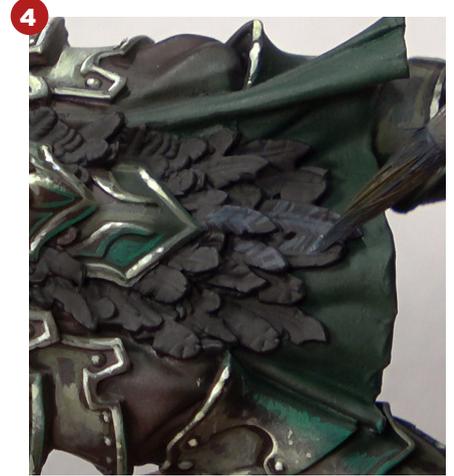


# 06 VIMIR

## PLUMAS

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En la zona de las plumas, vamos a realizar algo parecido; capa a capa iremos colocando más luz en la parte alta y en la parte baja, la sombra (Black X 2, Turquoise X 2 y Sickly Pink X 2).

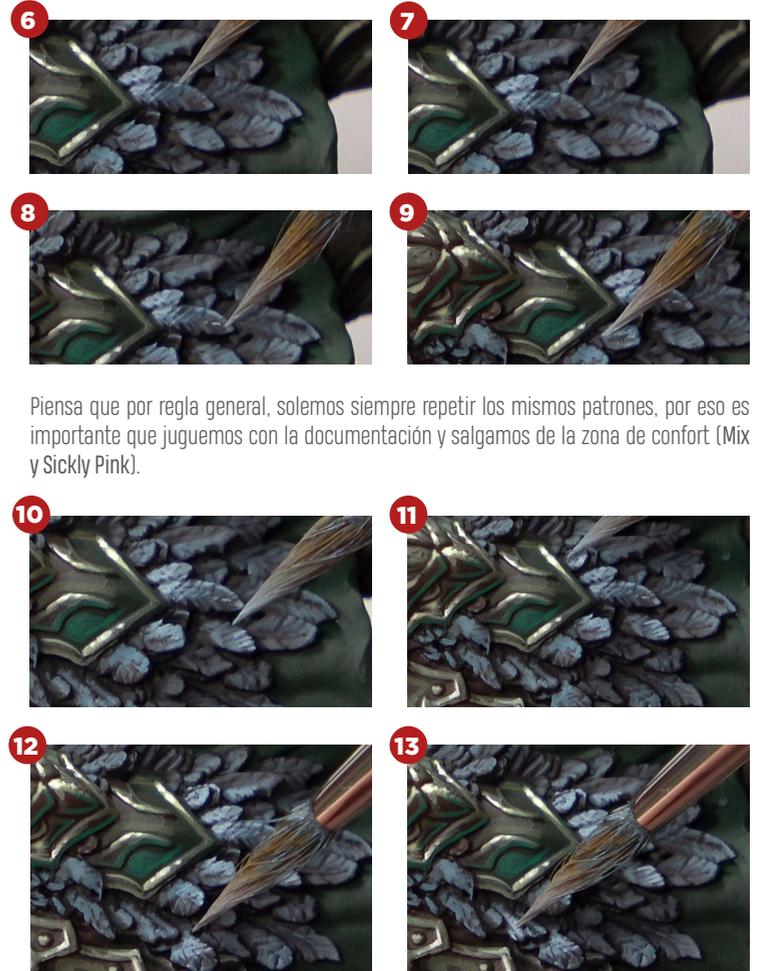
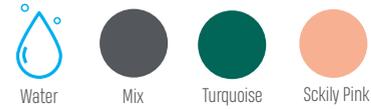
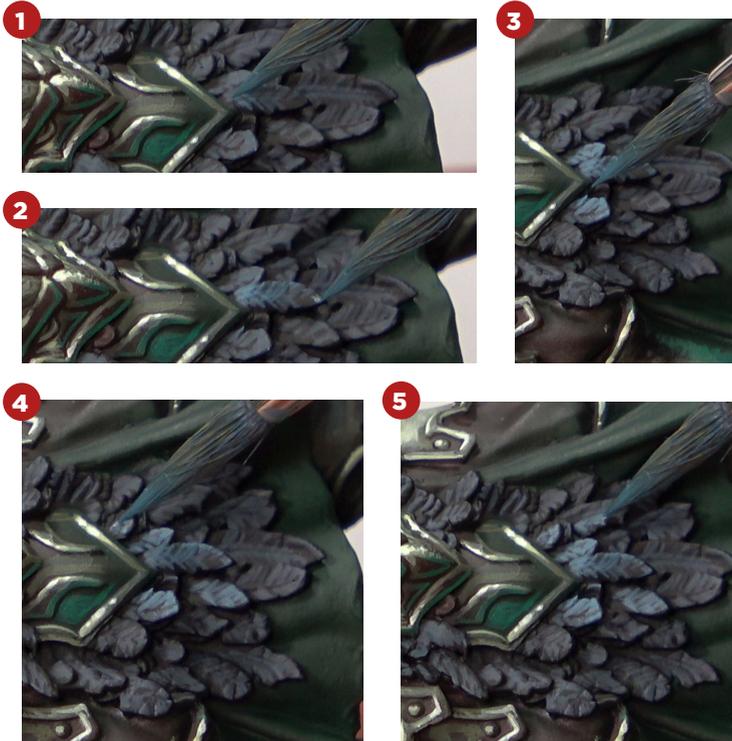




# 06 VIMIR

## PLUMAS

Podemos realizar líneas a lo largo de ellas para crear ese efecto de pelo muy fino. Y a medida que vamos subiendo hacia la luz, introducir pequeñas zonas en las parte baja de algunas de esas plumas para que no todo quede exactamente igual. Esto le va a dar un aspecto mucho más natural.



Piensa que por regla general, solemos siempre repetir los mismos patrones, por eso es importante que juguemos con la documentación y salgamos de la zona de confort (Mix y Sickly Pink).



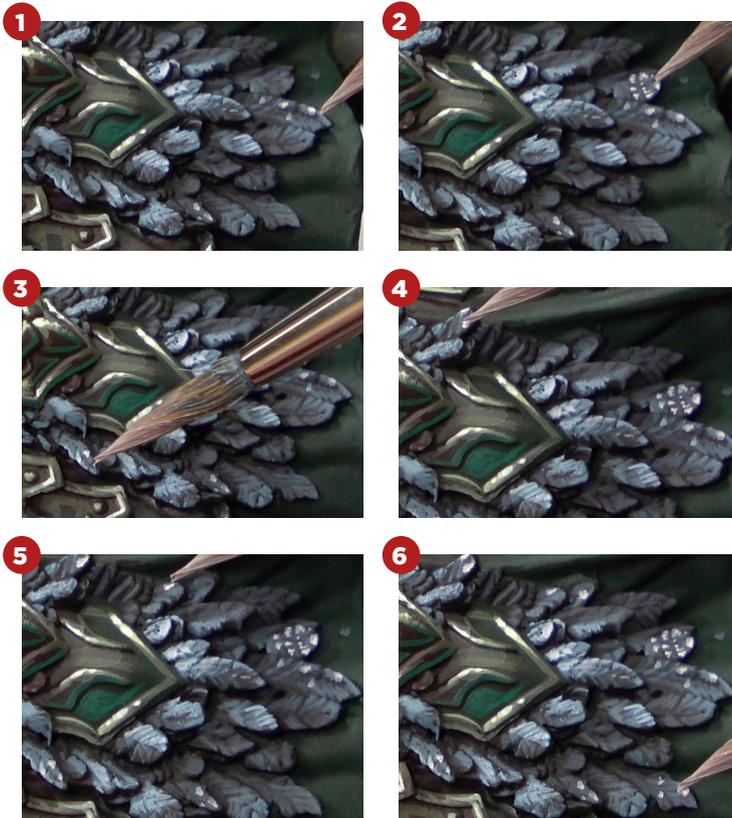


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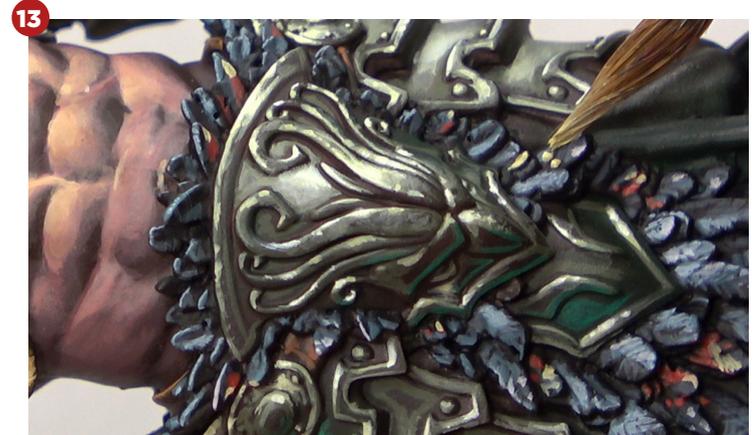
## PLUMAS

06/38

Para generar ese cambio de patrón he añadido a la última mezcla un pequeño punteado.



Y siguiendo este mismo proceso también juego con el color Vermillion y posteriormente un tono más neutro como este Beige.



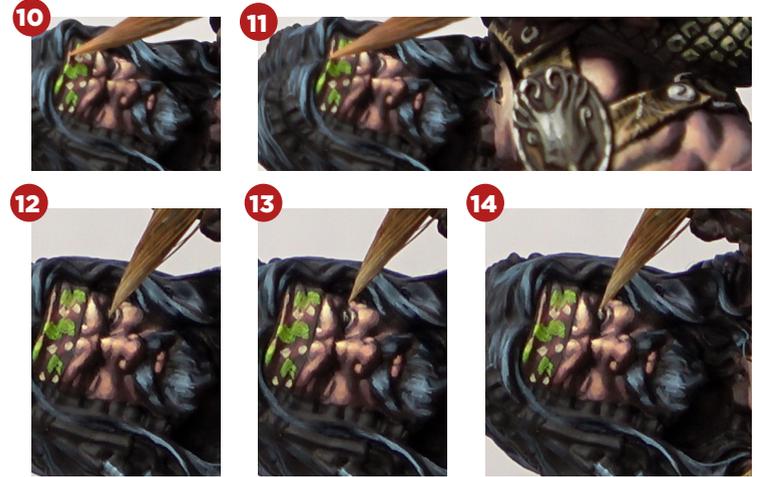
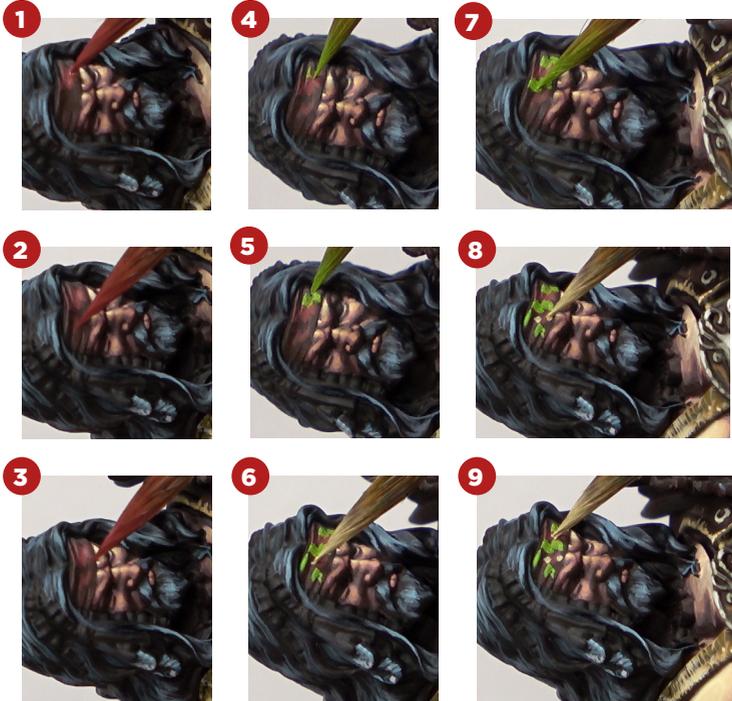


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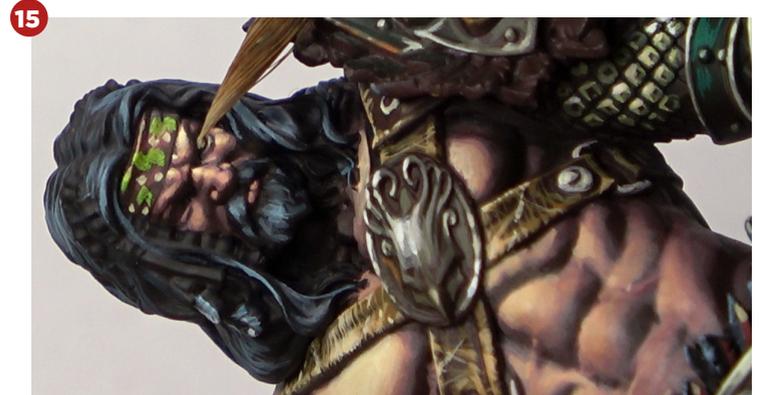
## CARA

06/39

La cinta de la cabeza vamos a realizarla creando una textura en este tono rojizo y posteriormente agregaremos Frog Green para crear un contraste muy evidente entre ambos colores. Y como hemos introducido en las plumas, podemos añadir de nuevo ese Beige. También podemos realizar una nueva mezcla para que no sólo sean esos tres colores (Vermillion y Luminous Green).



Si algunos elementos parecen quedarse en sombra, podemos volver a retocarlos como en el caso de la cara con Beige.



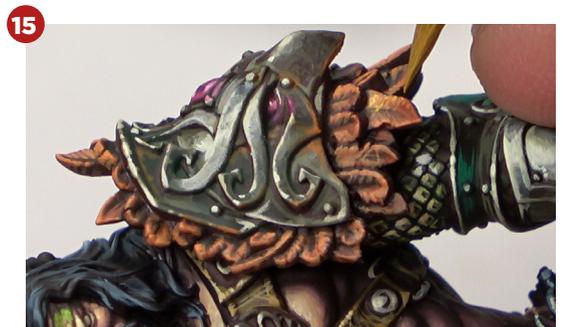
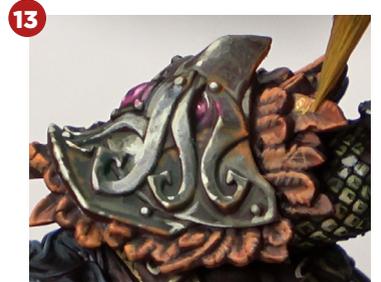
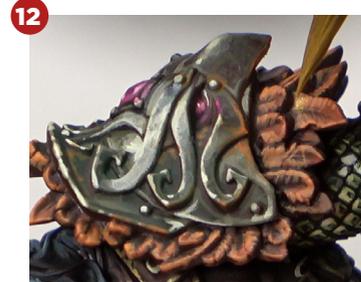
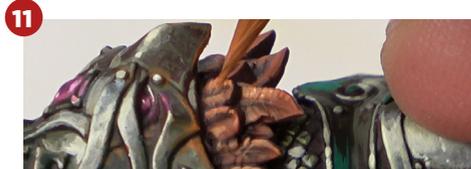
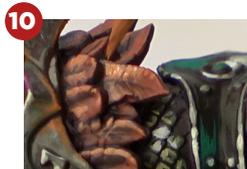


# 06 VIMIR

## PLUMAS

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Partiendo de este tono base vamos a realizar estas plumas que se encuentran en otra zona diferente. Podemos replicar lo que hemos realizado en las otras pero con nuevos colores (Medium Rust, Medium Orange, Luminous Green y Beige X 2). Y recuerda que hay que darle cierto aspecto aleatorio para crear mayor naturalidad (Mix y Beige).



Piensa que aunque sea una zona pequeña, tenemos que tratarla siempre con la importancia que merece (Medium Rust, Volcanic Yellow y Beige X 2).





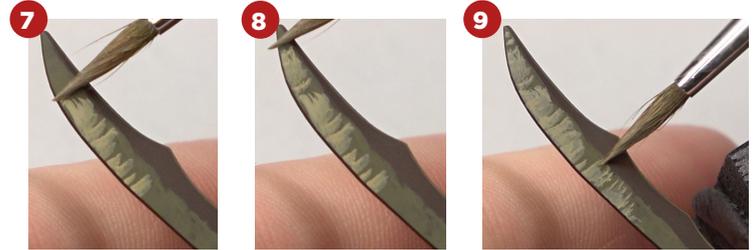
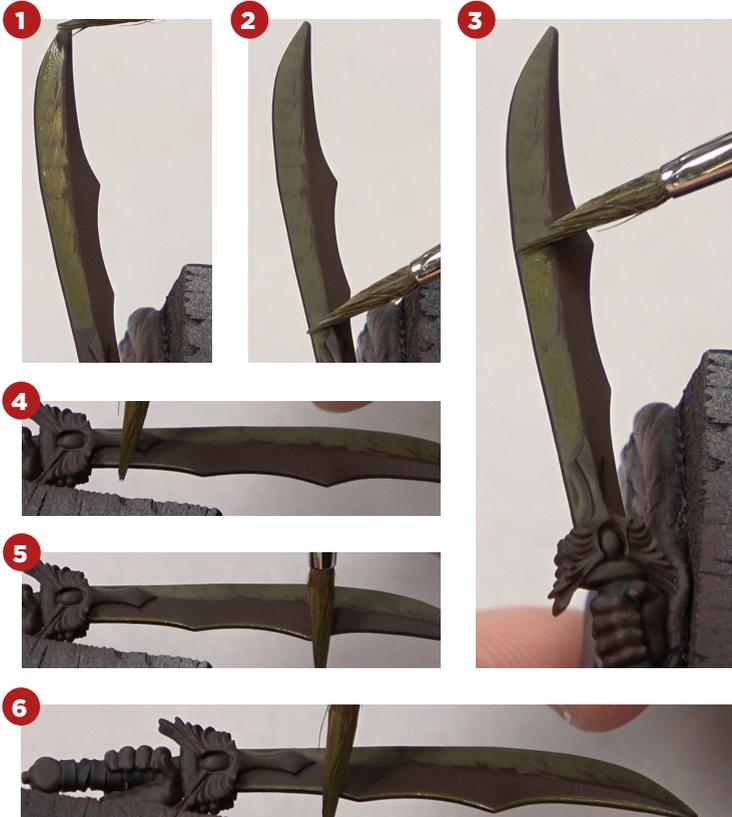
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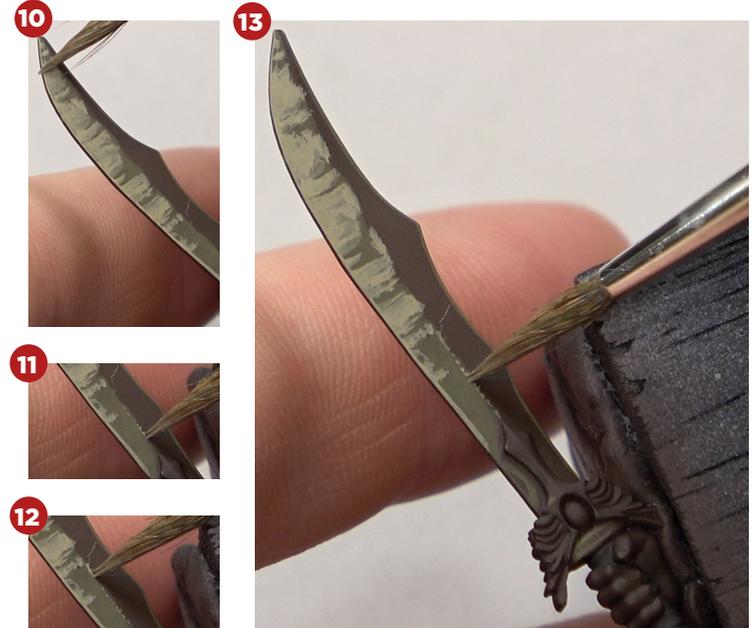
## ESPADA

06/41

Ahora vamos a centrarnos en la espada de nuestra miniatura. Comenzamos con uno de los planos creando prácticamente una superficie lisa.



Una vez que ya tenemos la base con la que trabajar, vamos a añadir textura por todo el filo haciendo grandes líneas más o menos gruesas (Mix, Light Earth y Reflective Green).





# 06 VIMIR



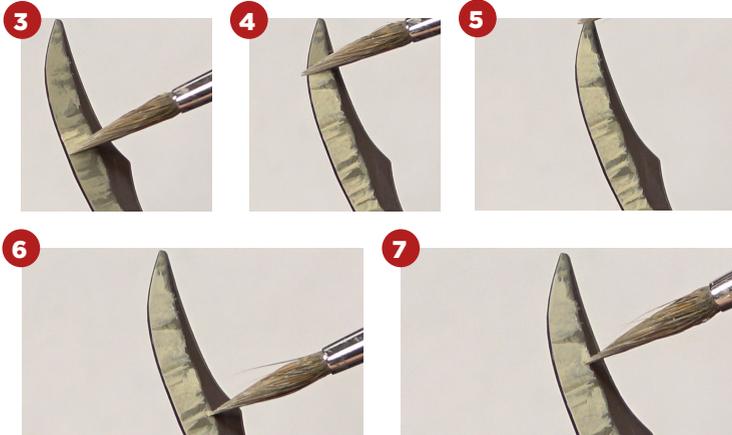
## ESPADA

06/42

Posteriormente podéis limpiar la zona para hacer que las transiciones entre ambas capas no sean tan evidentes.



Ahora se trata de realizar el mismo paso pero dejando que la capa anterior se vea y así crear un mayor contraste (2 gotas de agua, Mix, Reddish Grey, Beige y Light Earth).



Este proceso lo podemos repetir dos o tres veces hasta que tengamos la sensación de que el metal que estamos representando parezca pulido (Beige y Light Earth).

