

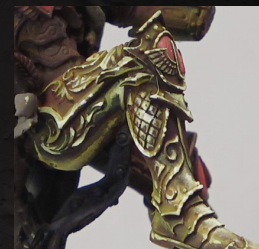


Sergio
CALVO
miniatures

ENGLISH



SANGUINIUS



VOL II



SUMMARY

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06 SANGUINIUS



Water



Chambery



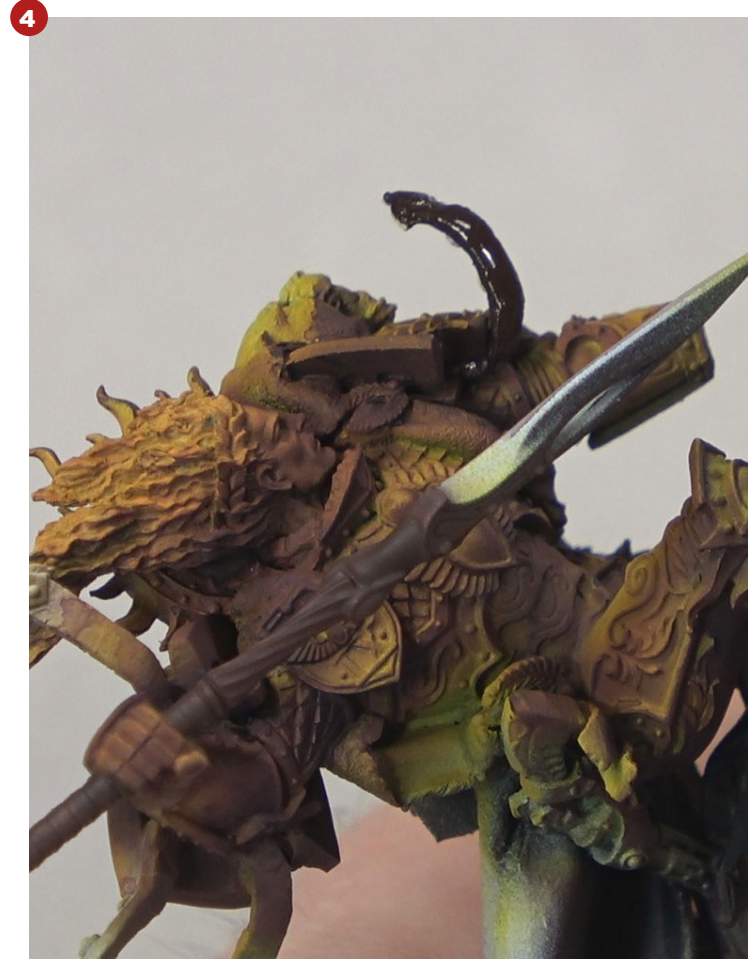
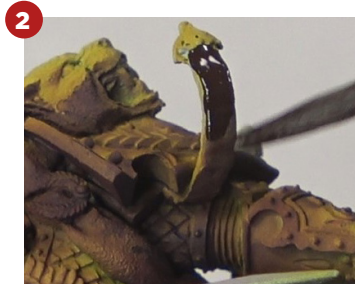
Black

STRIPS

06/11-12

We will continue our tutorial on Sanguinius by focusing on the non-metallic effect.

With this first mix of Chambery and Black, we are going to paint some of the elements we left unpainted in the previous video





