



Trajan Valoris NMM gold
Step-by-step

◆ Paints required:

NMM gold

- British Khaki (AK interactive)
- Volcano yellow (Ak interactive - flash gitz yellow can also be used)
- Averland sunset
- Abaddon black
- Ice yellow (Vallejo mc)
- Skrag brown
- Mournfang brown
- Corvus black
- Evil suns scarlet





Before we start painting the miniature, we locate the light reflections on the armour (leg area), by taking a picture of it under our desk lamp. I primed it in Chaos Black as it has a great shine to it. I have added a guide for how to locate light reflections in the post description.




We start by basecoating the whole leg with a 1:1:2 mix of mournfang brown, abaddon black & british khaki. We furthermore basecoat the areas that are naturally shaded (see reference photo) by adding 1 part more of abaddon black to the basecoat mix – i have pointed out these areas.




We now add 1 part more of british khaki to both basecoat mixes & glaze the frame of the light reflections. Add 2-3 parts of water.

A close-up photograph of a miniature's boot, showing the venter (the side of the boot). The boot is painted a dark yellow color. The venter area is highlighted with a lighter yellow, creating a gradient effect. The boot is part of a larger miniature figure, which is partially visible in the background.


**Once again,
we add 1
part more of
british khaki
& glaze
towards the
venter of the
light
reflections.**

A close-up photograph of a miniature's boot, showing the center of the light reflections. The boot is painted a dark yellow color. The center of the light reflections is highlighted with a lighter yellow, creating a gradient effect. The boot is part of a larger miniature figure, which is partially visible in the background.

**We now
add a 1/2 part
of averland
sunset &
volcano
yellow & 1/3
part of ice
yellow to
the previous
mix & glaze
the center of
the light
reflections.**

A close-up photograph of a miniature's leg and boot, showing the application of paint. The boot is primarily a golden-yellow color. Several yellow arrows point to specific areas: one points to the upper part of the boot, another to the side, a third to the lower part, and a fourth to the sole. The background is dark and textured.

We now work on the secondary light reflections. We add 2 parts of skrag brown to the basecoat mix & glaze the pointed out areas. Add 2-3 parts of water. We furthermore shade in between the main light reflections & the secondary ones, by adding 1 part of corvus black to the basecoat mix. Add 2-3 parts of water.

A close-up photograph of the same miniature's leg and boot, showing the final shading. The boot is now a darker, more complex yellow with some brown and black tones, especially in the recessed areas. The background is dark and textured.

We now shade all the deepest recesses with thinned down abaddon black – add 1-2 parts of water. We furthermore glaze in the center of the secondary light reflections, with a 1:1/2:1/2 mix of skrag brown, volcano yellow & evil suns scarlet.



We now glaze in the center of the secondary light reflections, with a 1:1/2:1/2 mix of skrag brown, volcano yellow & evil suns scarlet.



We now glaze the very center of the light reflections, with a 1:1 mix of volcano yellow & ice yellow – we also edge highlight the edges closest to the light reflections, the nails & sharpest edges with the same mix. We furthermore edge highlight all the remaining edges with a 1:1 mix of averland sunset & british khaki. Finally we add scratches by painting thin lines & dots with british khaki – done 😊!