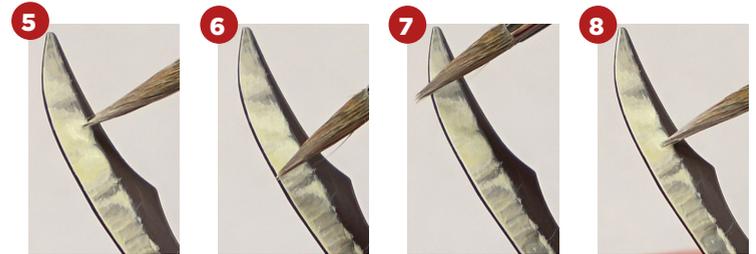
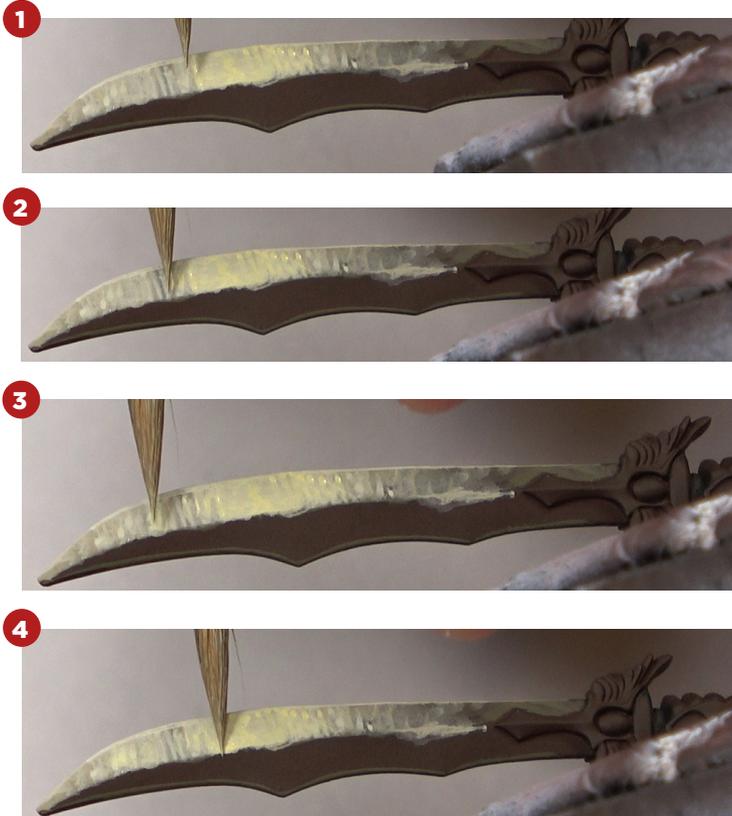




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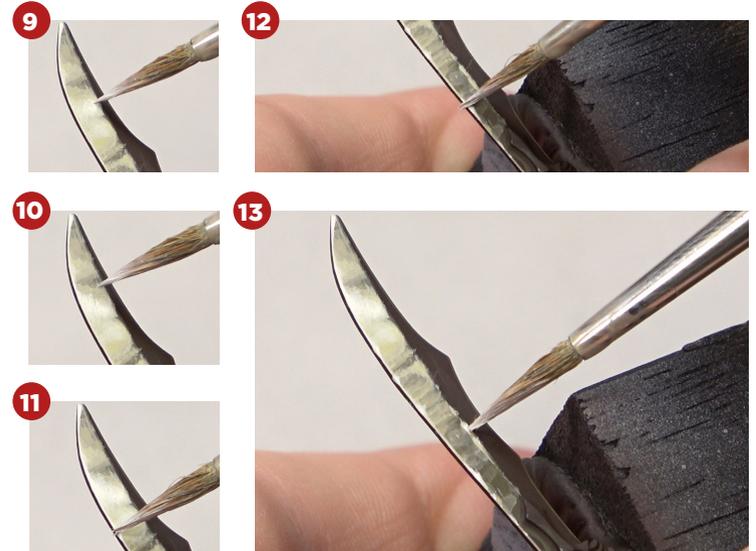
## ESPADA

Podemos ir introduciendo un color más saturado en nuestra mezcla para que no todo el filo sea exactamente igual.



Y ahora, construimos los brillos de la espada. Los podemos concentrar en el perfilado y en pequeñas zonas cercanas al siguiente plano de la misma aunque sólo esté con la capa base (Mix y Light Earth).

A la mezcla inicial podemos primero introducirle un color cercano al blanco y posteriormente, añadir directamente un color muy parecido o blanco (Mix y Offwhite).





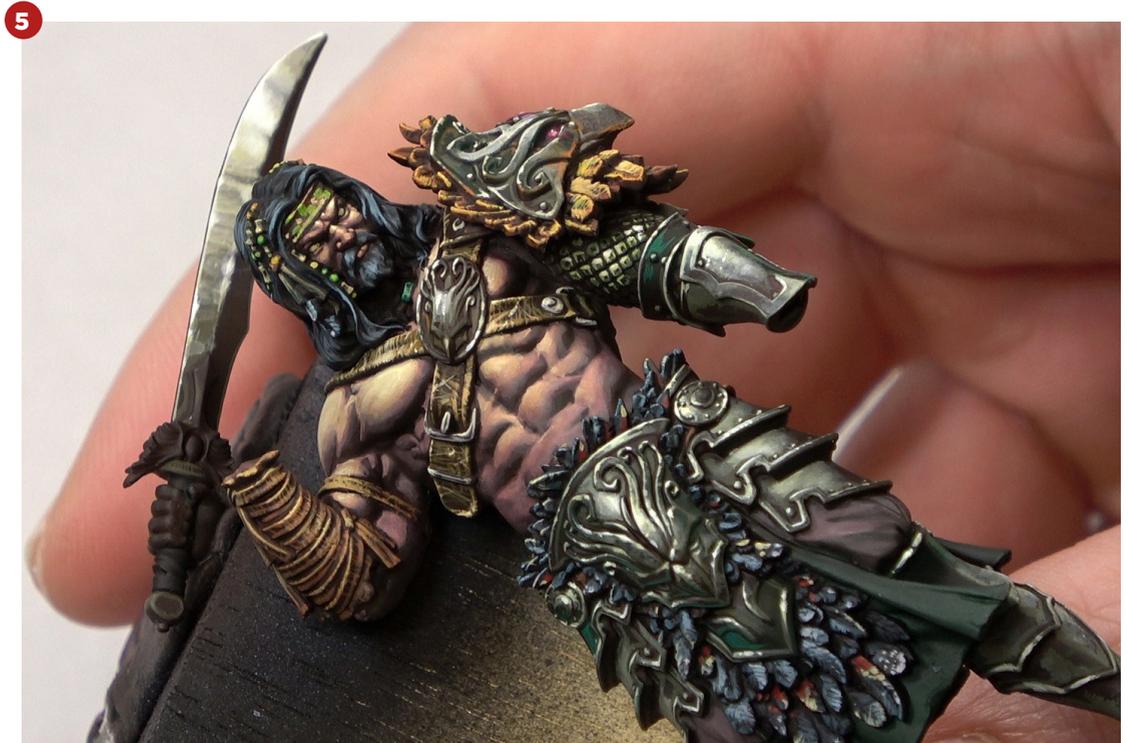
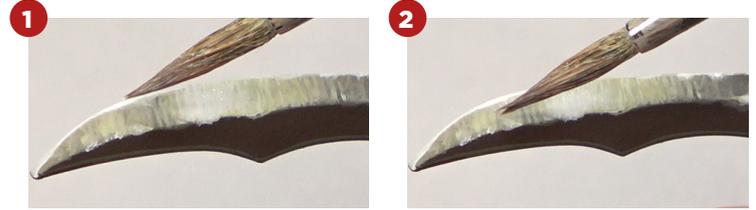
# 06 VIMIR



## ESPADA

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Y para finalizar, podemos limpiar nuestra arma añadiendo un poco más de agua a la mezcla. Fíjate bien en las zonas donde he colocado los brillos a lo largo de todo el plano de la espada. Espero que os haya gustado mucho este tutorial. ¡Nos vemos en el siguiente!





# 07 COLORES



Black  
(VAD)



Turquoise  
(AK)



Sickly Pink  
(AK)



Vermillion  
(AK)



Beige  
(AK)



Frog Green  
(AK)



Luminous  
Green  
(AK)



Medium Rust  
(AK)



Medium  
Orange  
(AK)



Volcanic  
Yellow  
(AK)



Reflective  
Green  
(AK)



Dark Brown  
(AK)



Light Earth  
(AK)



Reedish Grey  
(AK)



Offwhite  
(AK)



Ak Interactive (3ª Generación) - (AK)  
Citadel Colour - (C)  
Golden Artist Colors - (G)  
Liquitex - (L)  
Scale 75 - (S75)  
Vallejo Arte Deco - (VAD)  
Vallejo Game Air - (VGA)  
Vallejo Model Color - (VMC)

\* Colores utilizados en el Volumen V.