06 SANGUINIUS



Water



Mix

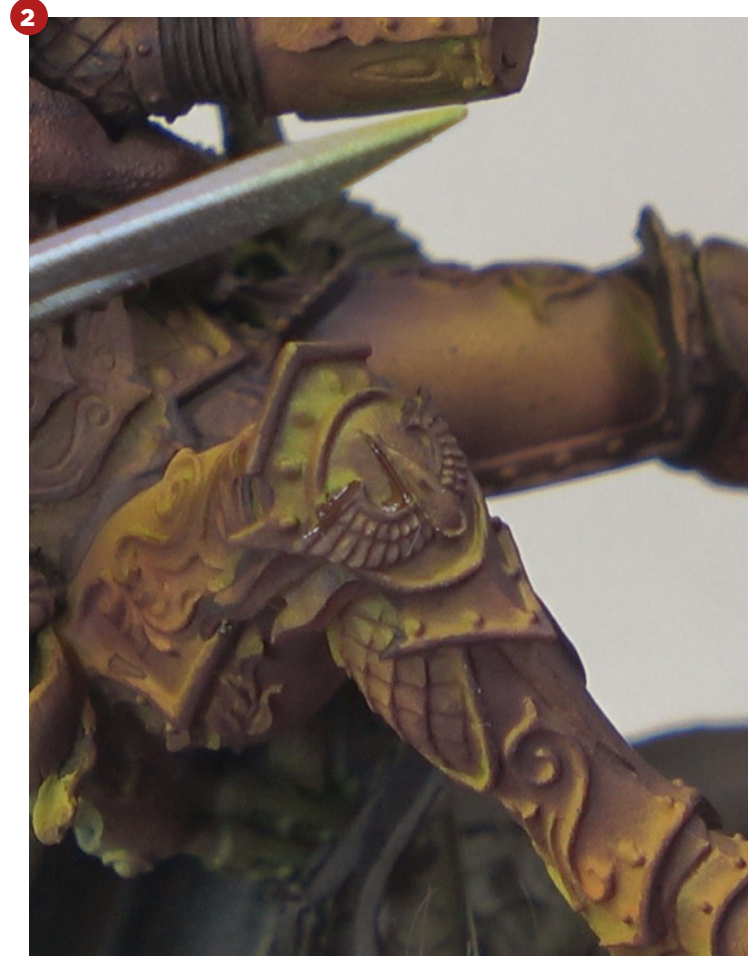
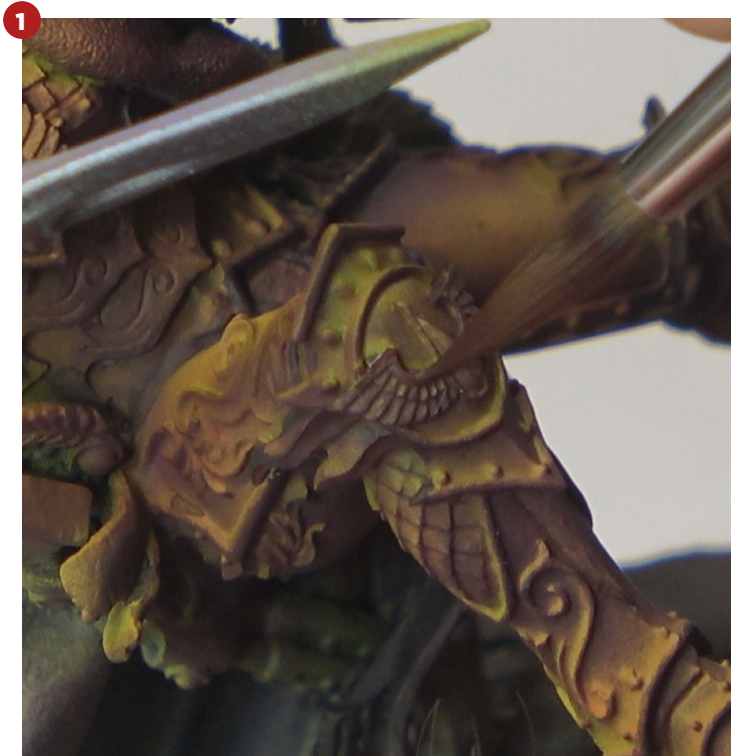


Chamberry

GEMS

06/13

And with the previous mix and Chamberry we are going to create these shadow outlines that serve us to delimit these gems that the armor carries.