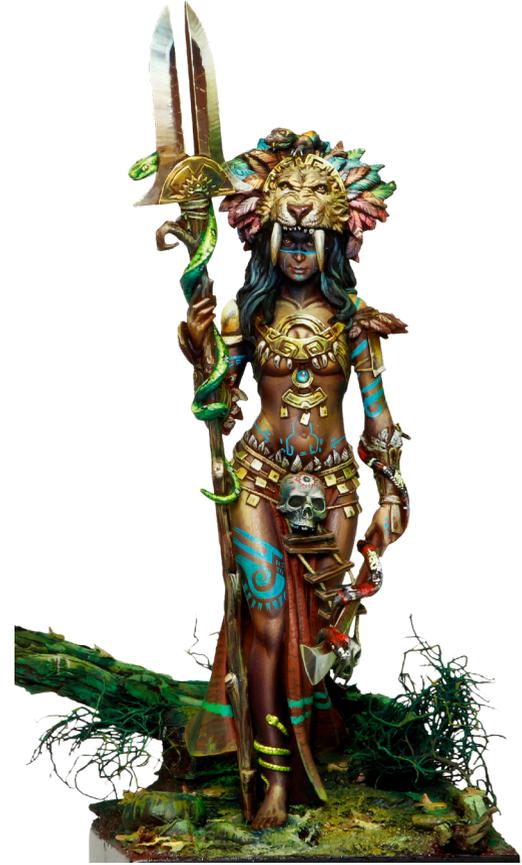
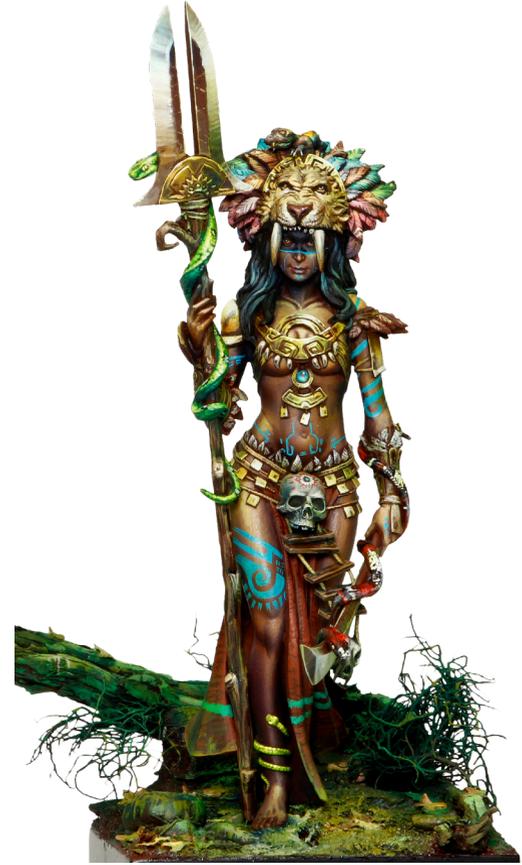
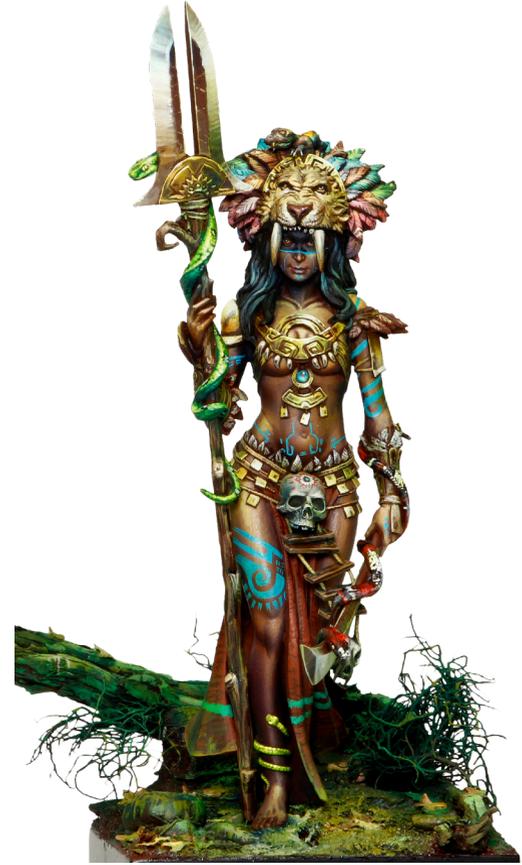
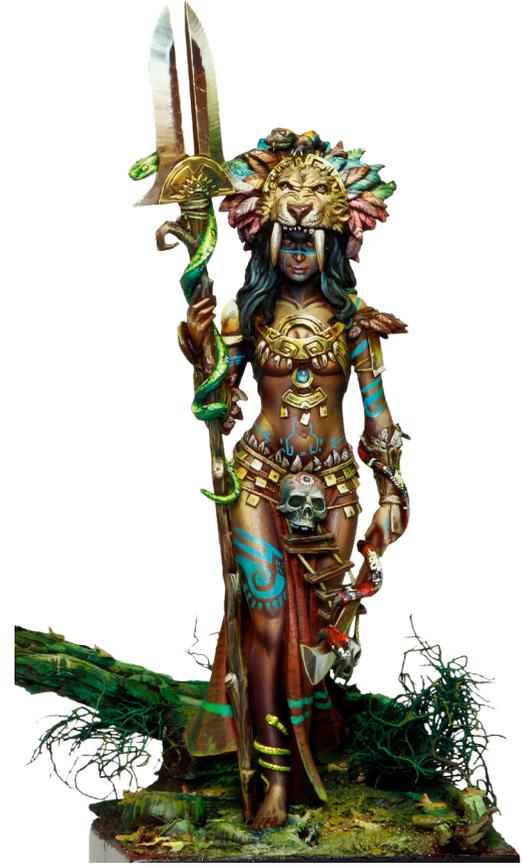
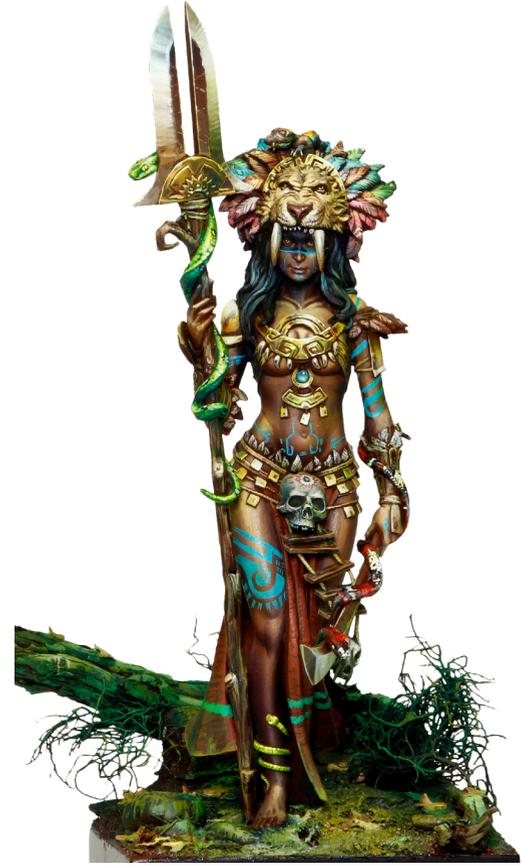
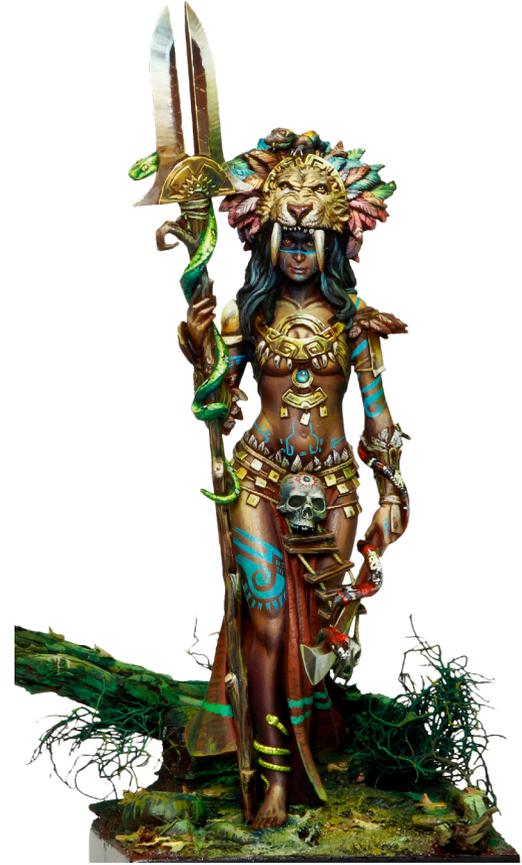
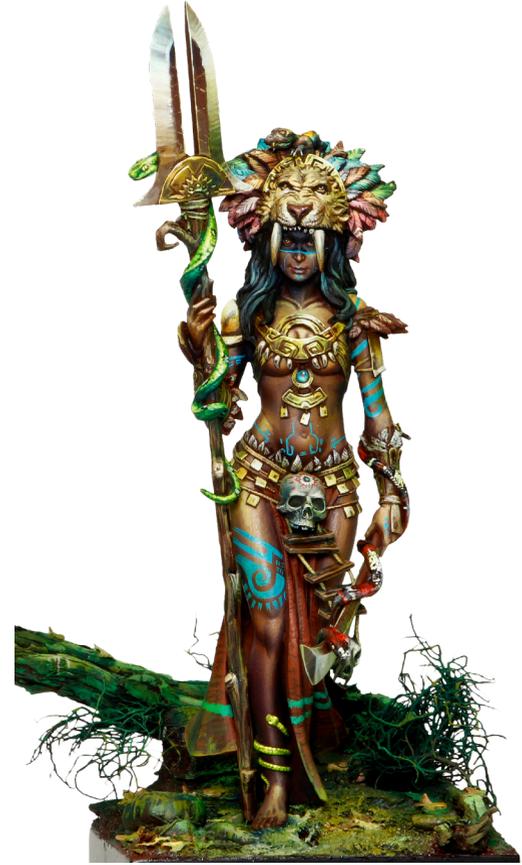
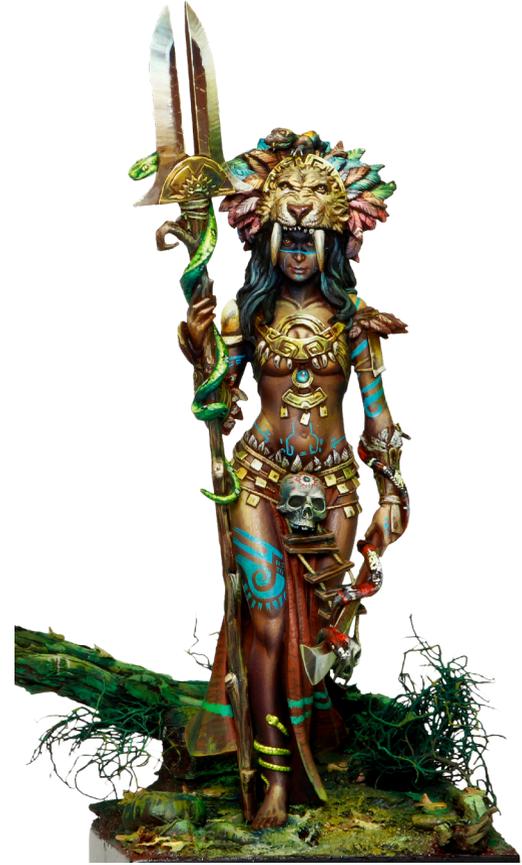
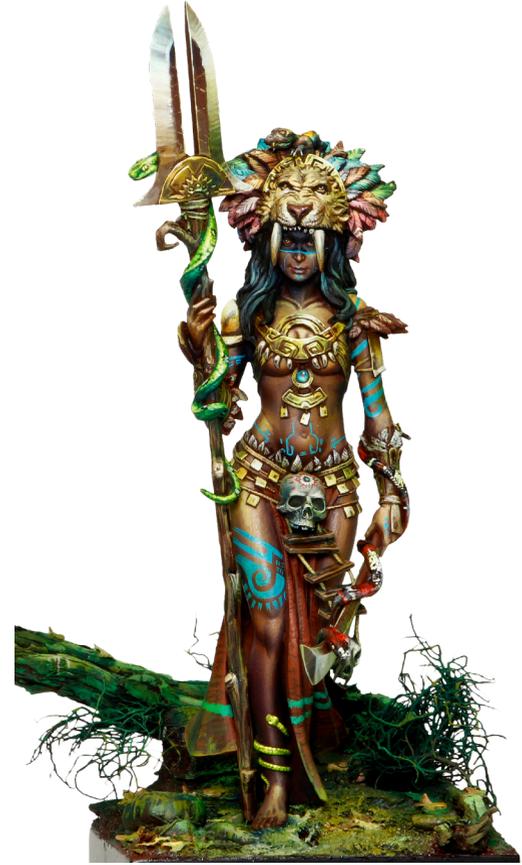
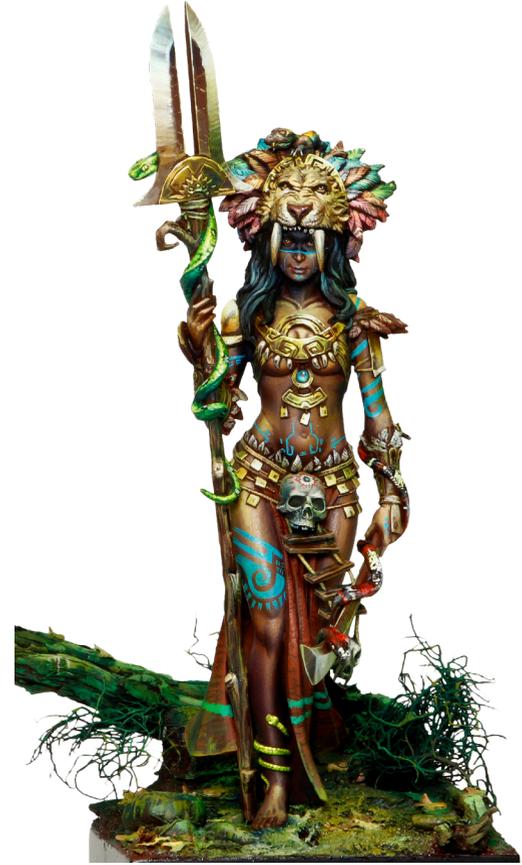
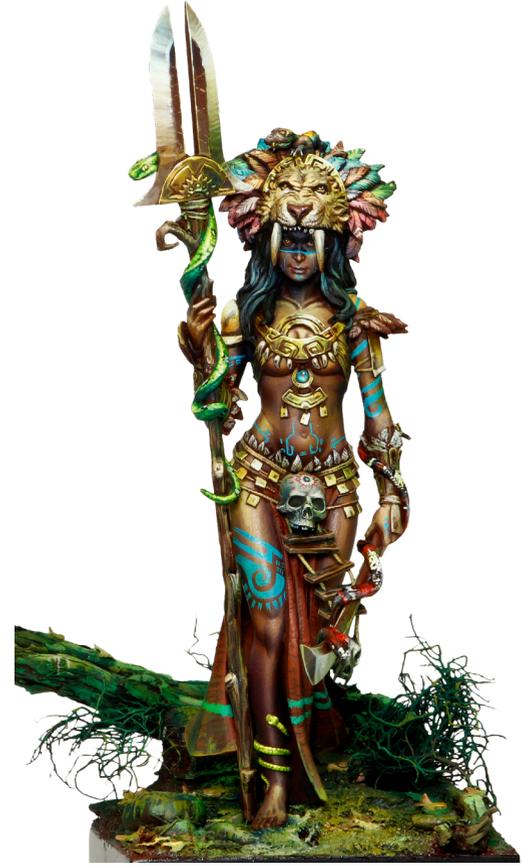
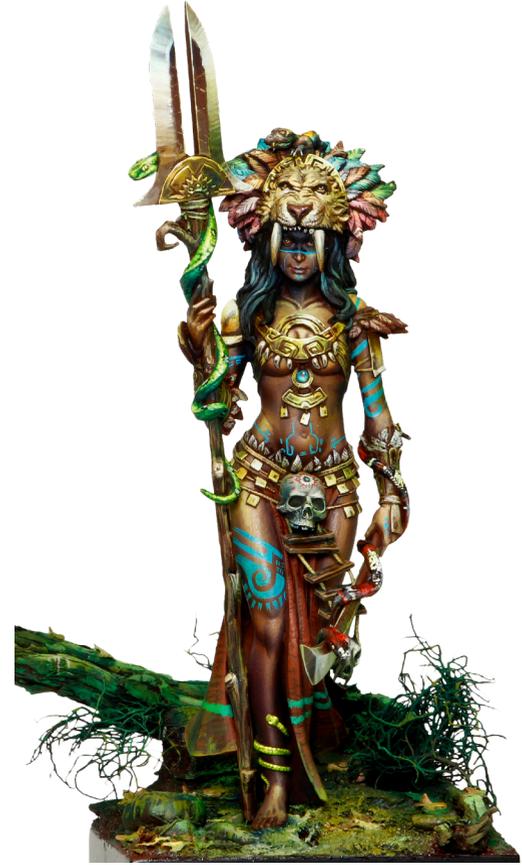
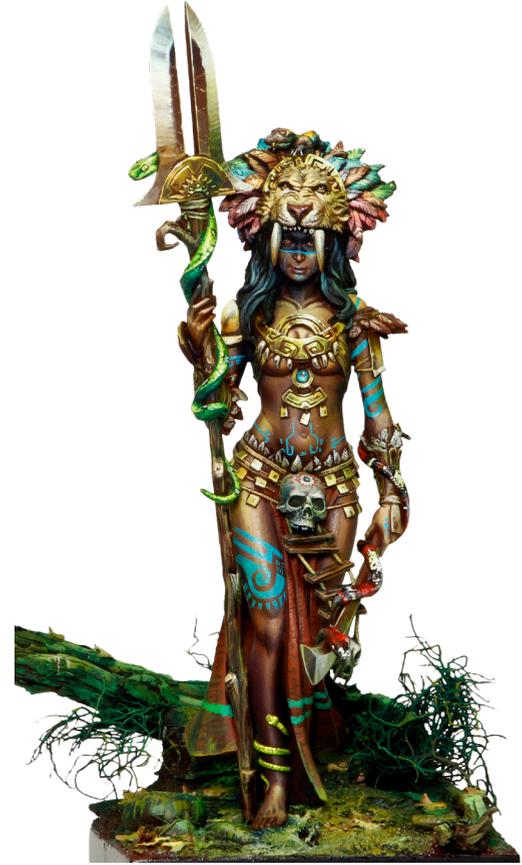
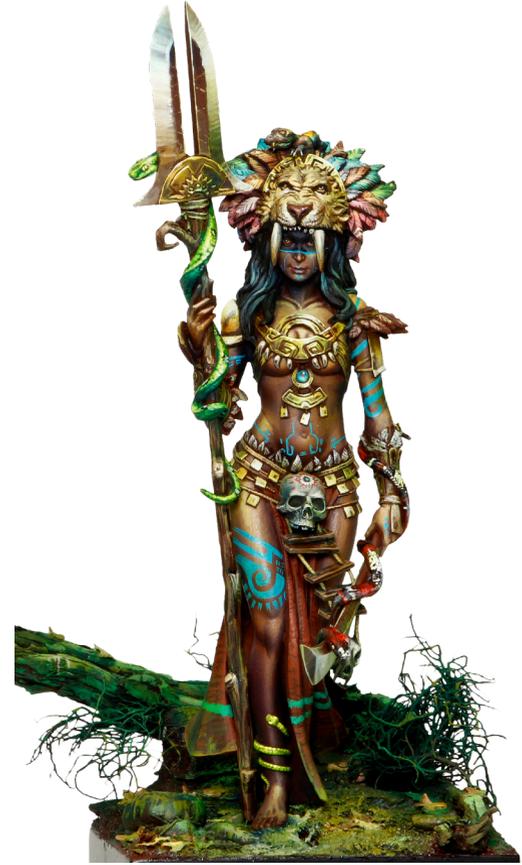
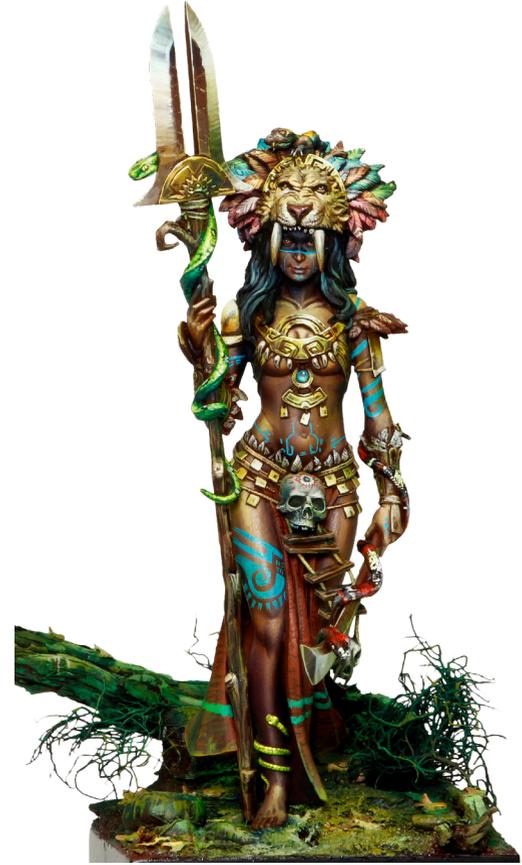
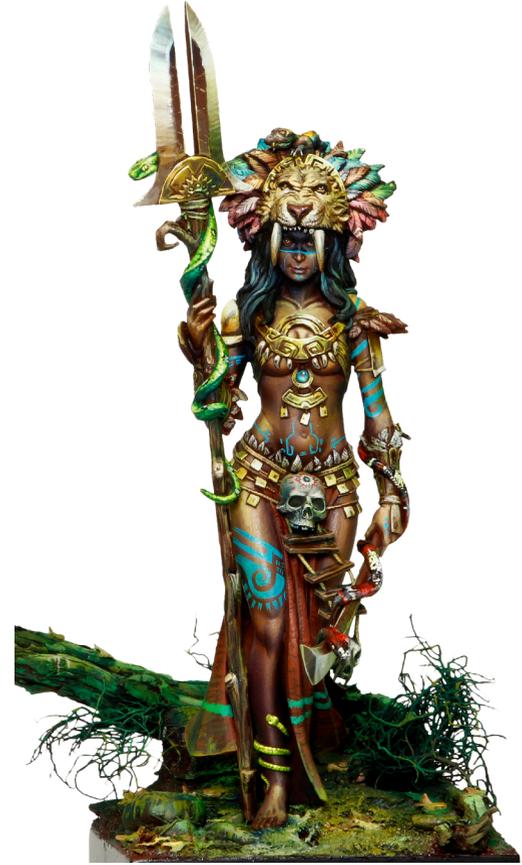
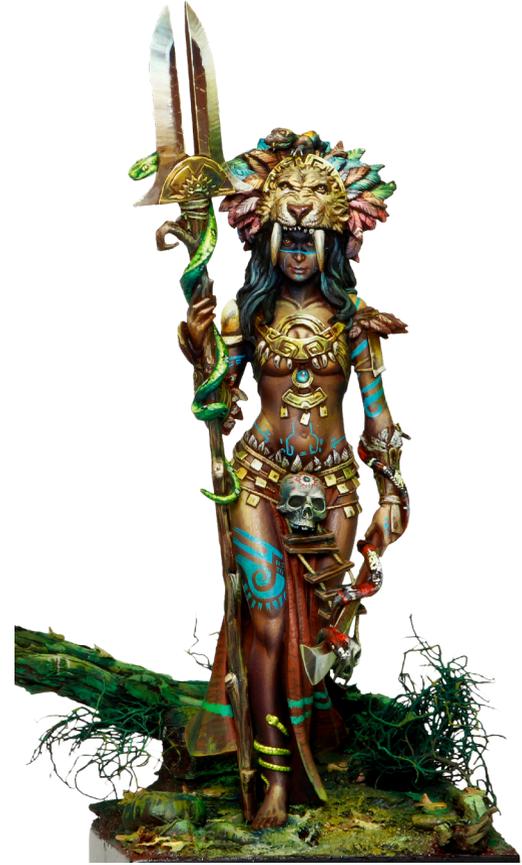
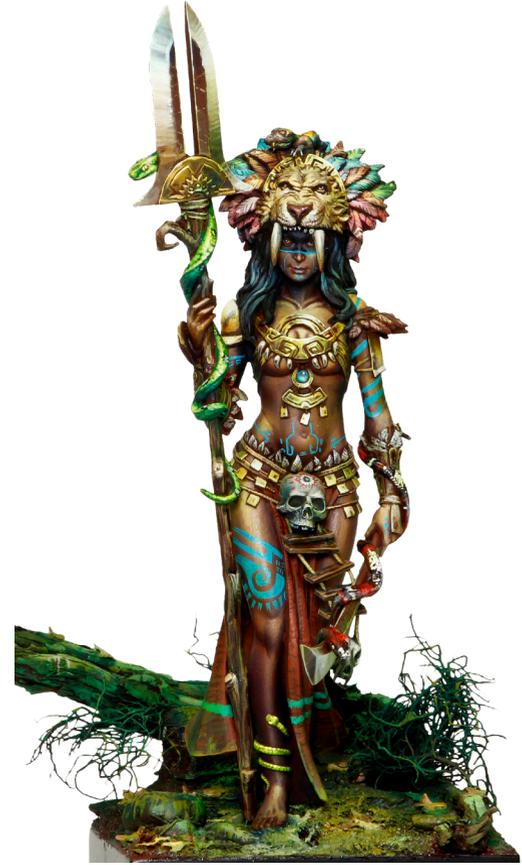
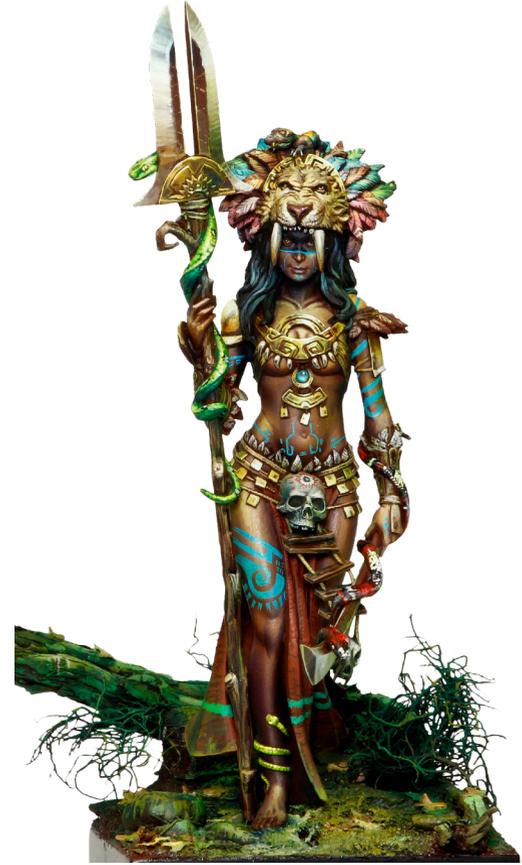