06 SANGUINIUS



Water



Blood red

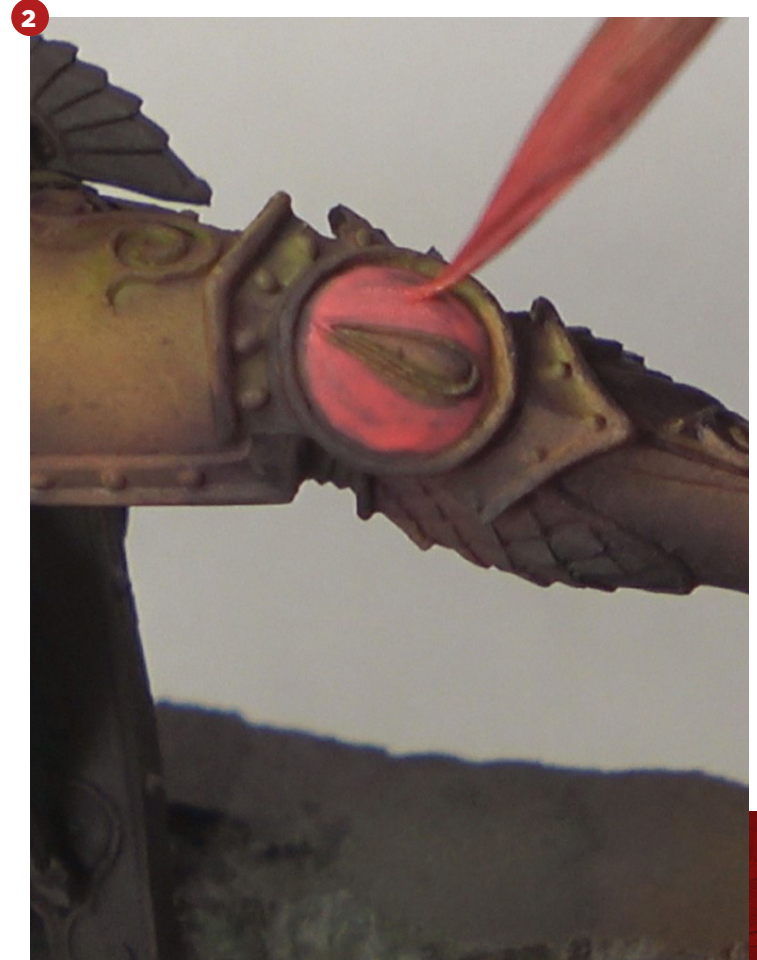


Dead Red

GEMS

06/14

For the interior of the gems, we are going to use Blood Red and Dead Red. The idea is to fill the surrounding area respecting the shadow profile that we have done in the previous step.





06 SANGUINIUS



Water



Mix

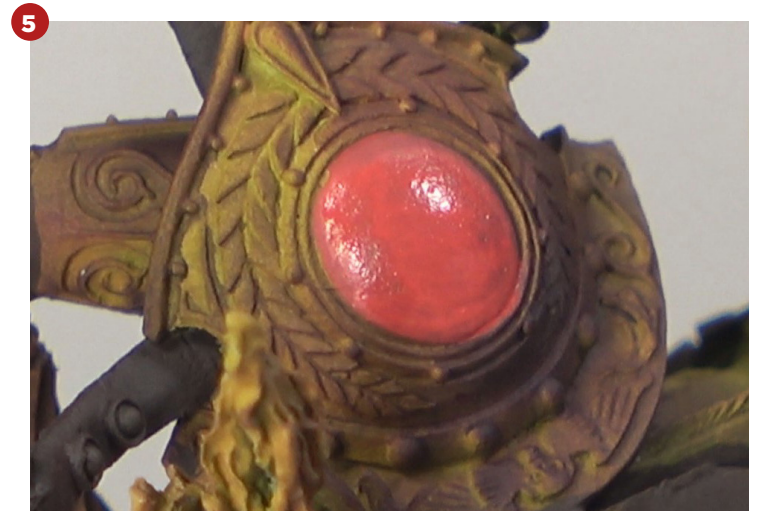
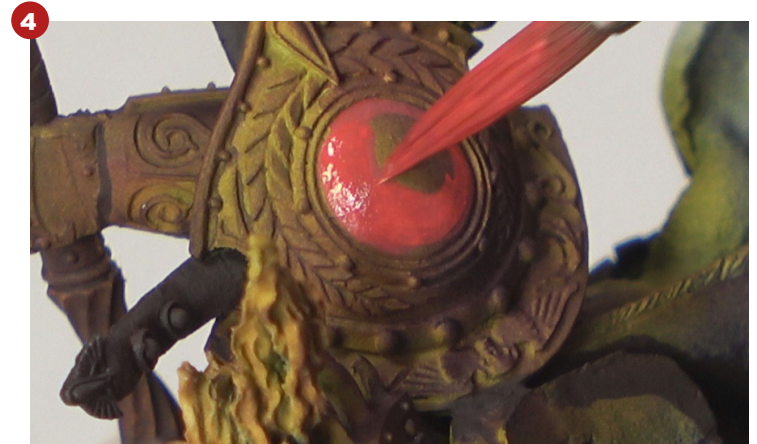
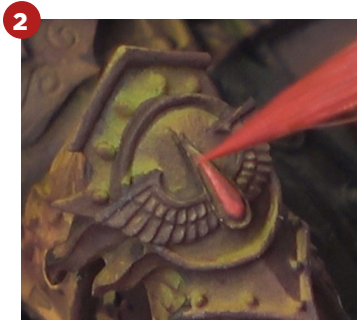
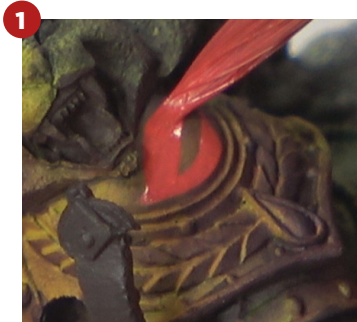


Blood Red

GEMS

06/15

Also with Blood Red we are going to make the base layer for the rest of the gems that we are missing.





06 SANGUINIUS

FUR

06/16

Also, we are going to make the base layer of this cheetah skin with Grey Green and Middle Stone.