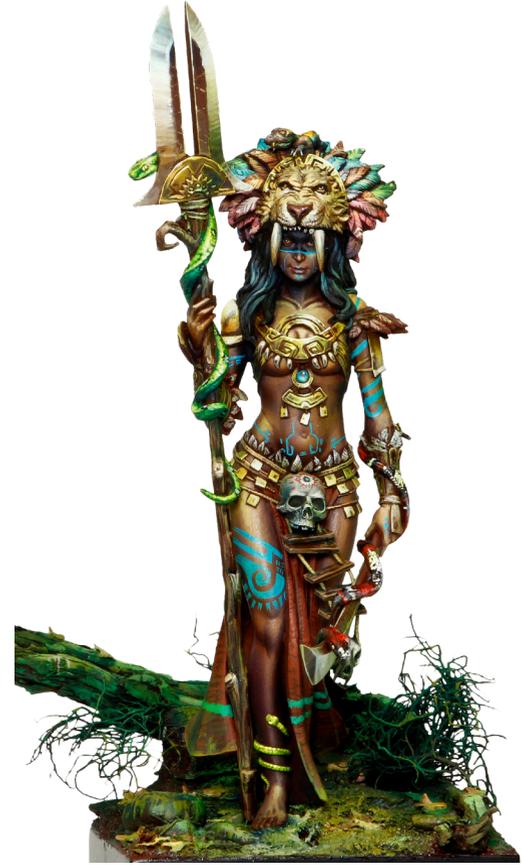
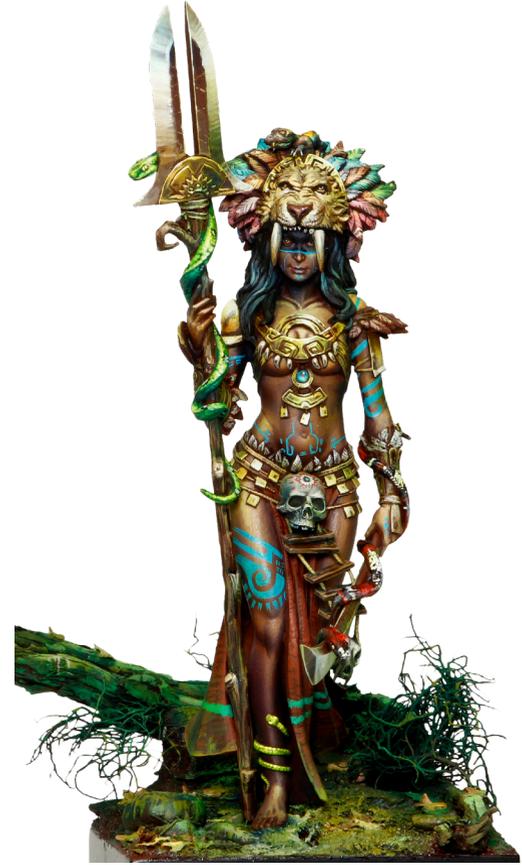
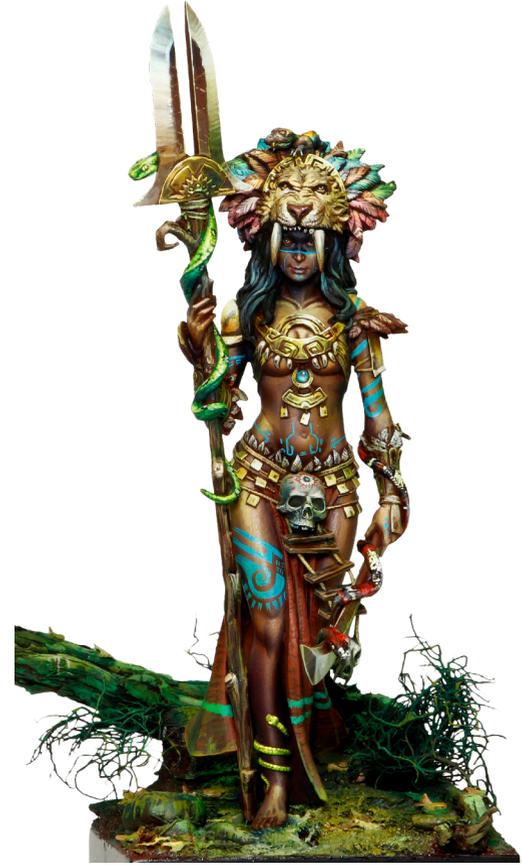
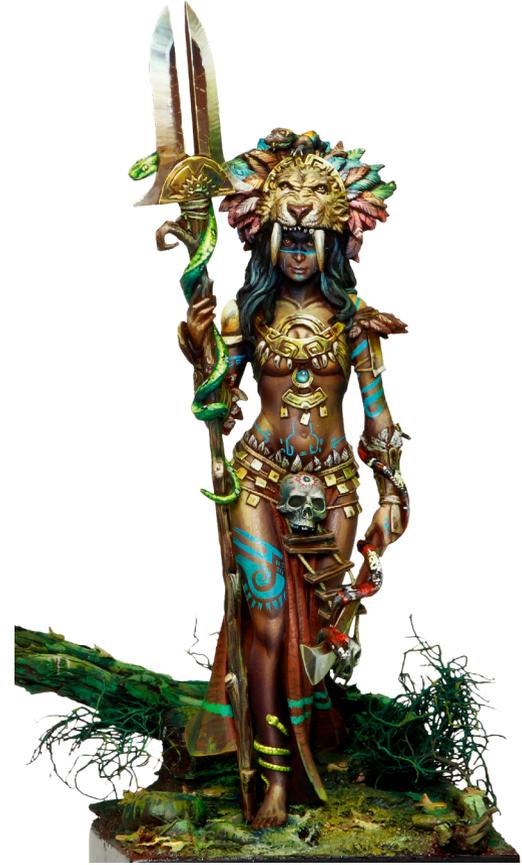
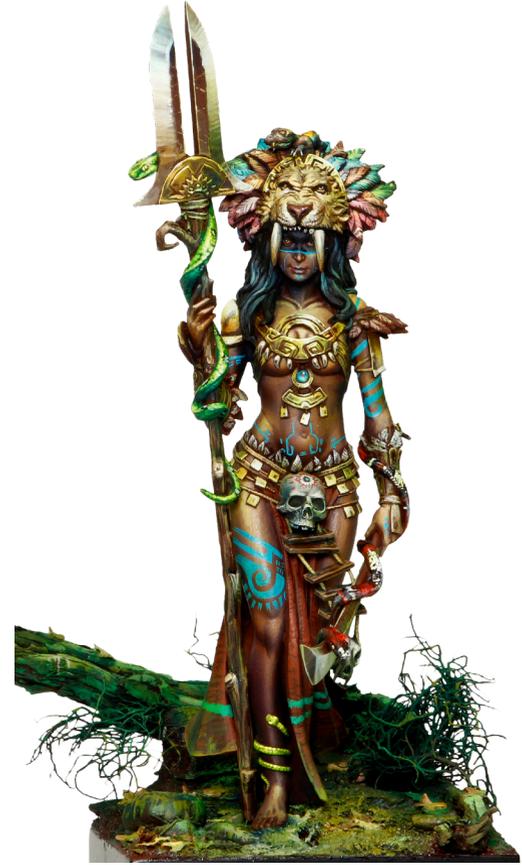
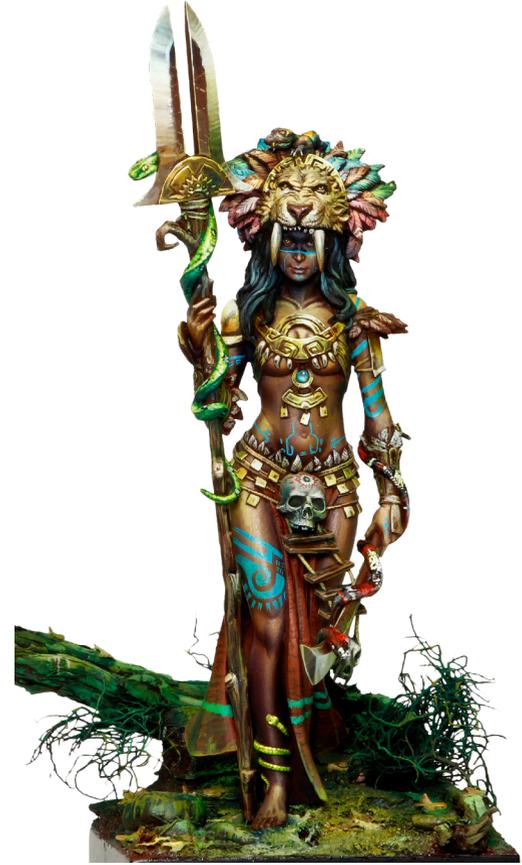
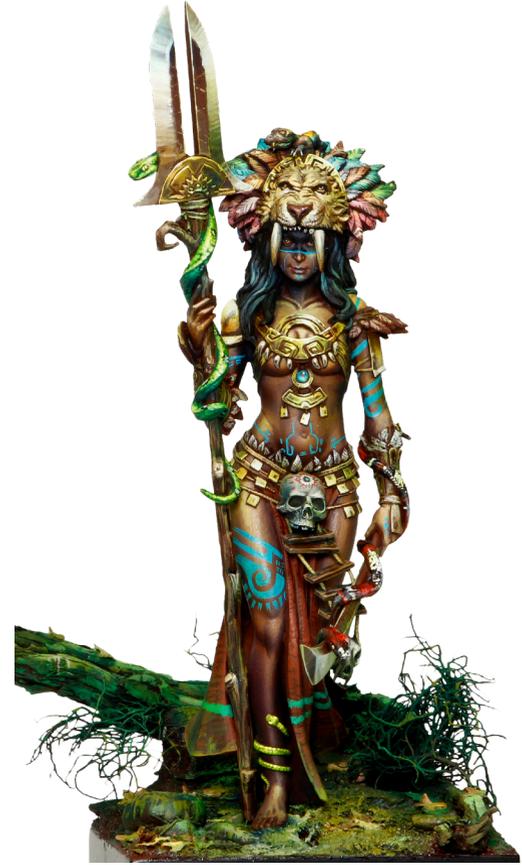
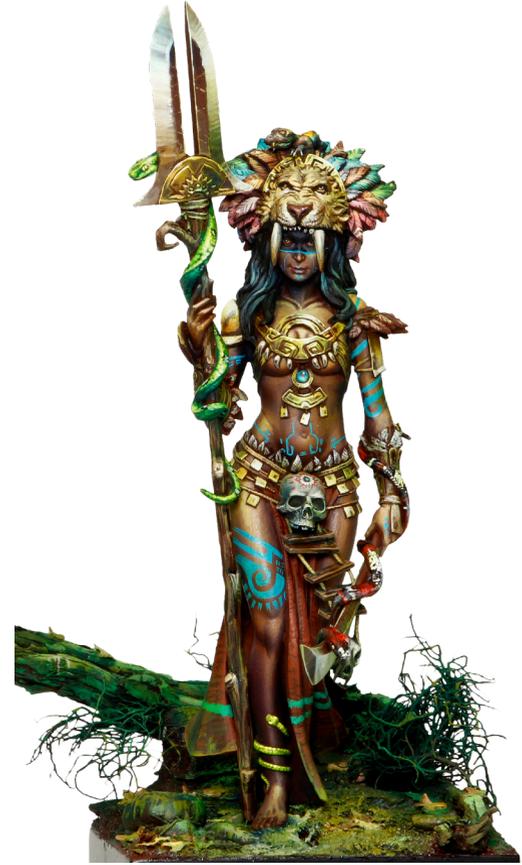
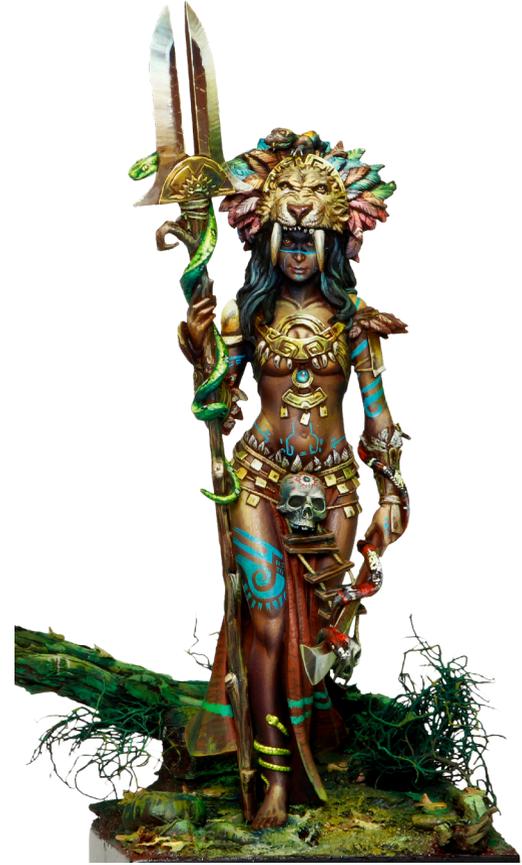
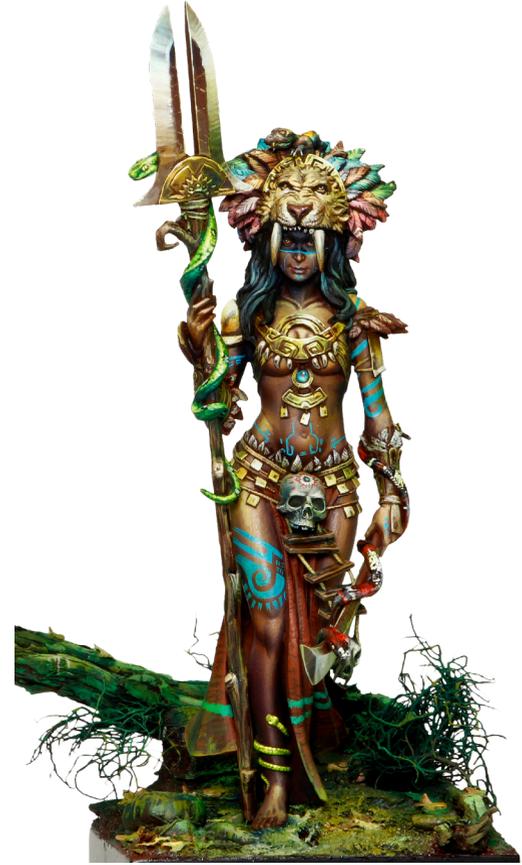
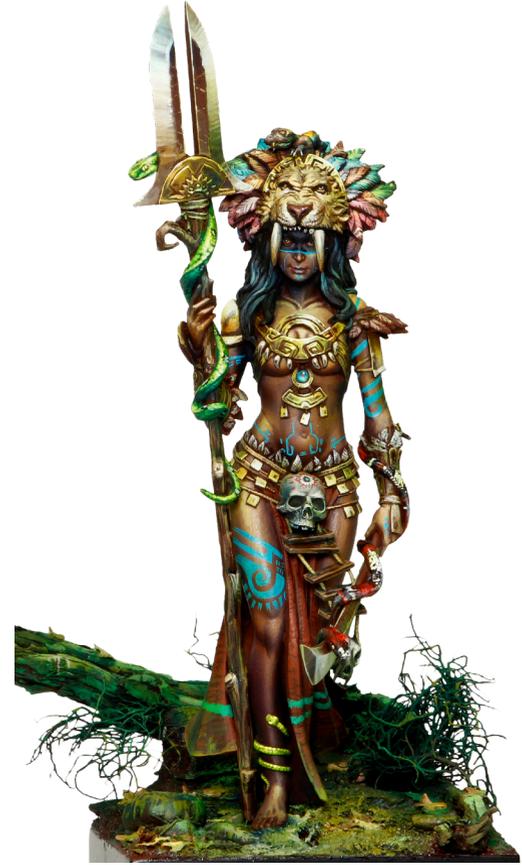
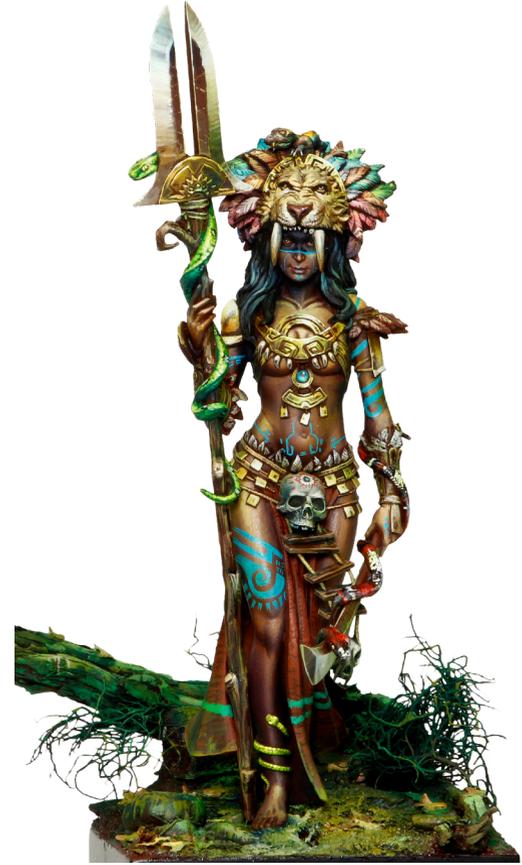
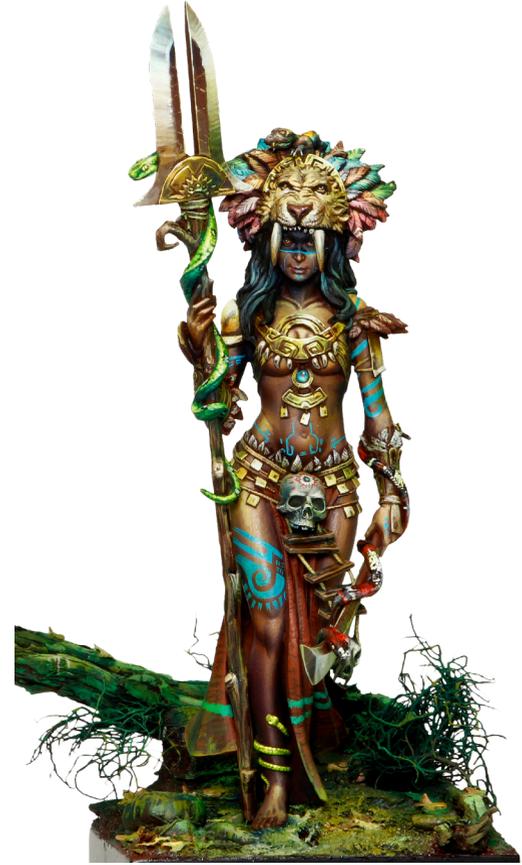
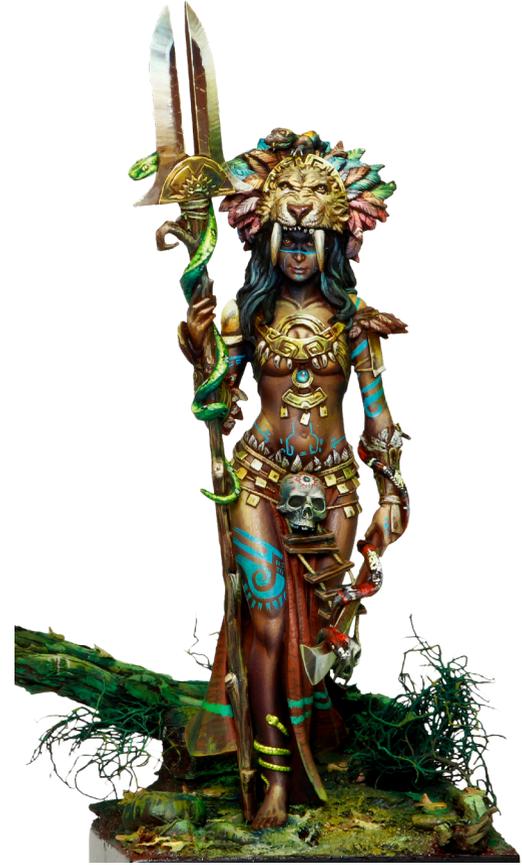
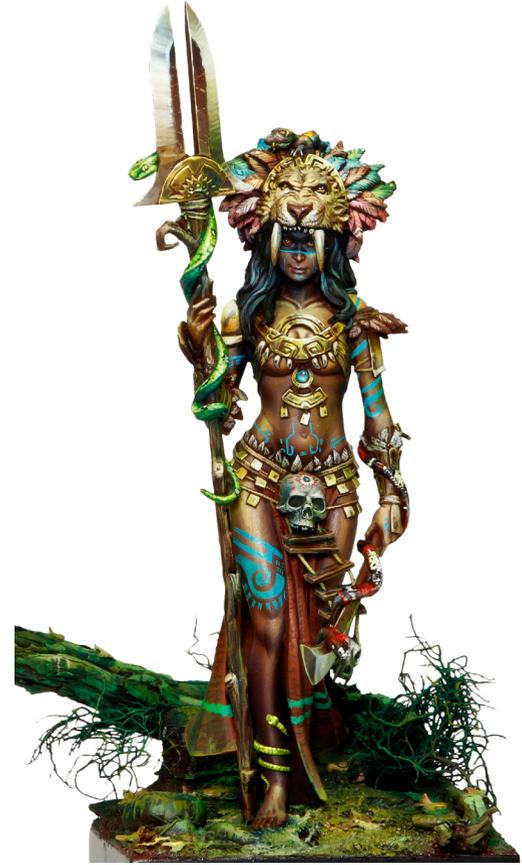
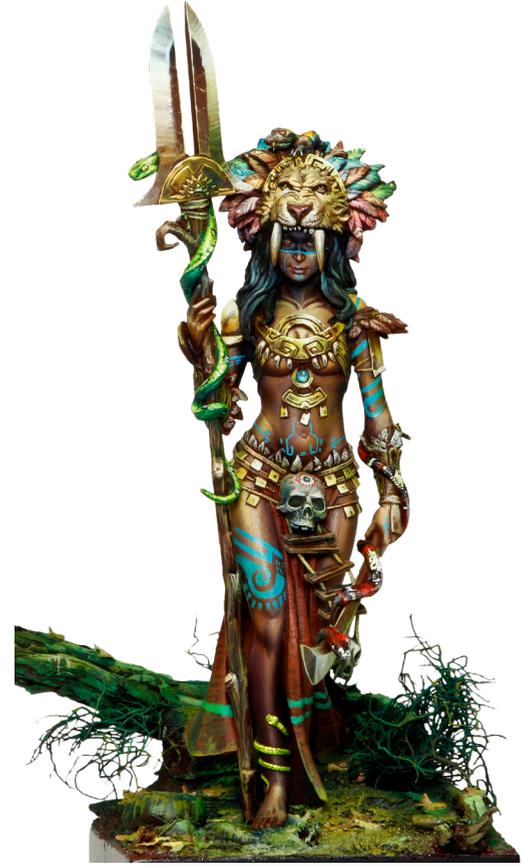
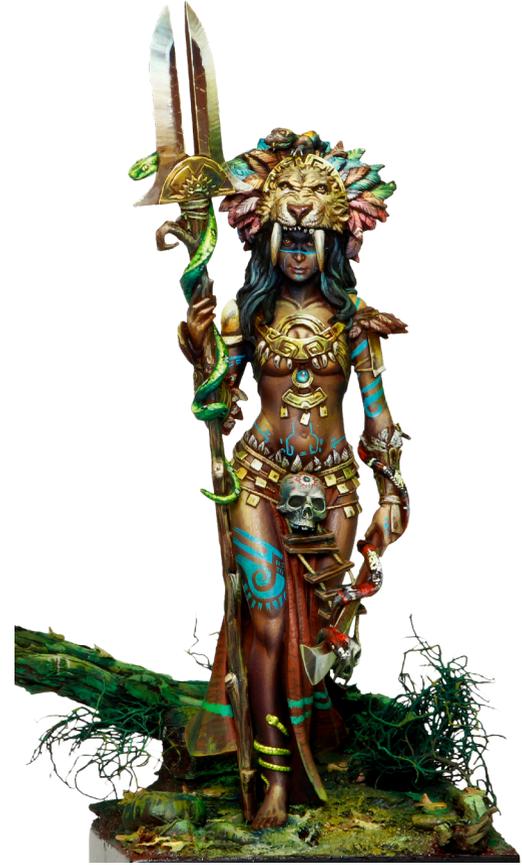
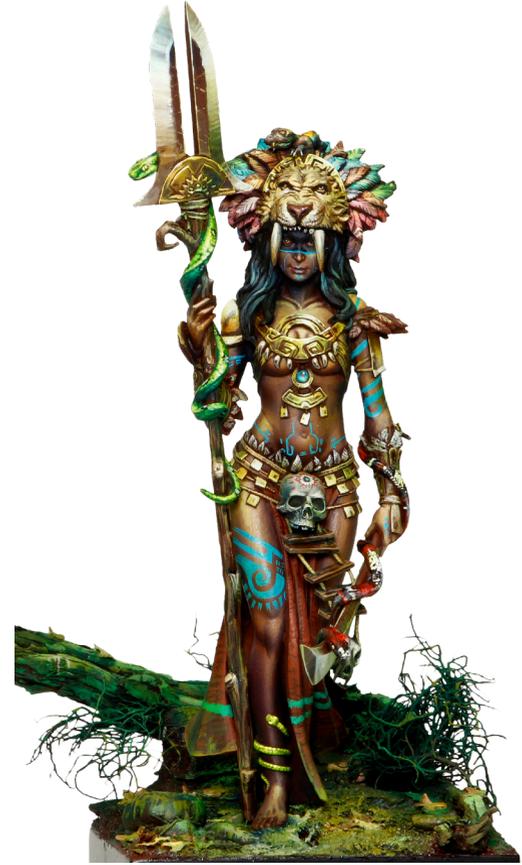
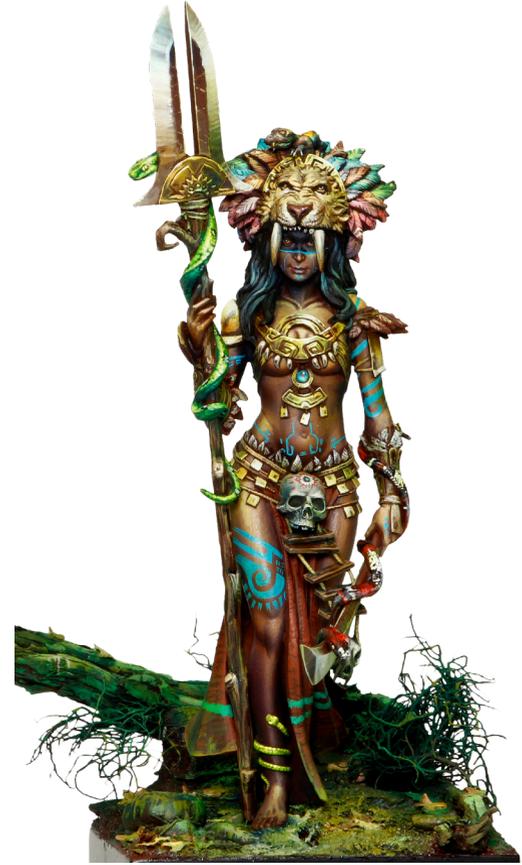
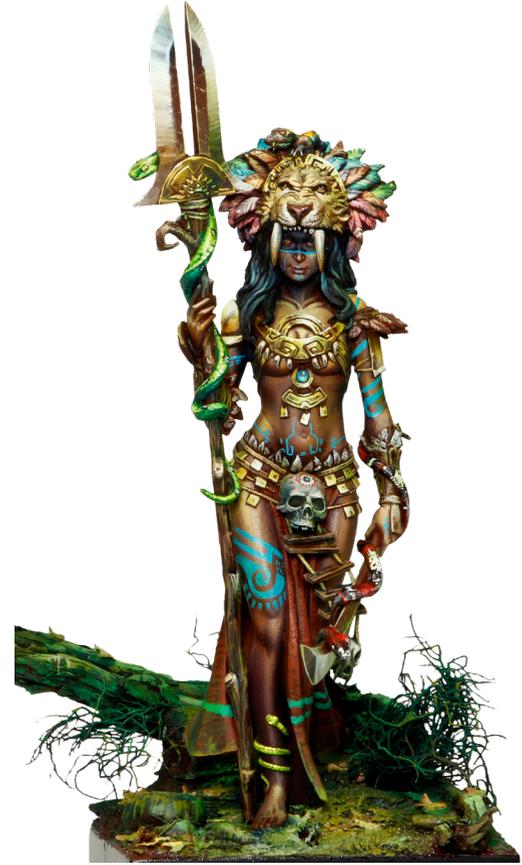