Water



Grey Green



Middle Stone





06 SANGUINIUS



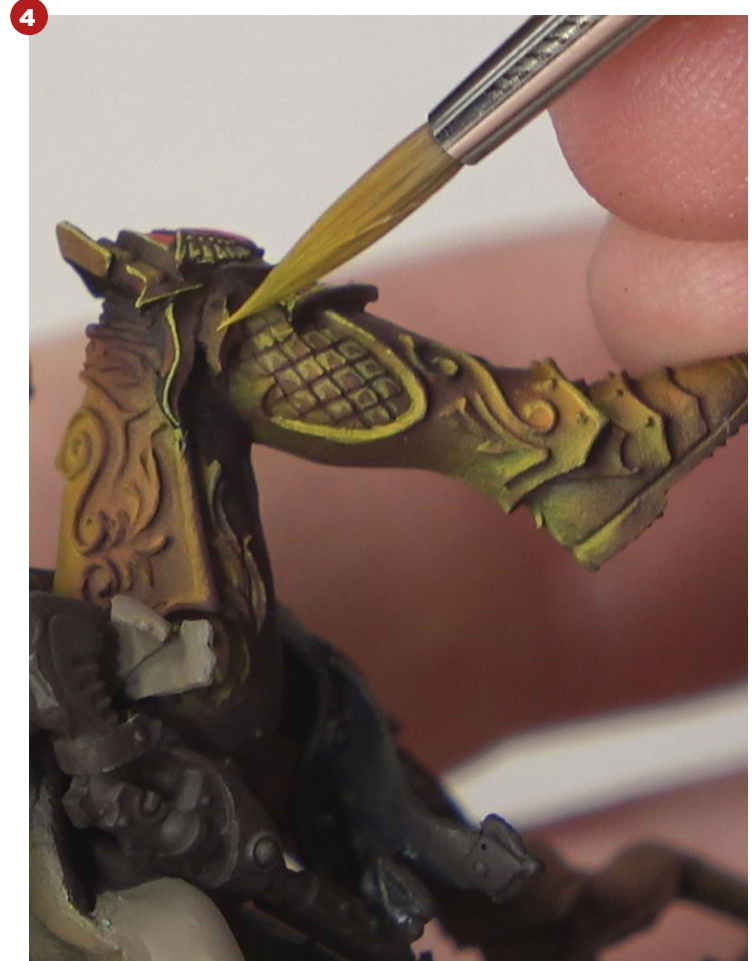
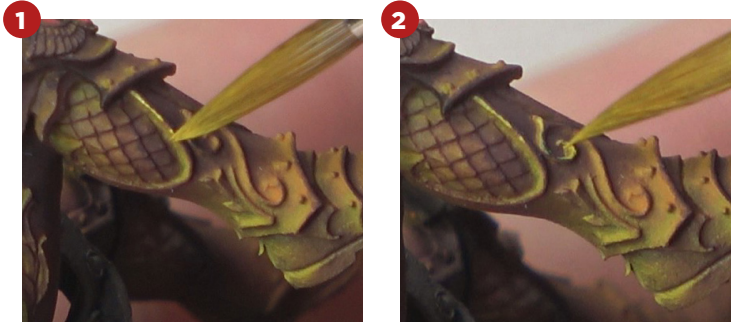
Water



Sahara Yellow

EDGE HIGHLIGHT 06/17

To make the profiles we will use Sahara Yellow. First, we will focus on making the outlines in light with a lot of contrast and as thin as possible. We will make the profile of each of the elements that make up the leg. All this allows us to create the definition of the miniature and then look for excessive contrast to generate the effect of non-metallic. To do this, we can make small lines along the foot.