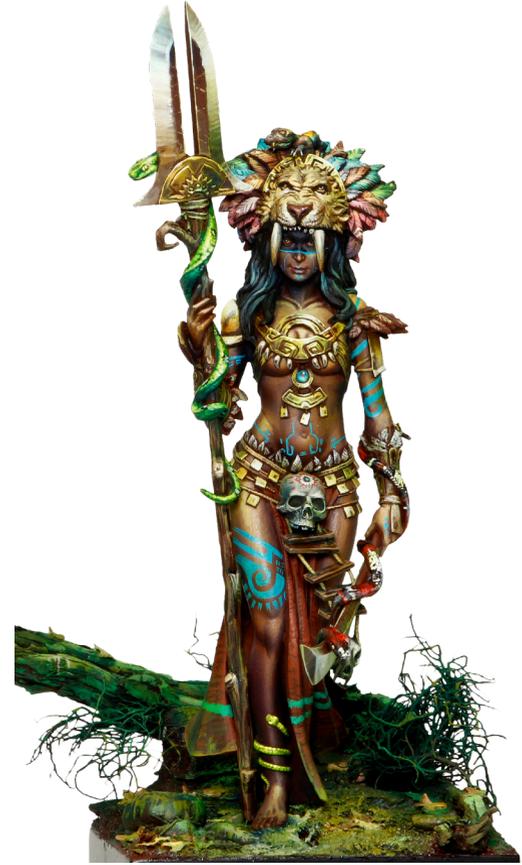
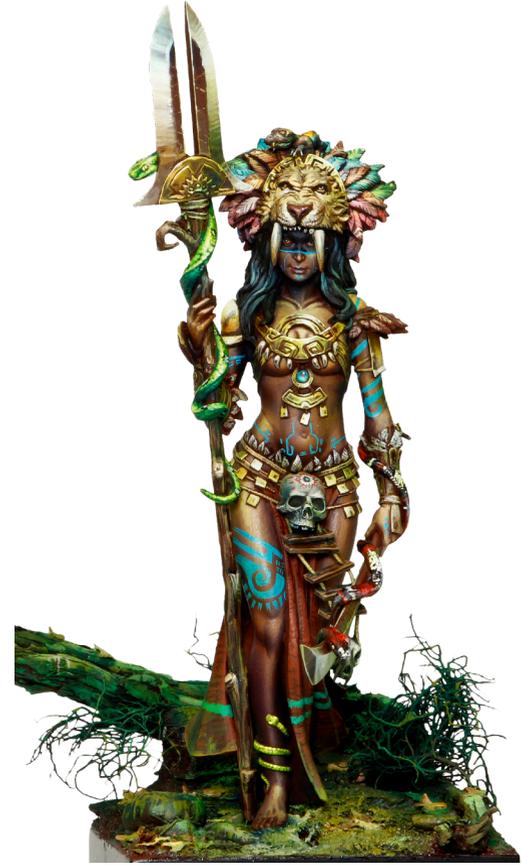
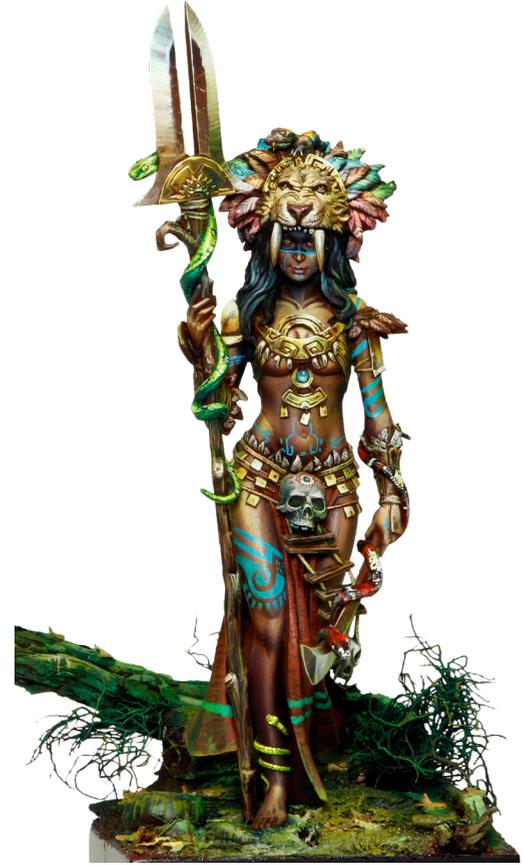
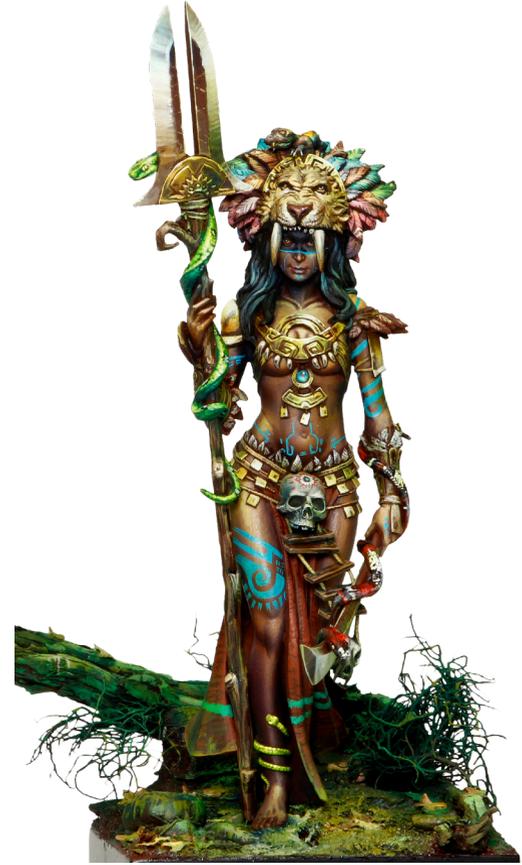
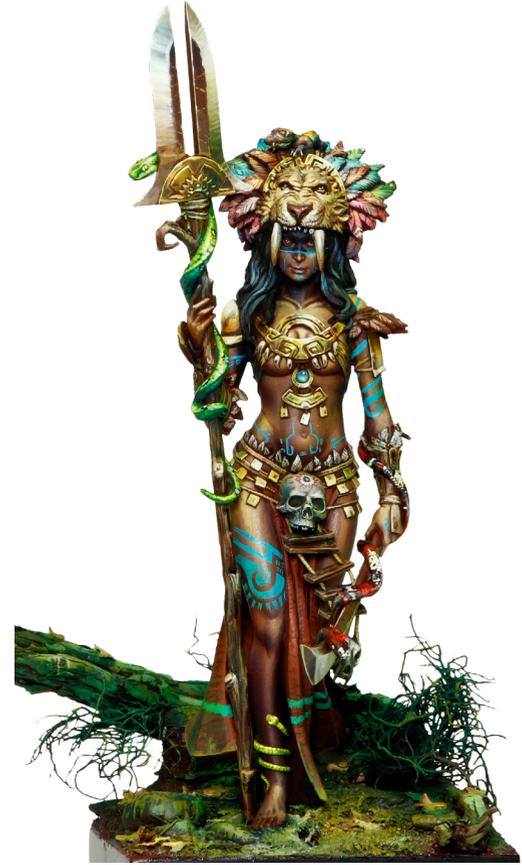
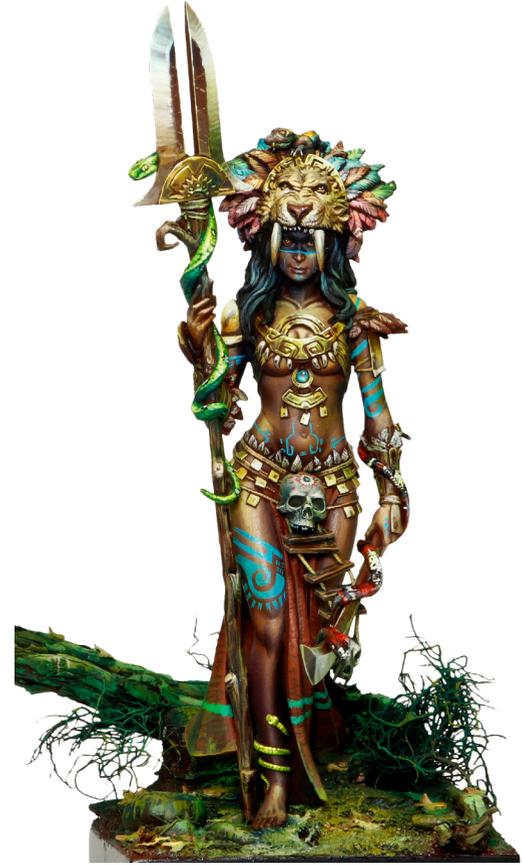
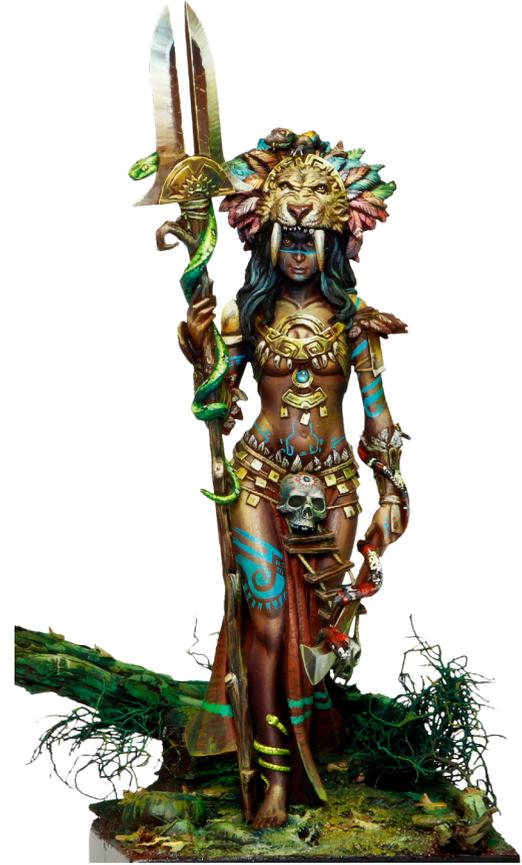
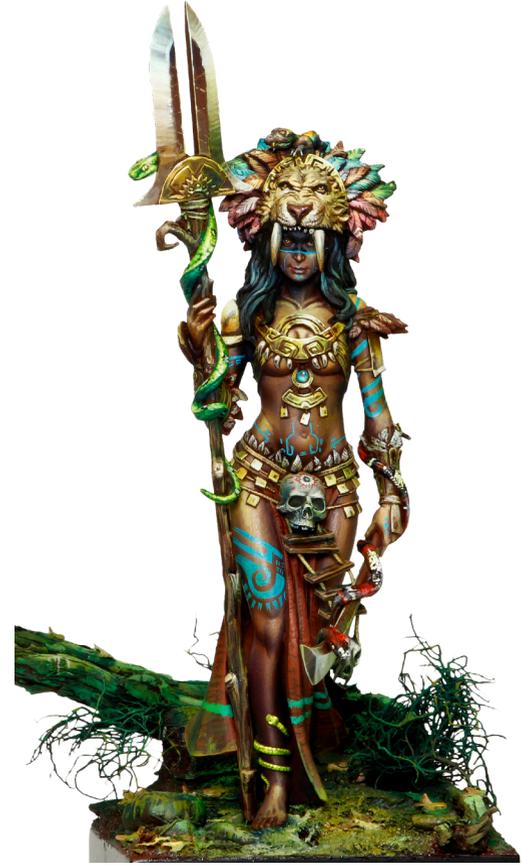
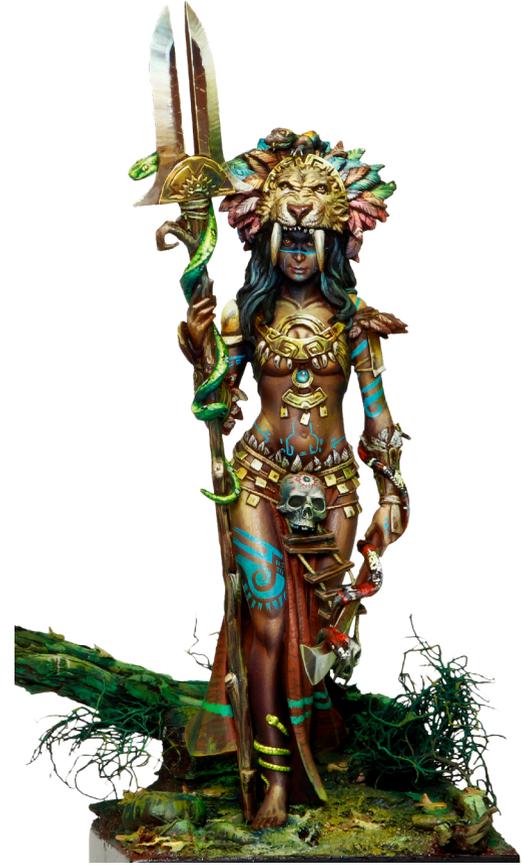
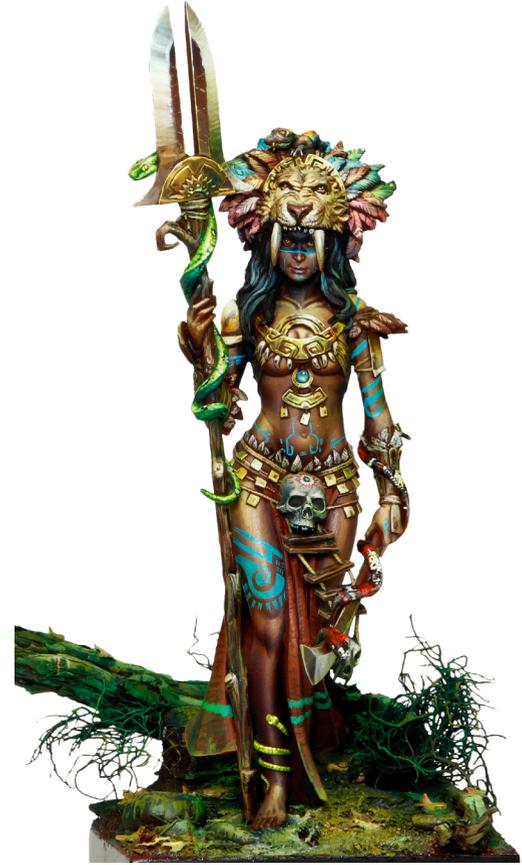
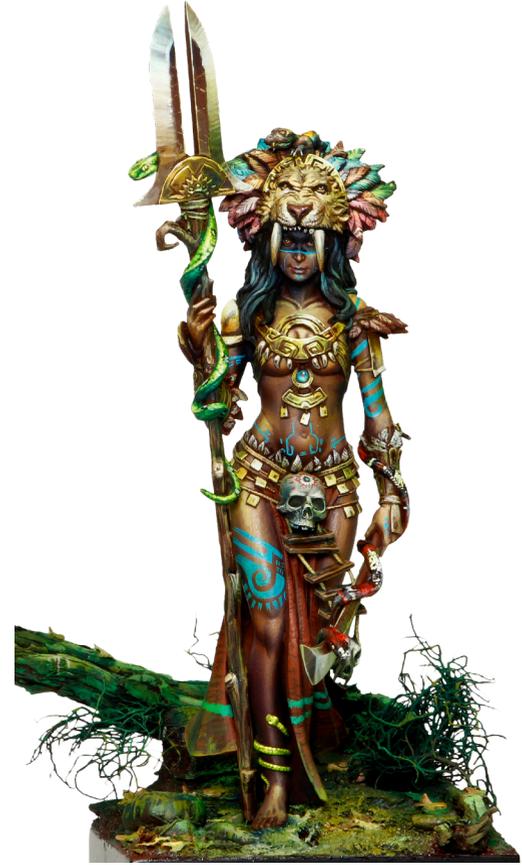
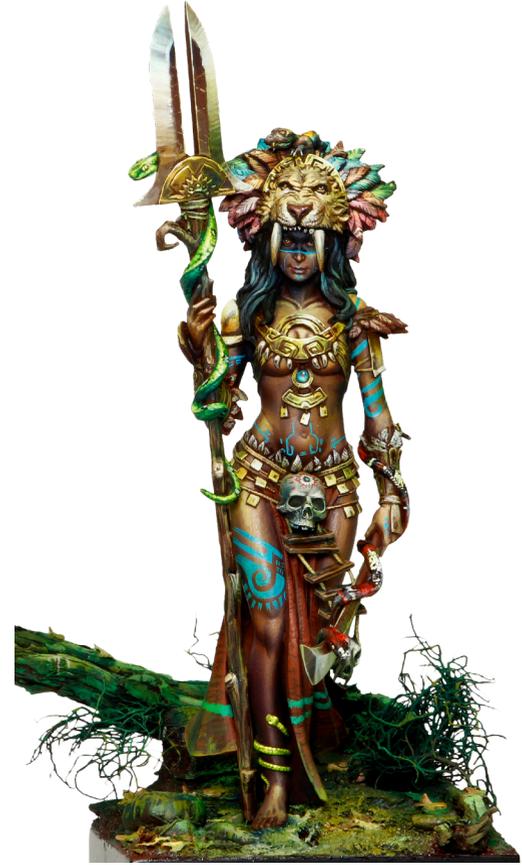
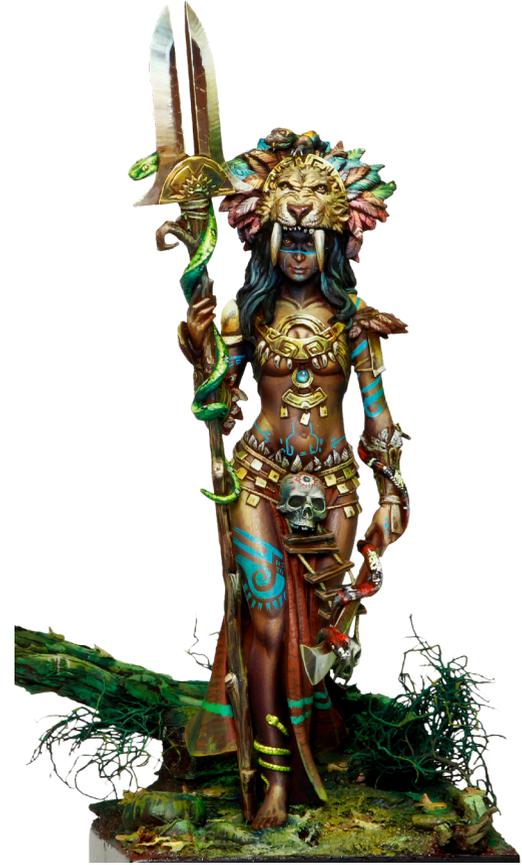
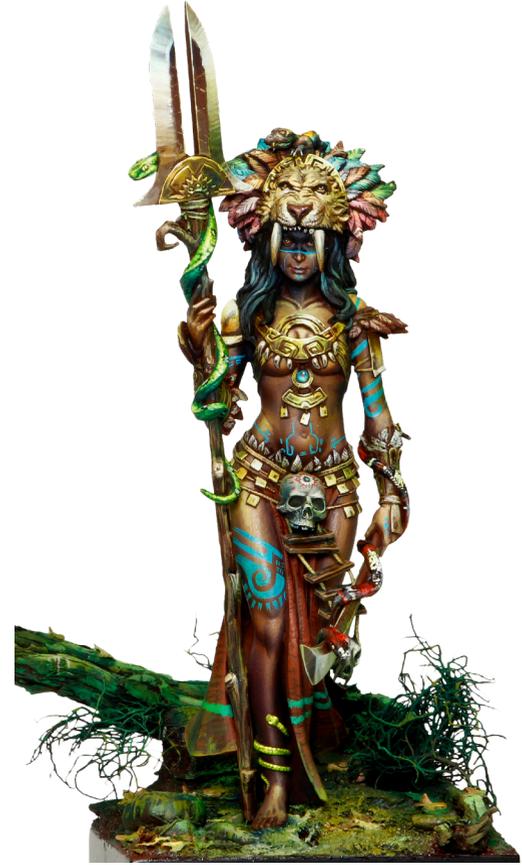
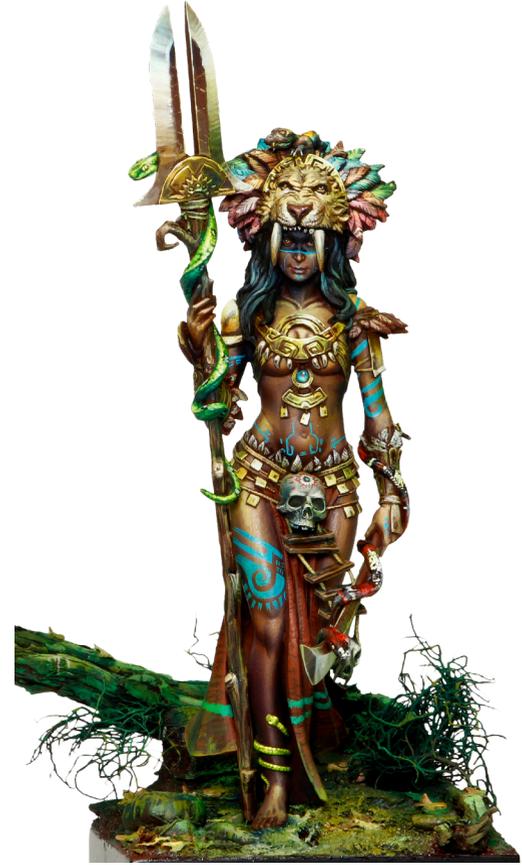
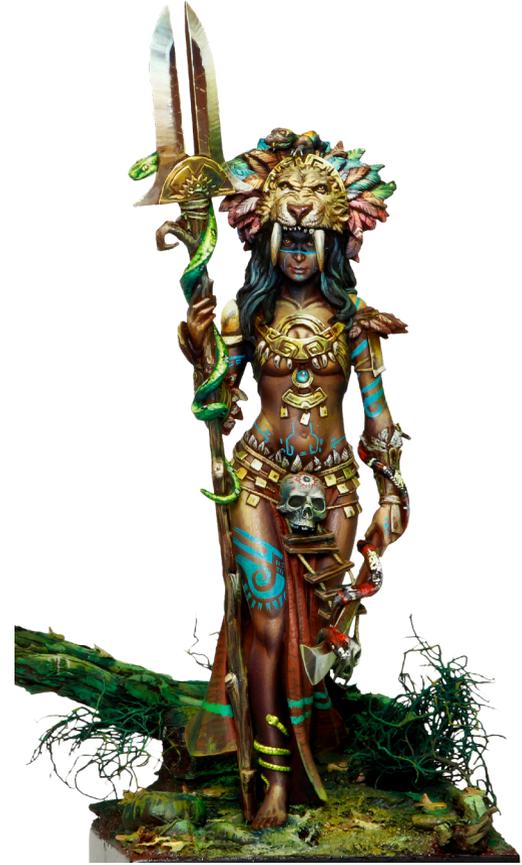
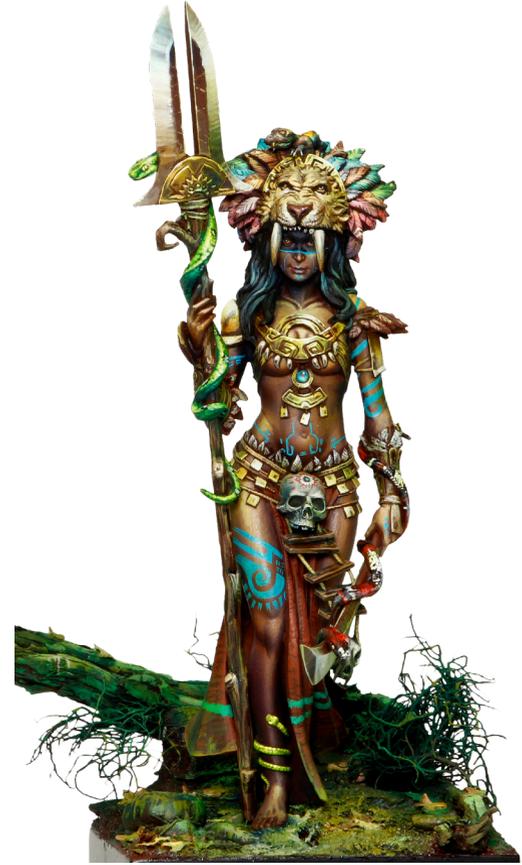
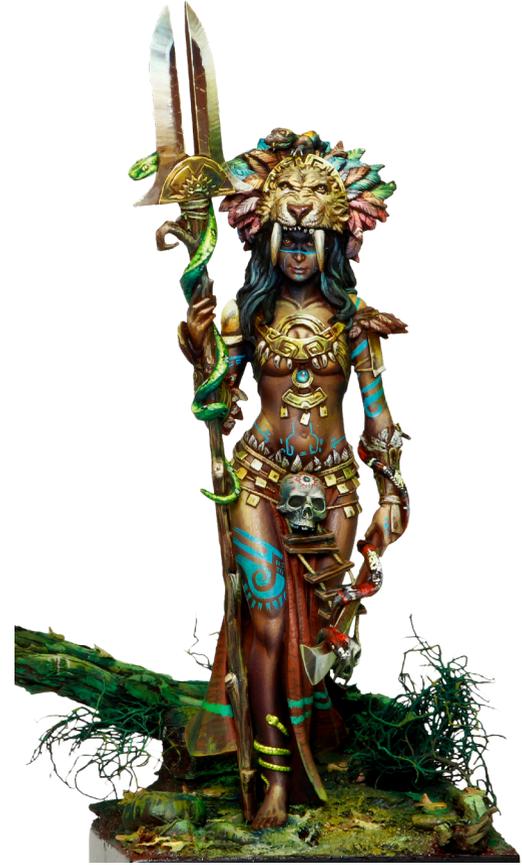
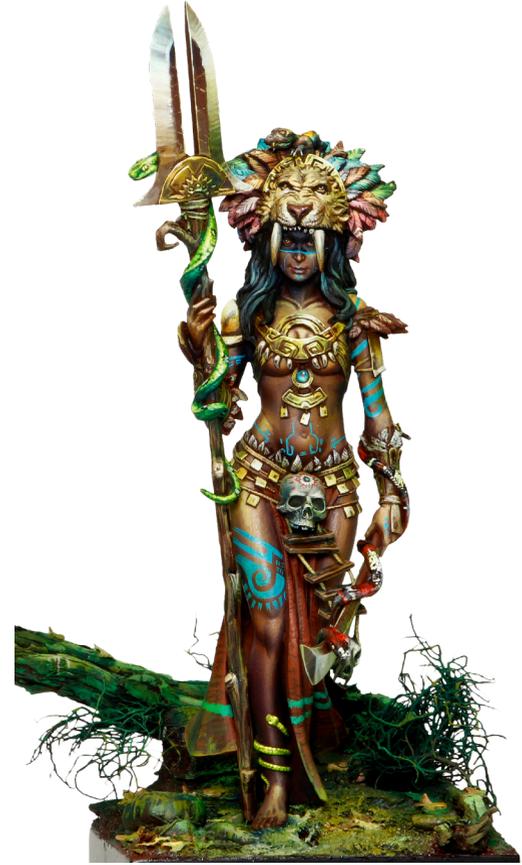
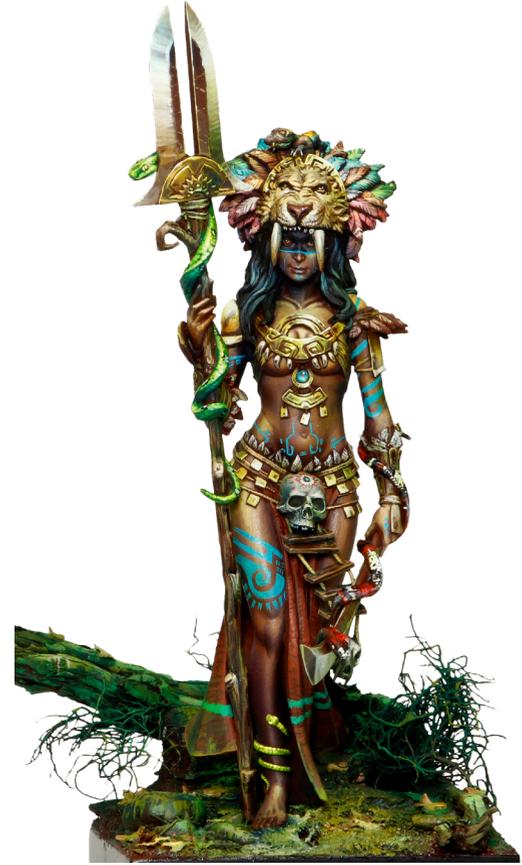
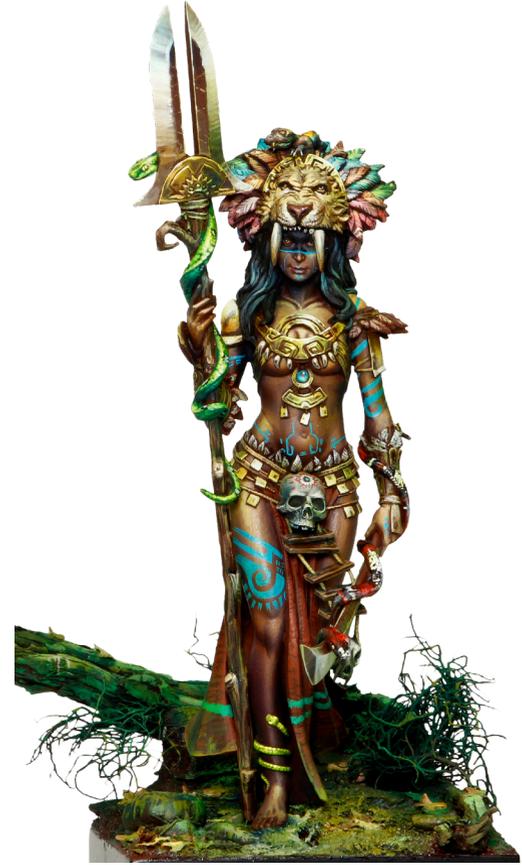
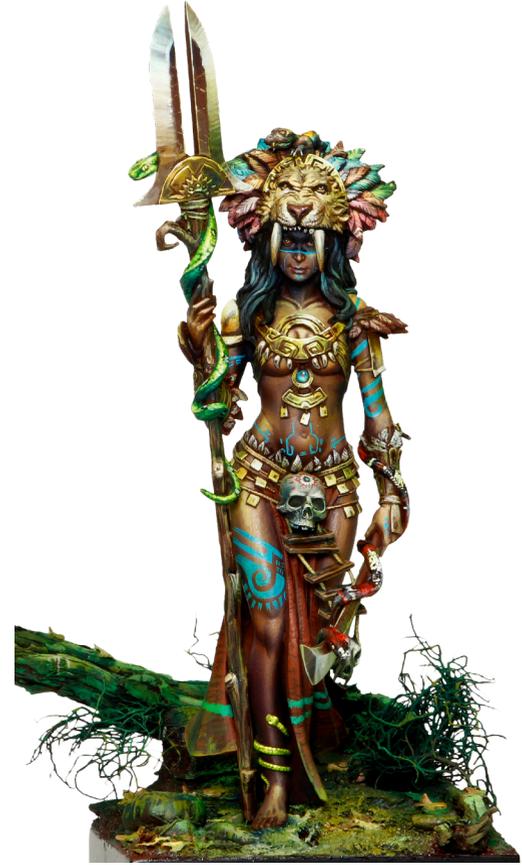
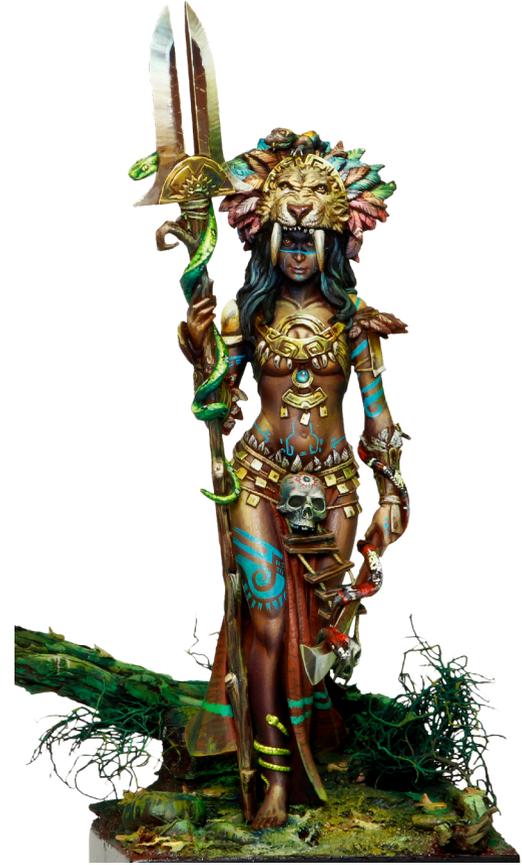
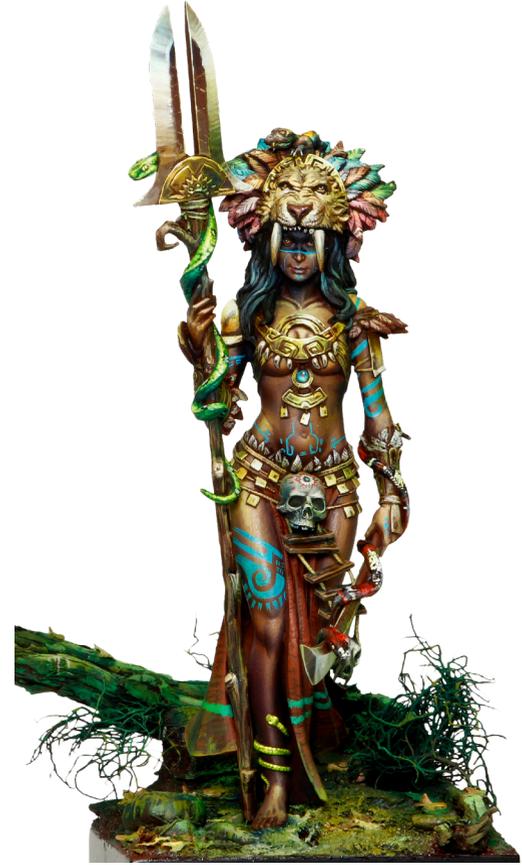
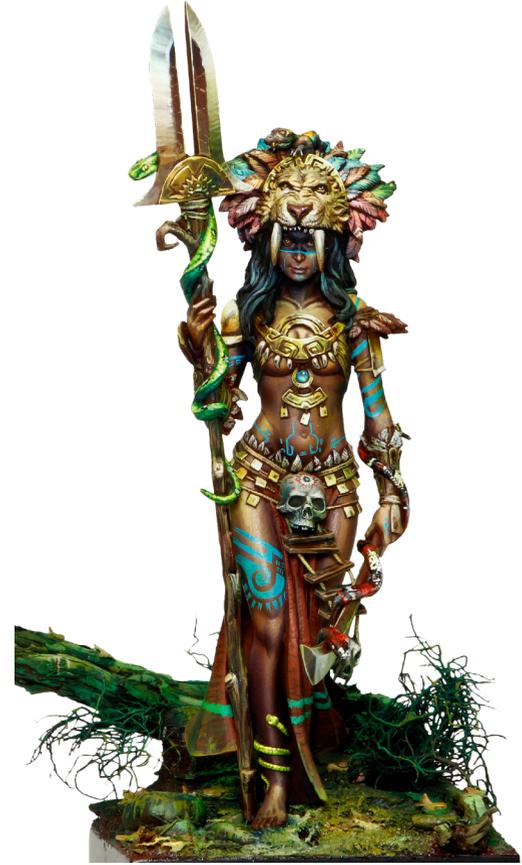
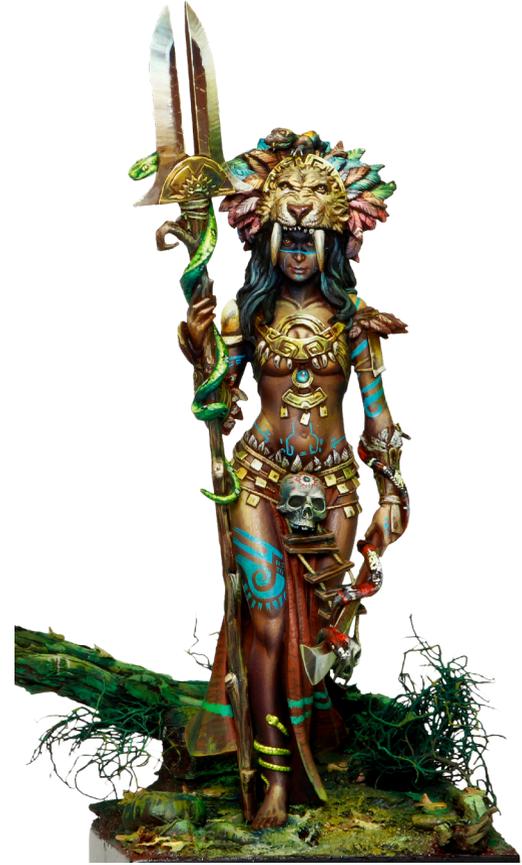
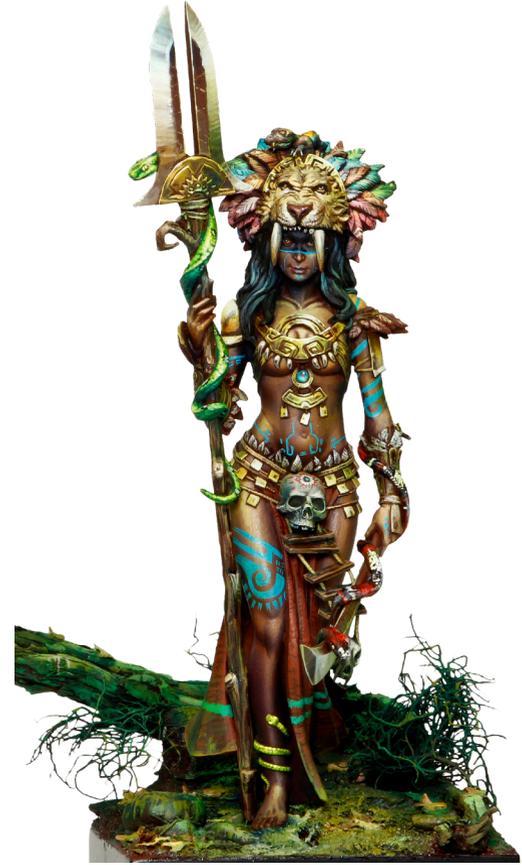
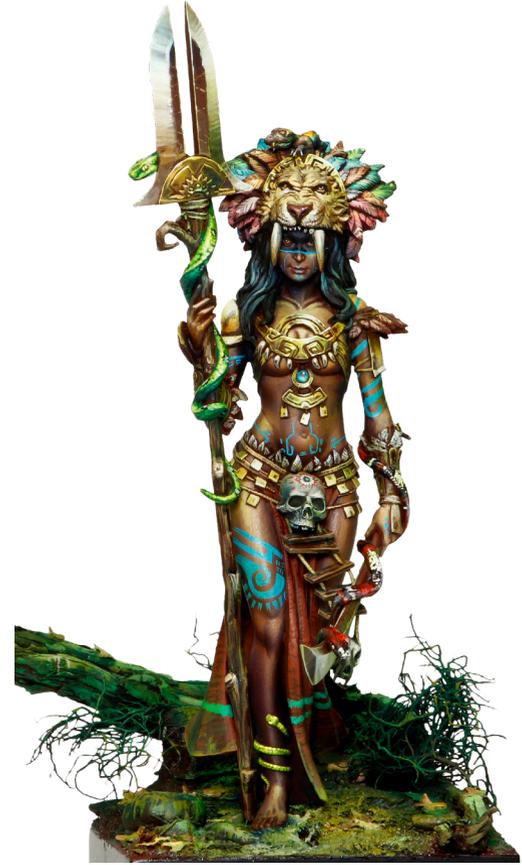
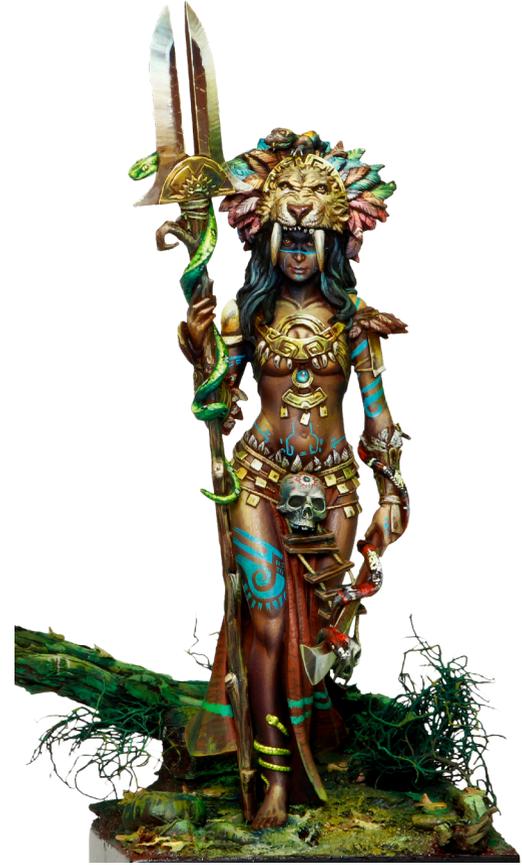
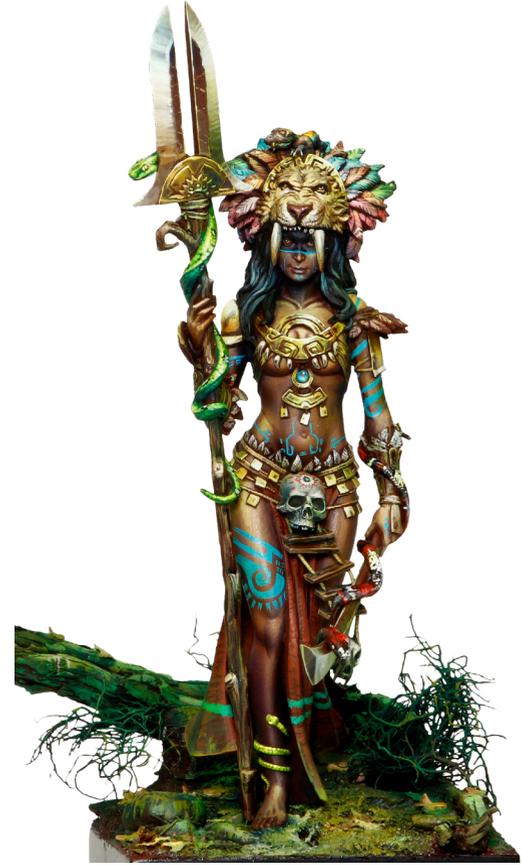
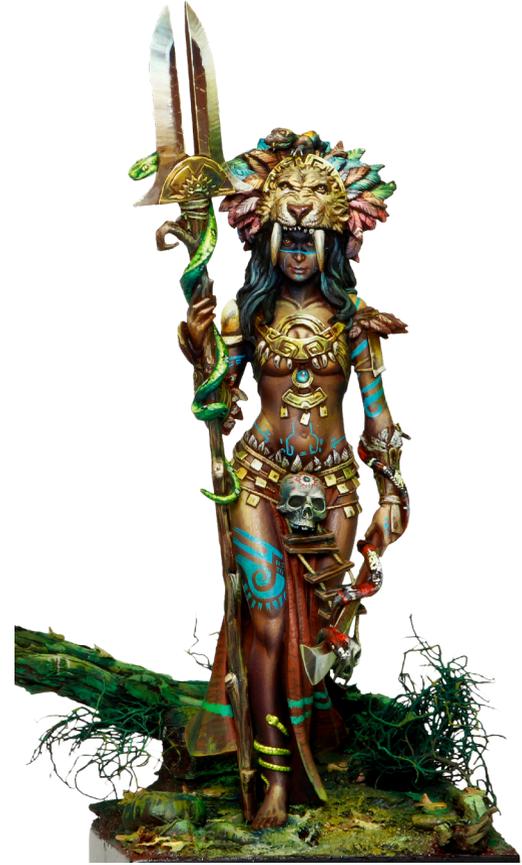
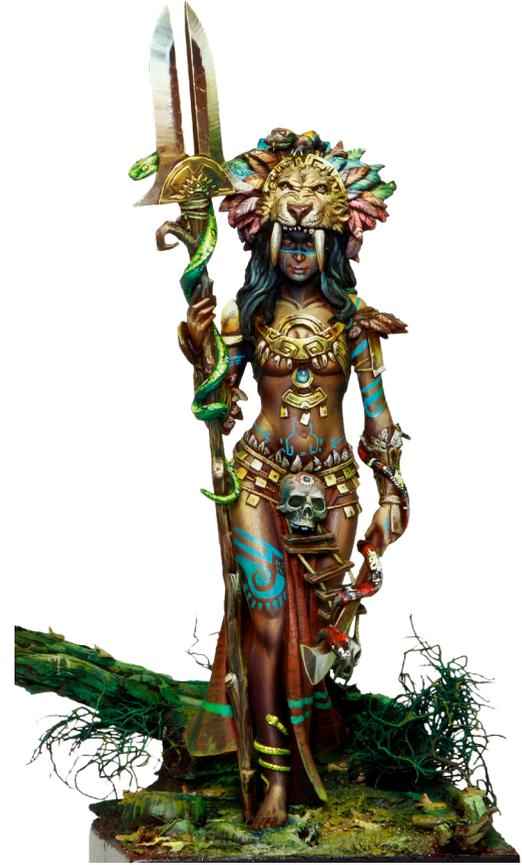
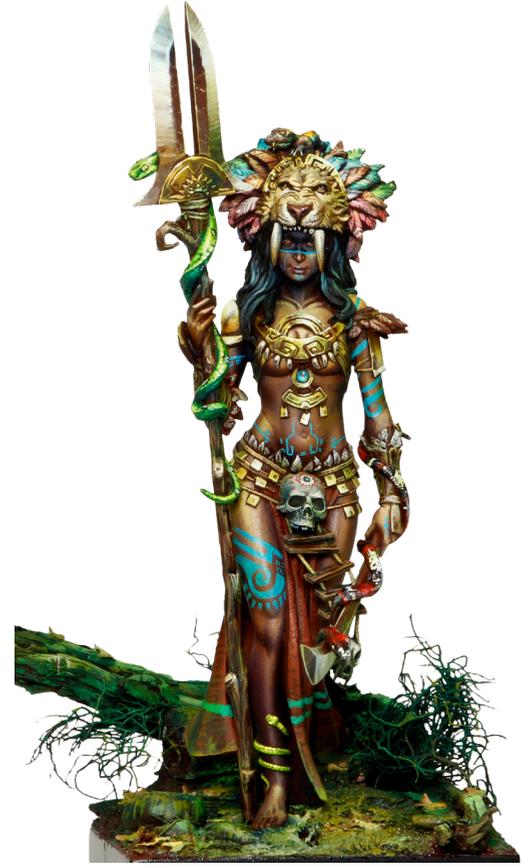
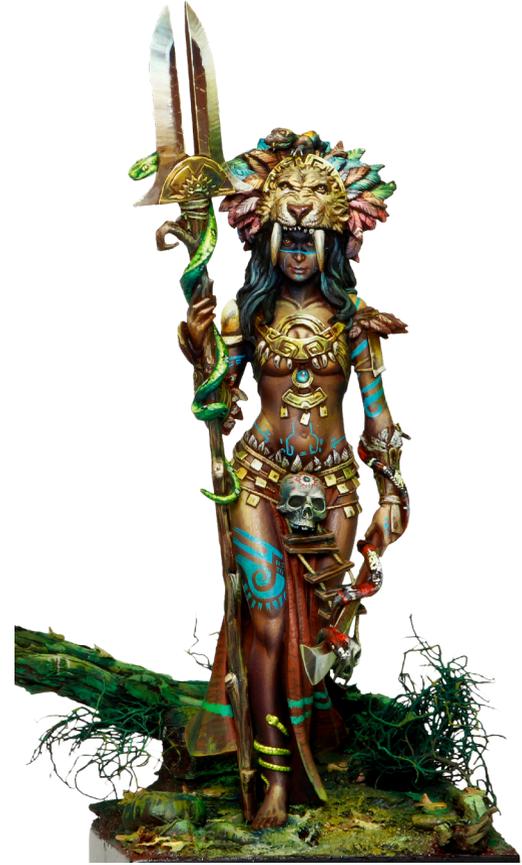
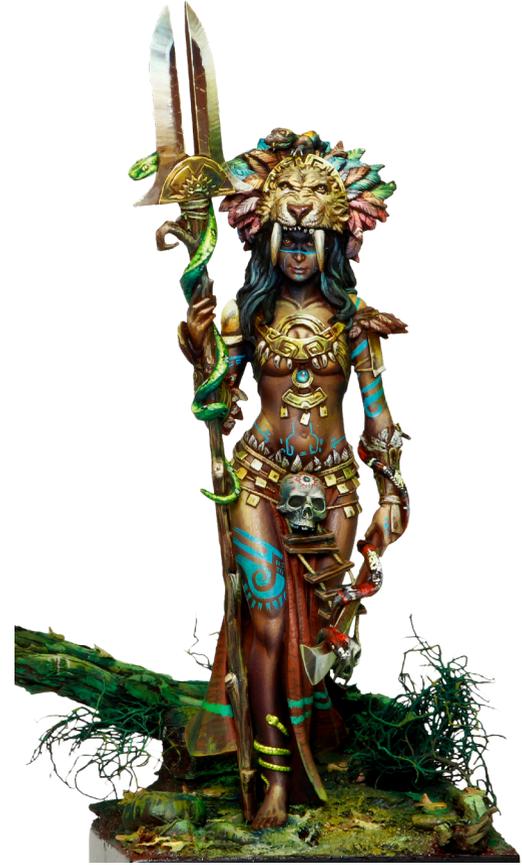
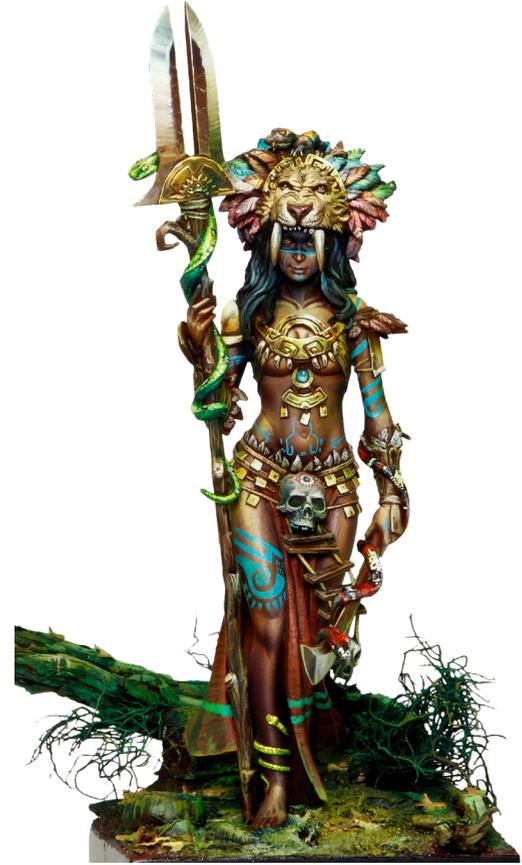
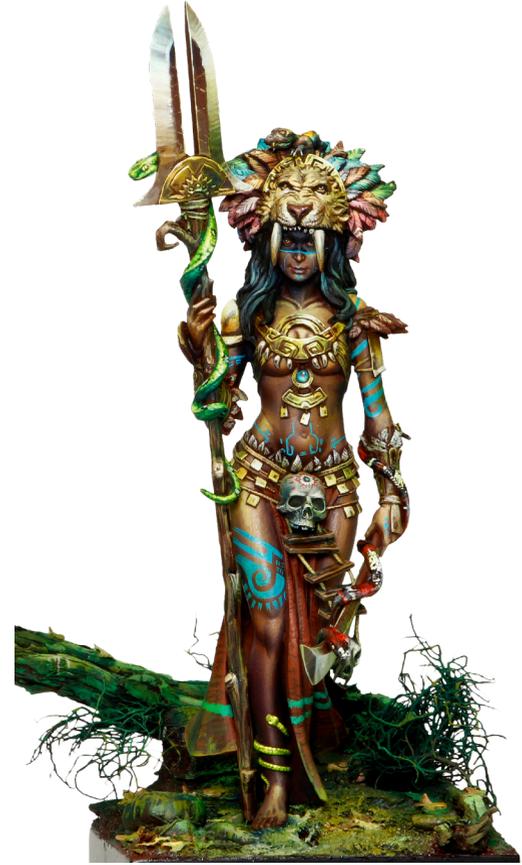
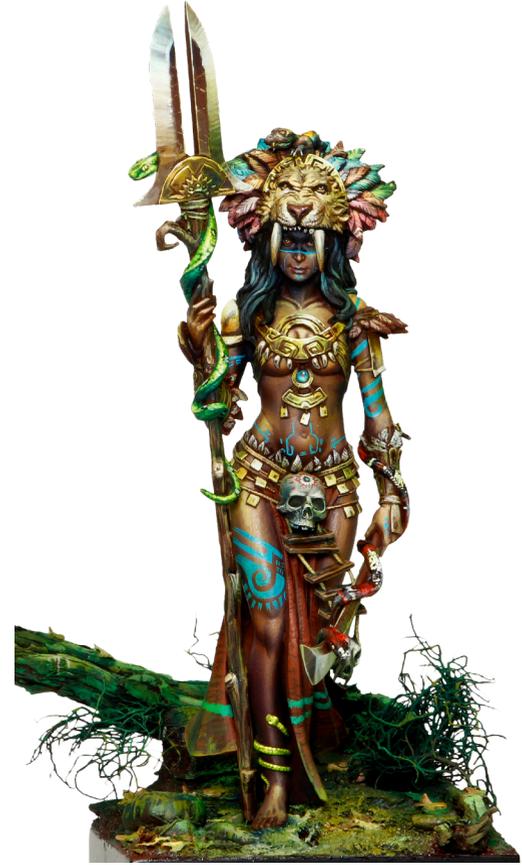
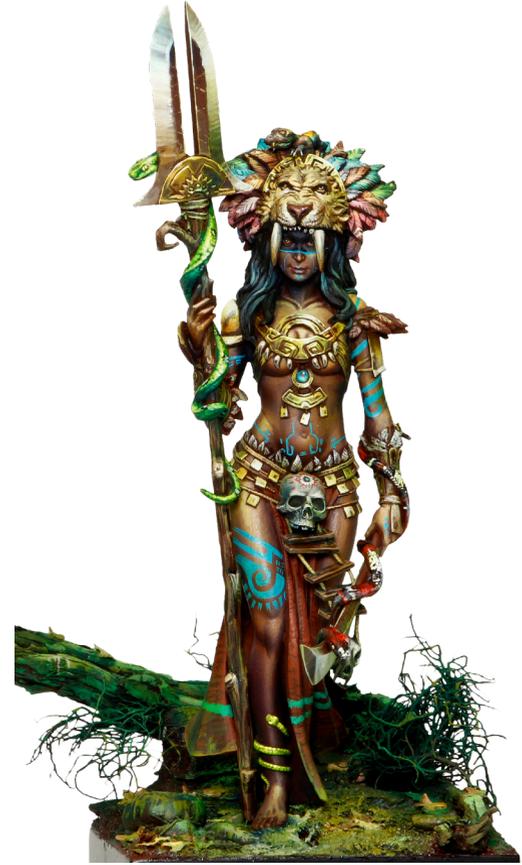
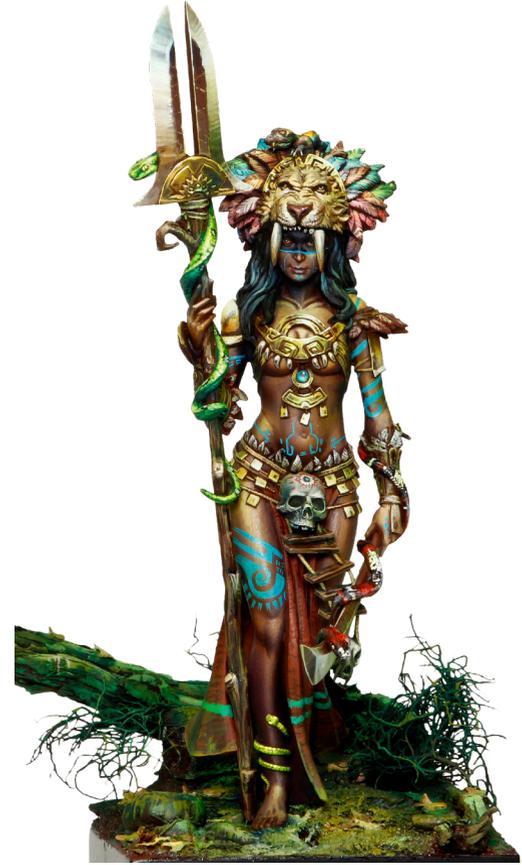
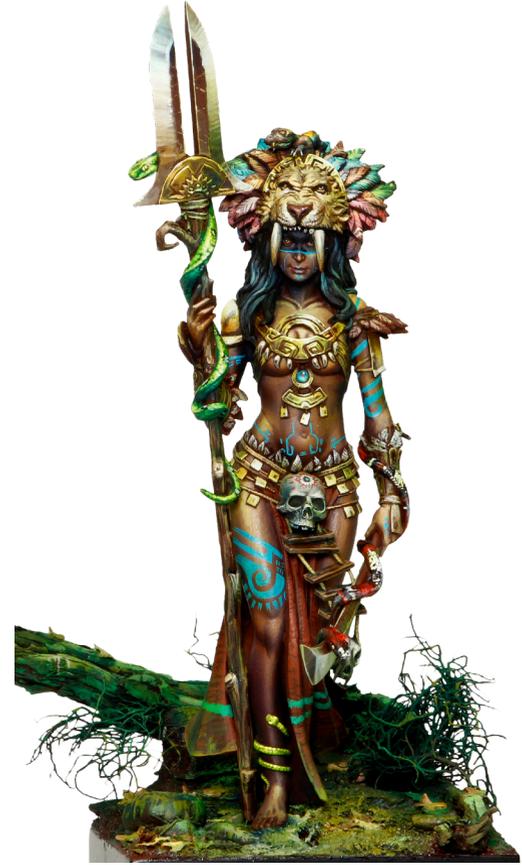
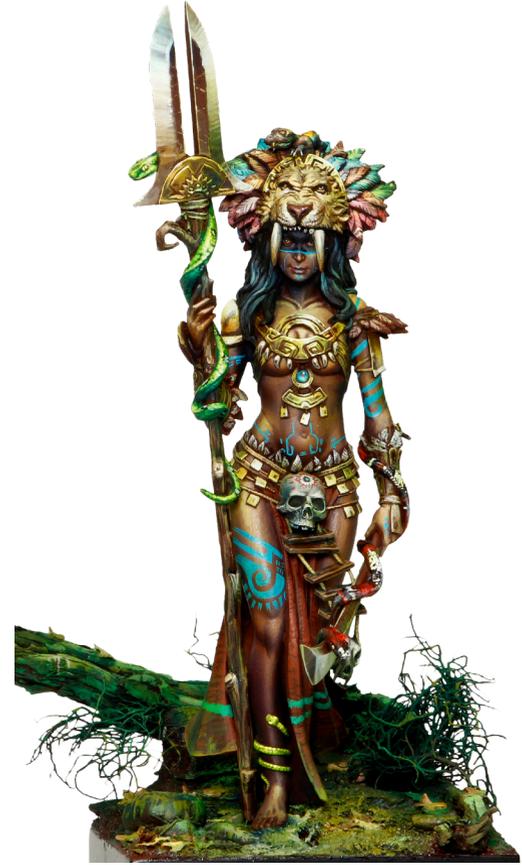
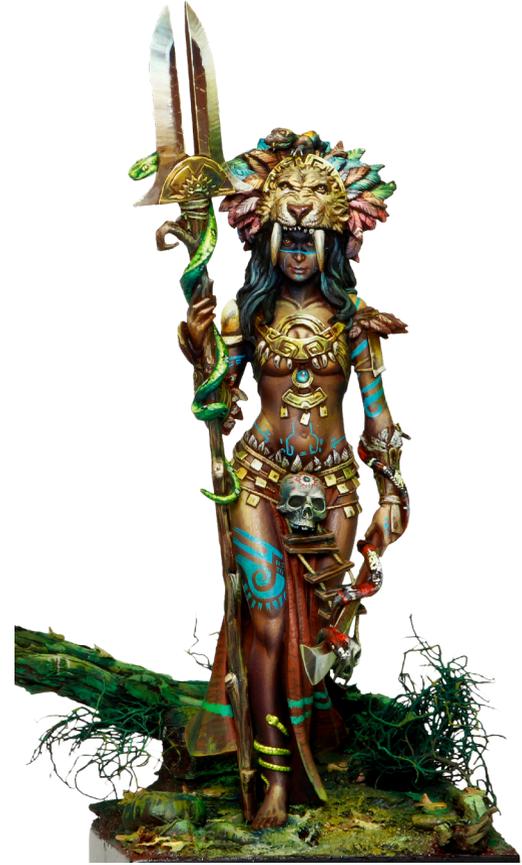
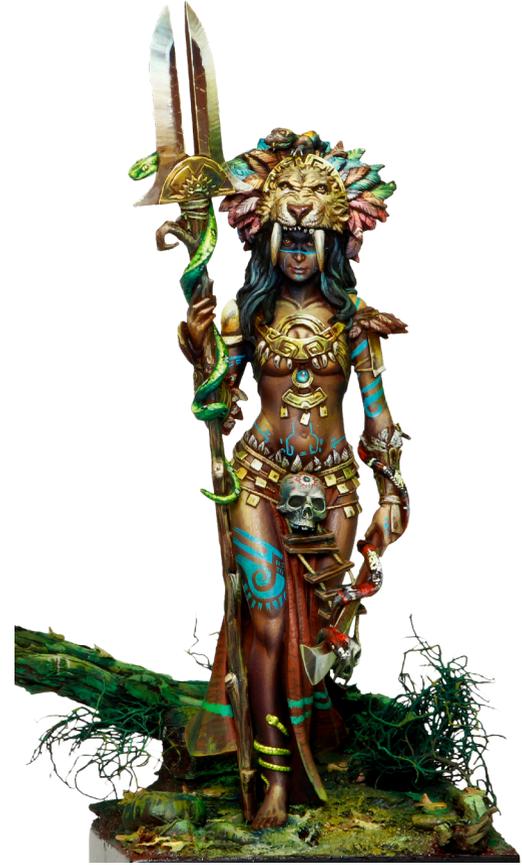
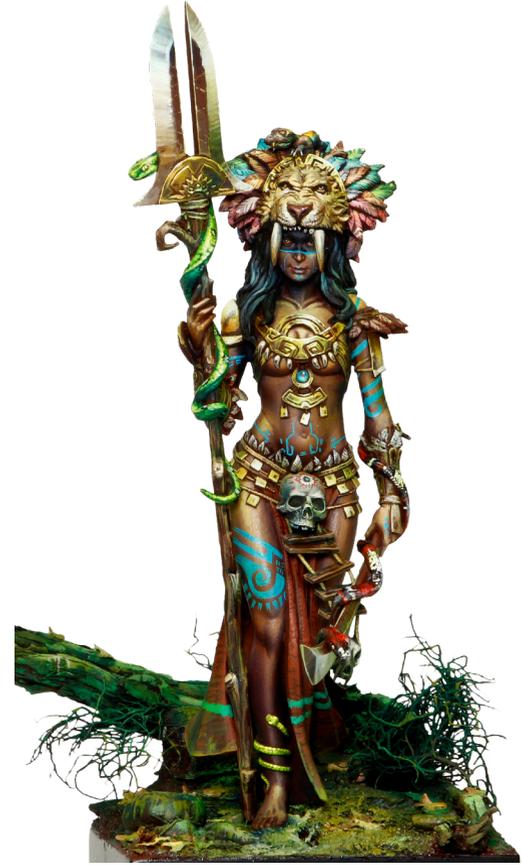
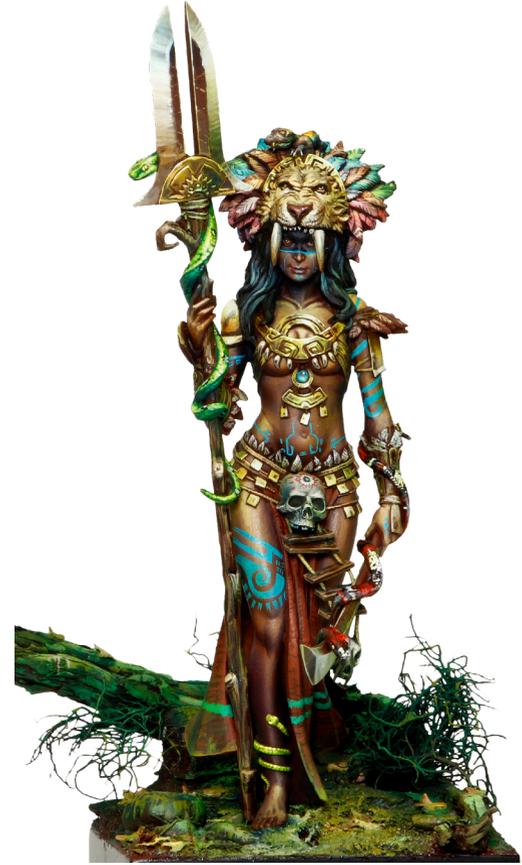
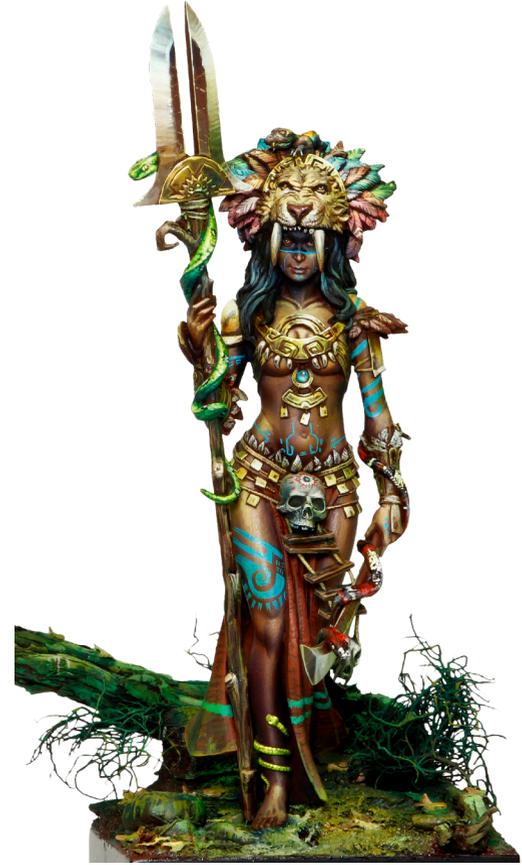
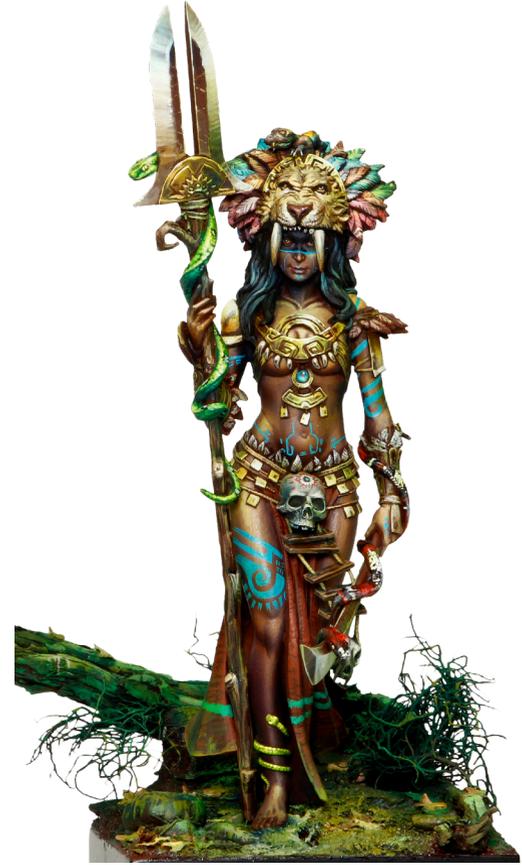
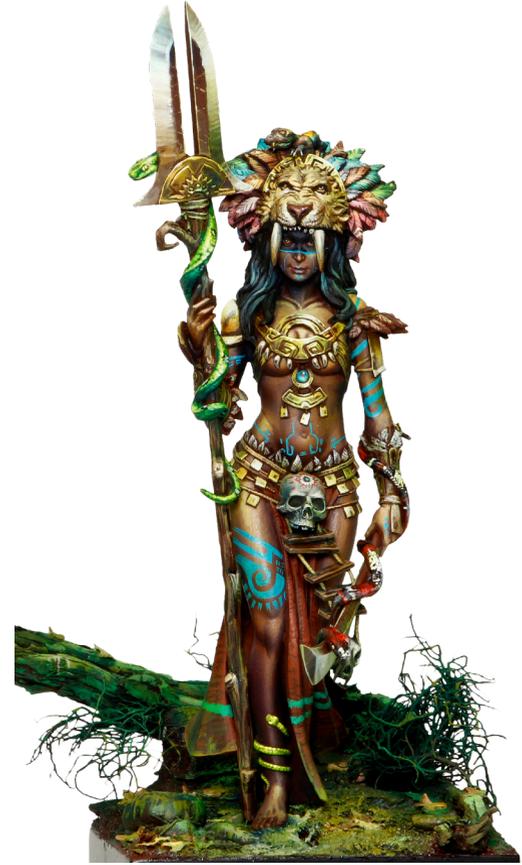
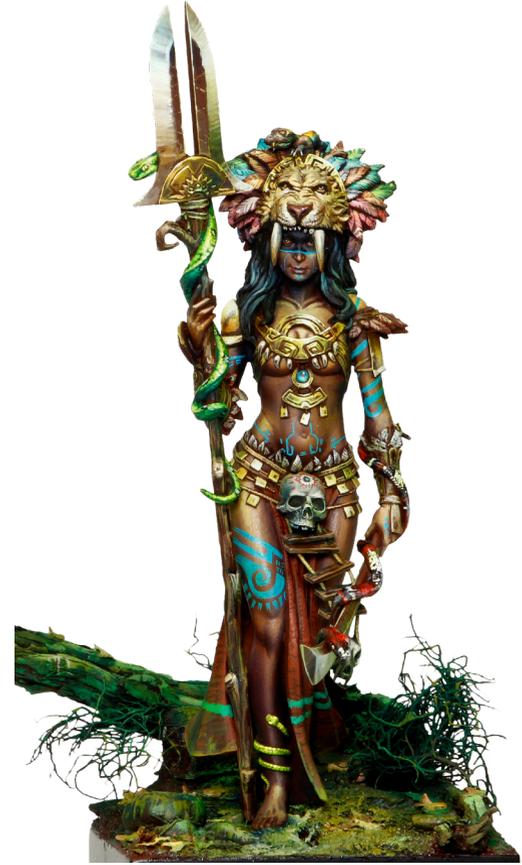
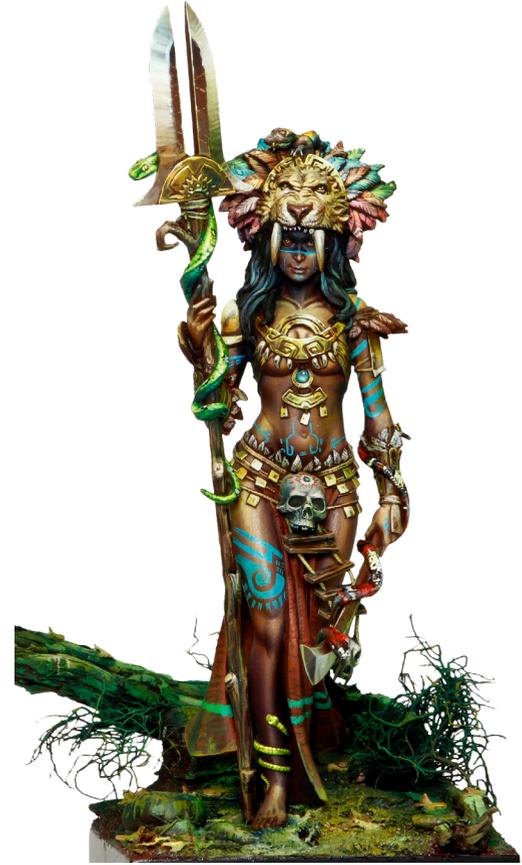
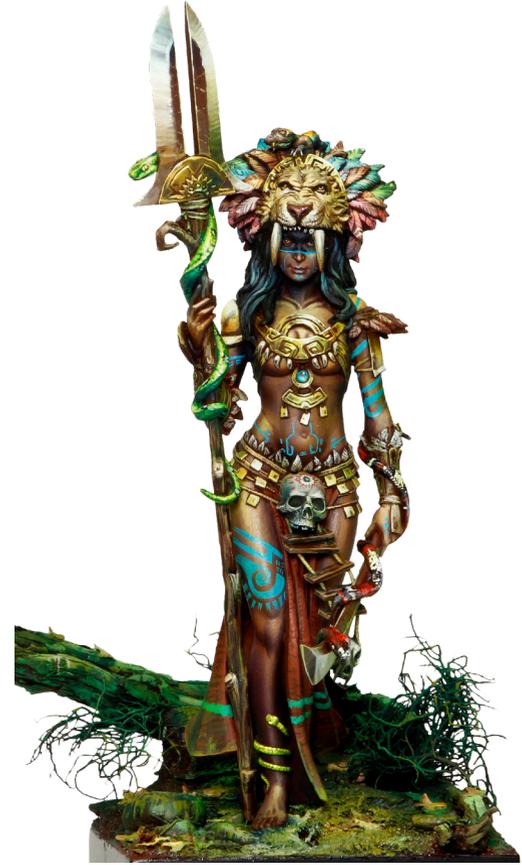
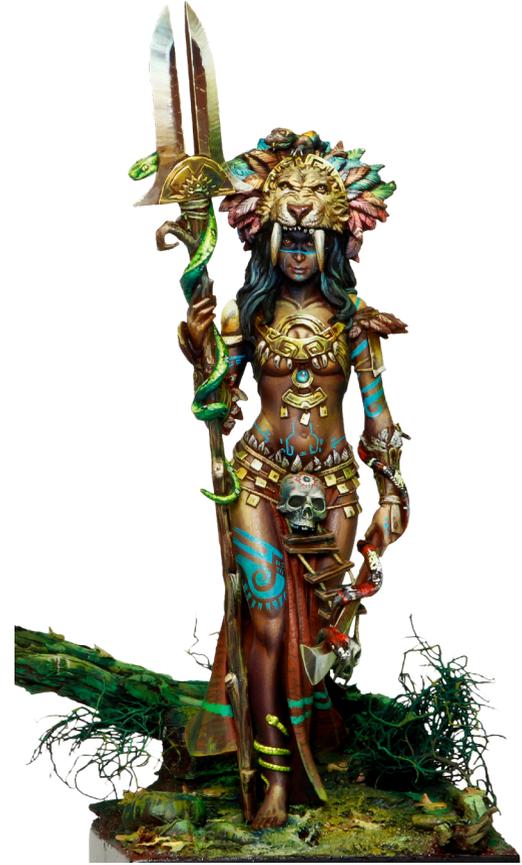
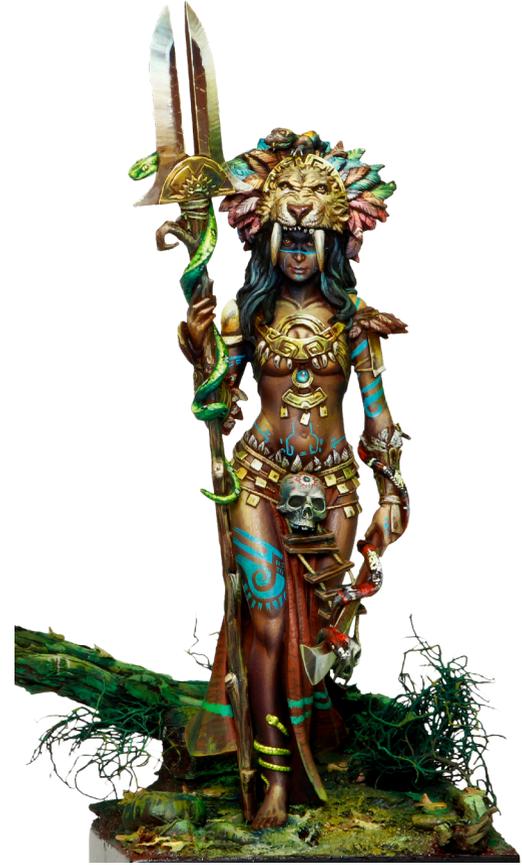
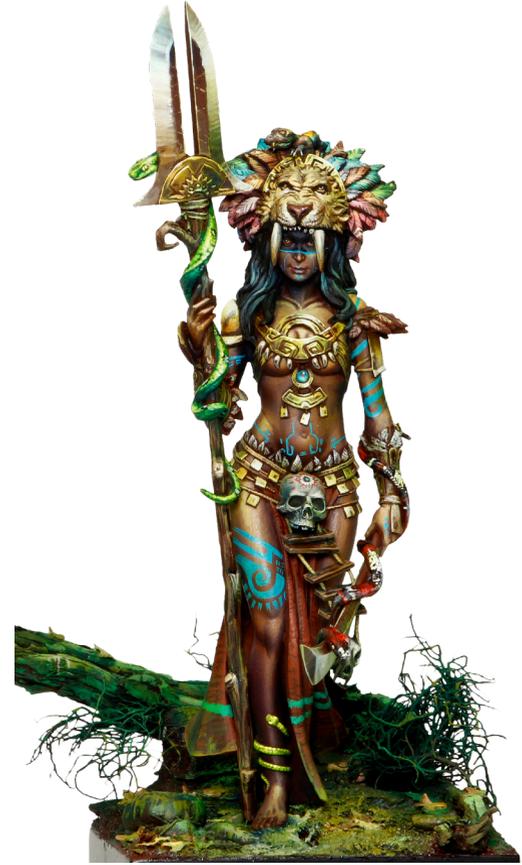
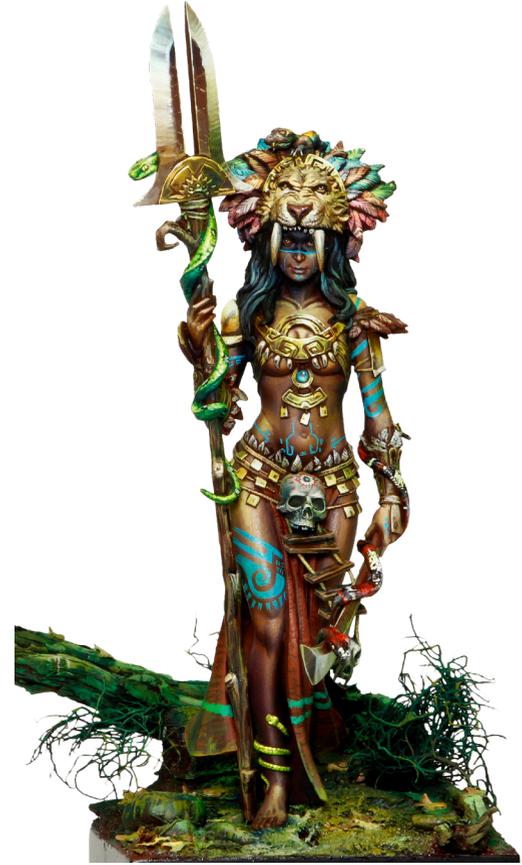
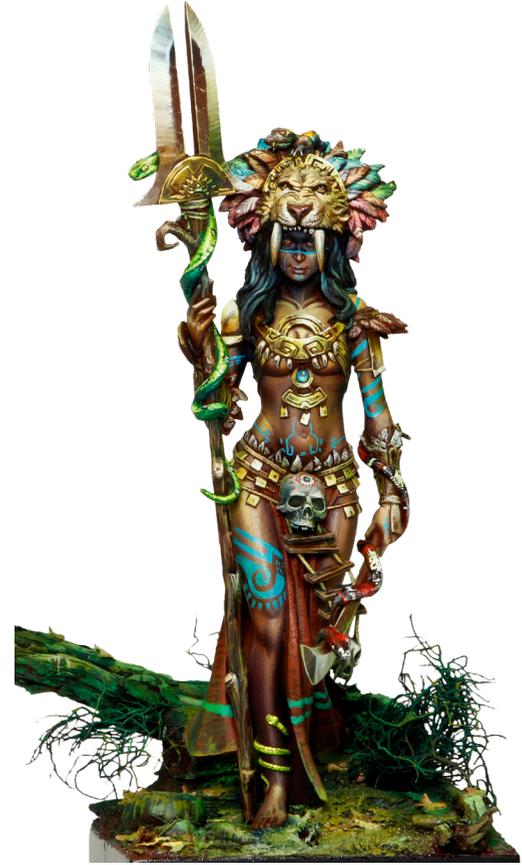
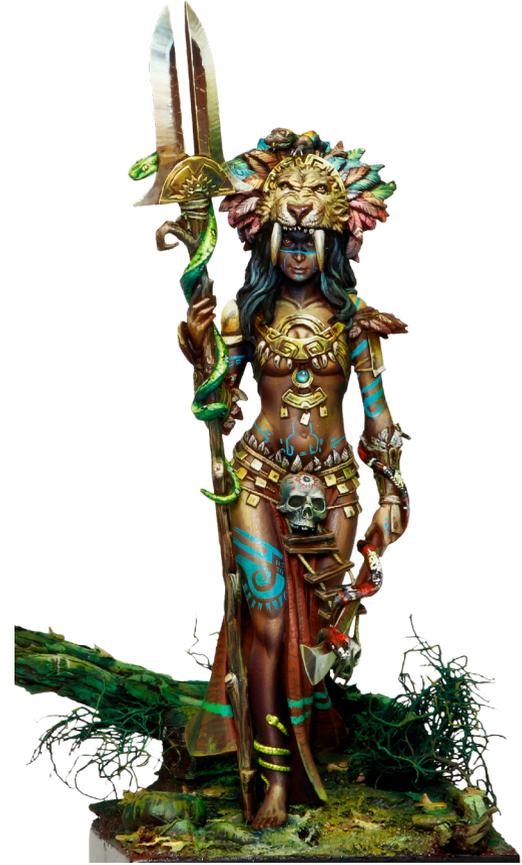
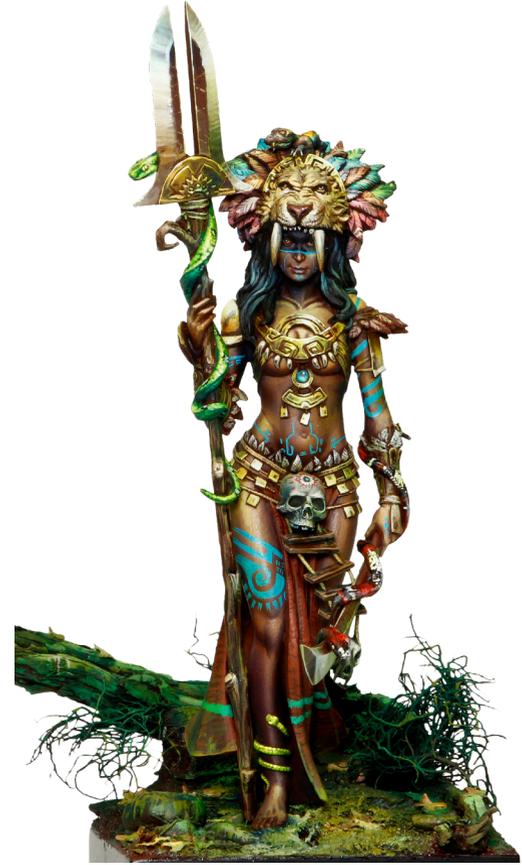
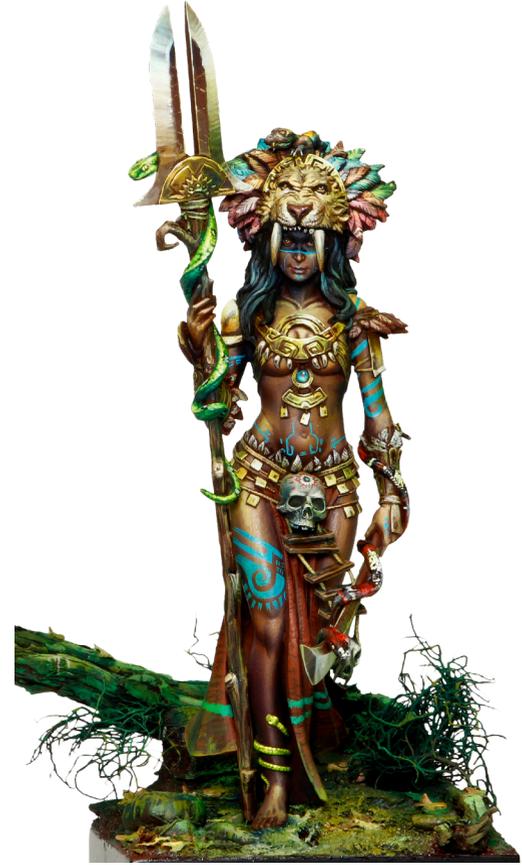
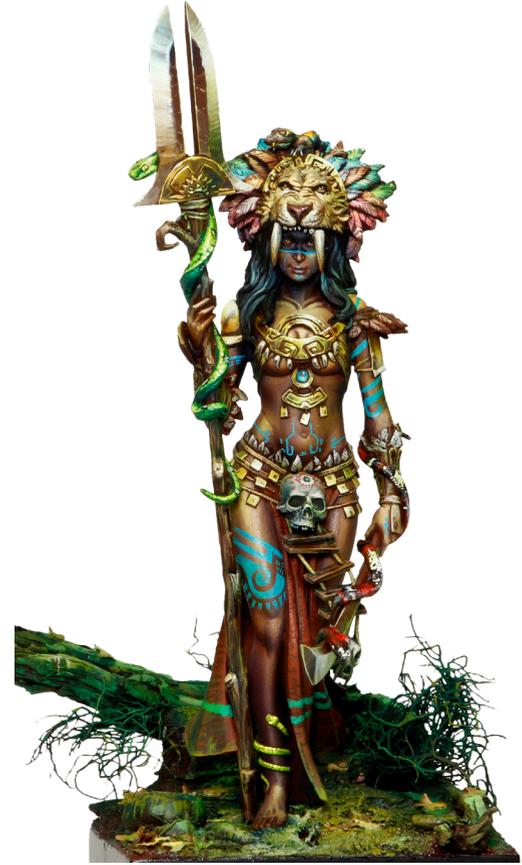
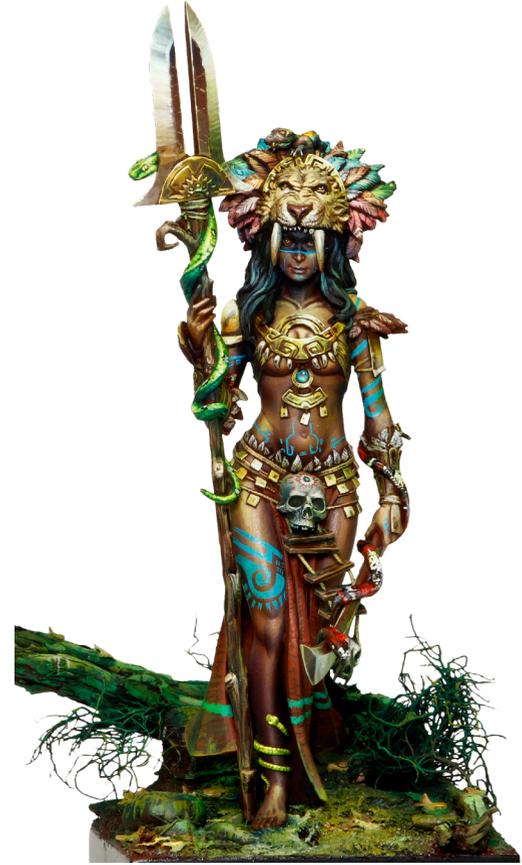
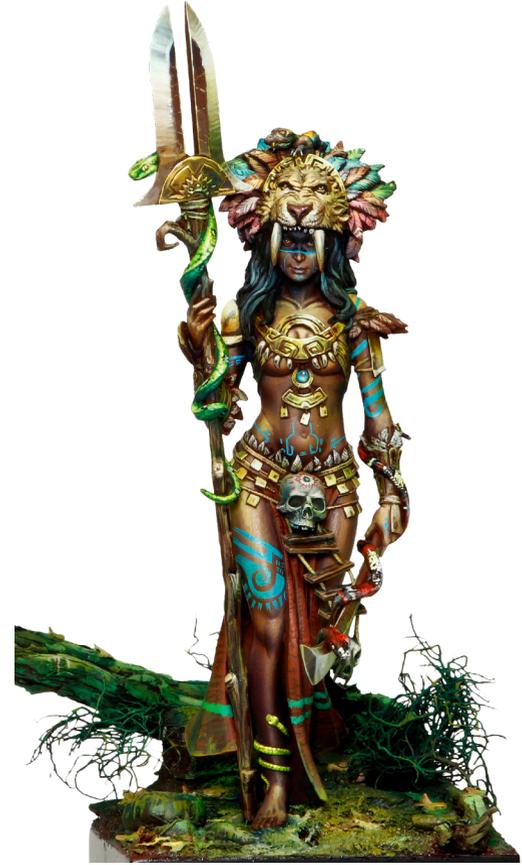
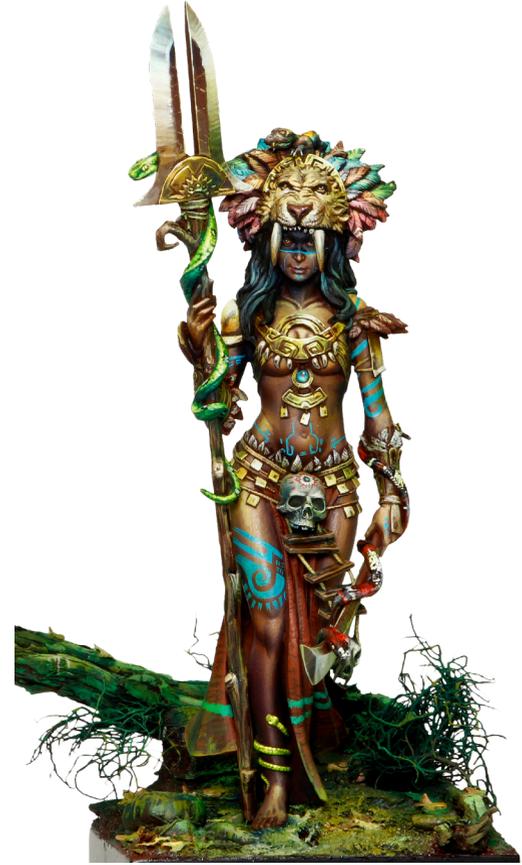
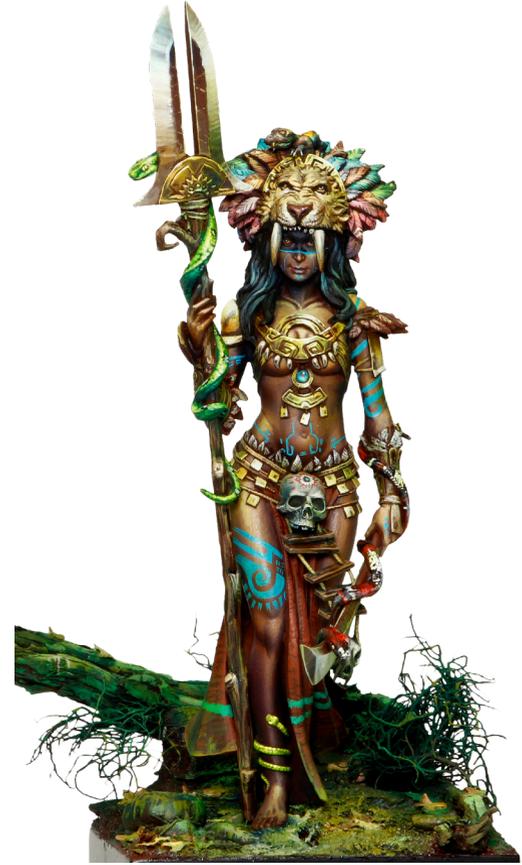
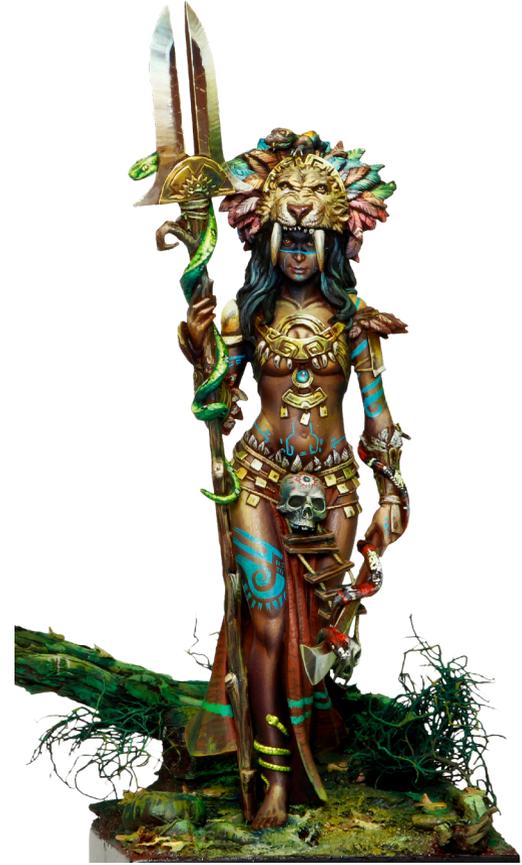
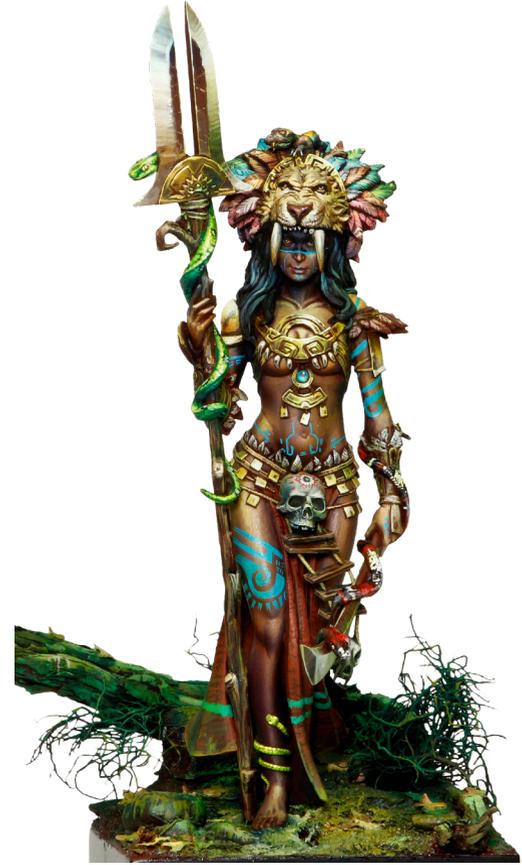
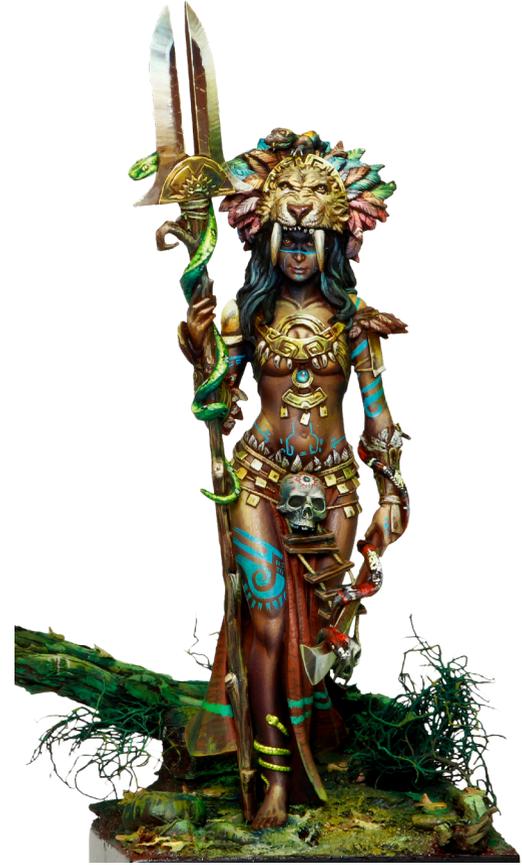
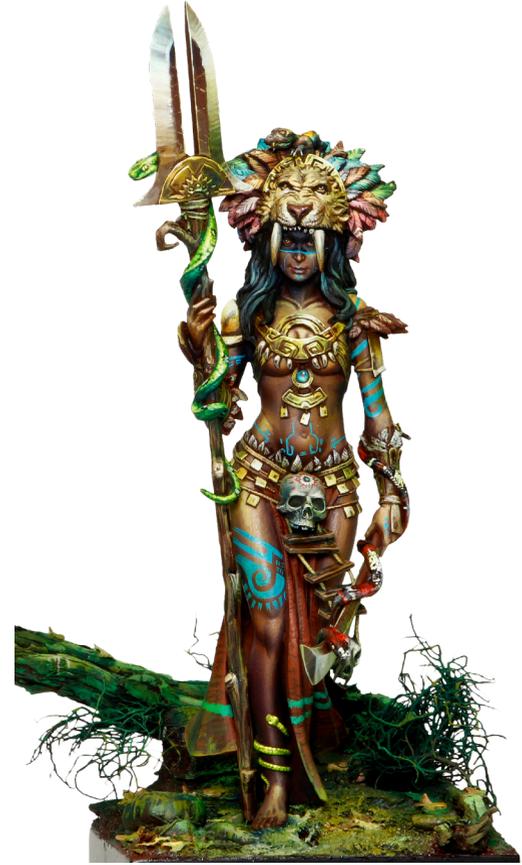
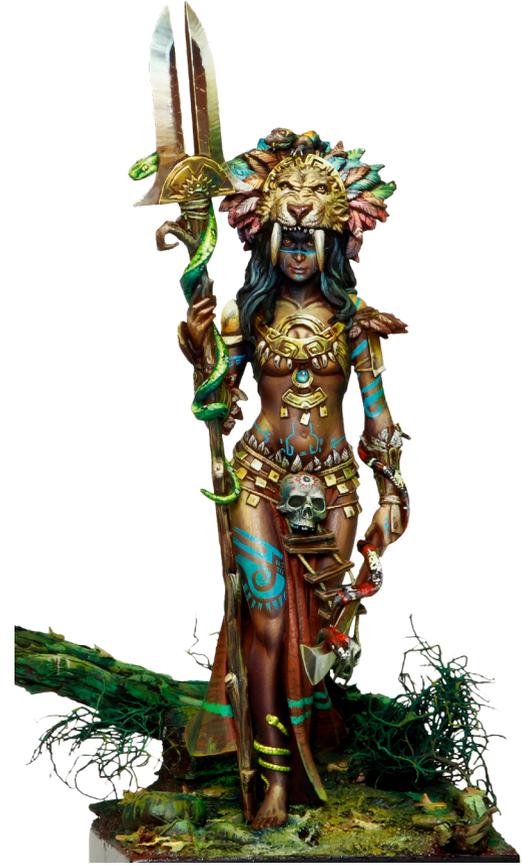
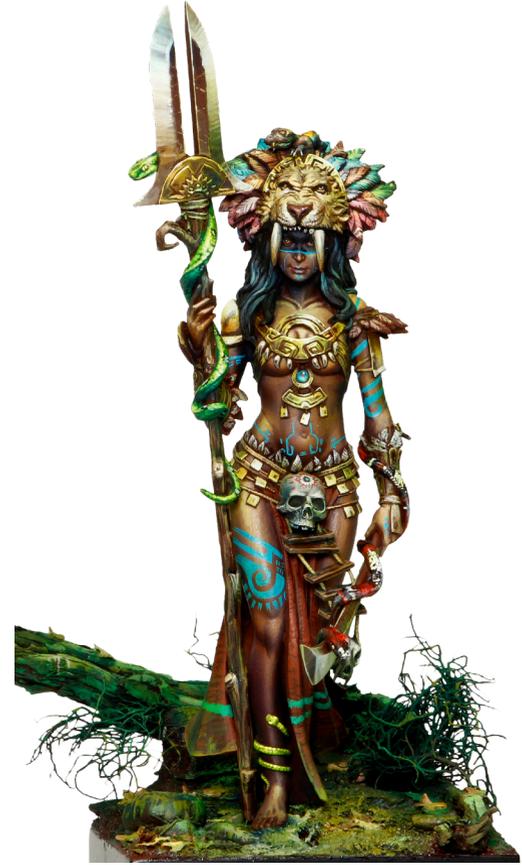
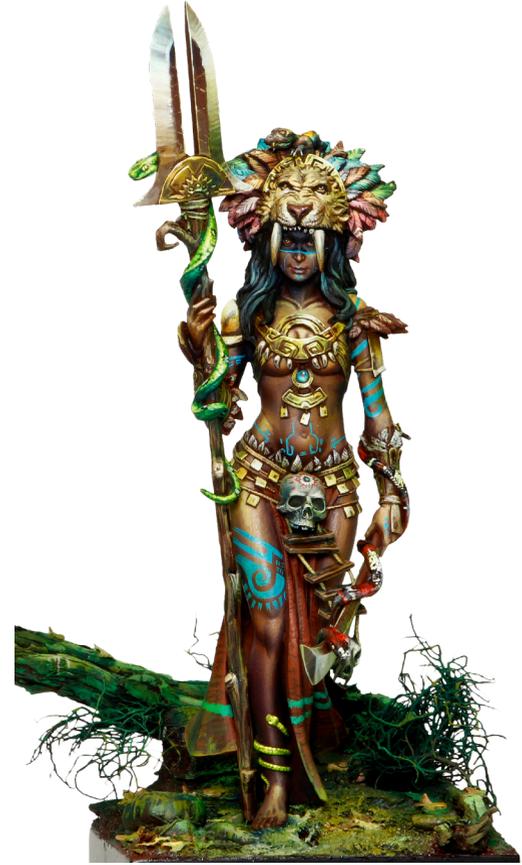


# 08 GALERÍA





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SERGIO CALVO MINIATURES - VIMIR VOL V





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## VOL V



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