06 SANGUINIUS

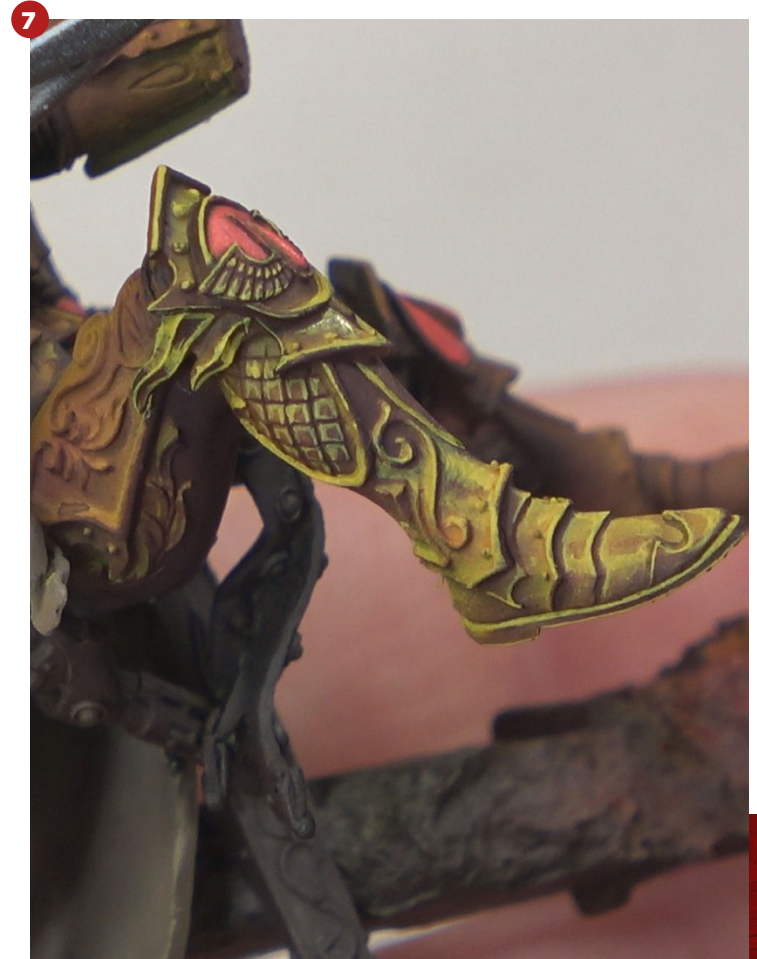


Water



Sahara Yellow

EDGE HIGHLIGHT 06/17





06 SANGUINIUS



Water



Sahara Yellow

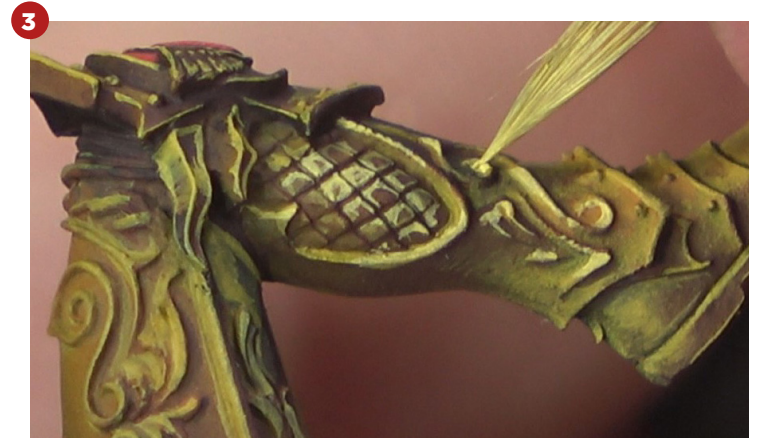
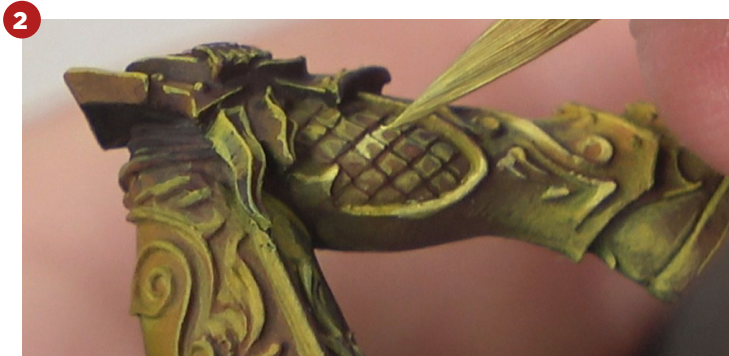
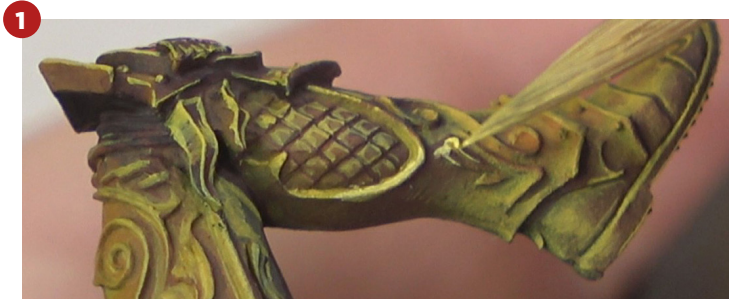


Pale Yellow



EDGE HIGHLIGHT 06/18

Along with the previous mix, we will use Pale Yellow for our next step. We will make these same outlines in light but reducing the area to paint and using the tip of the brush to be more precise.





06 SANGUINIUS



Water

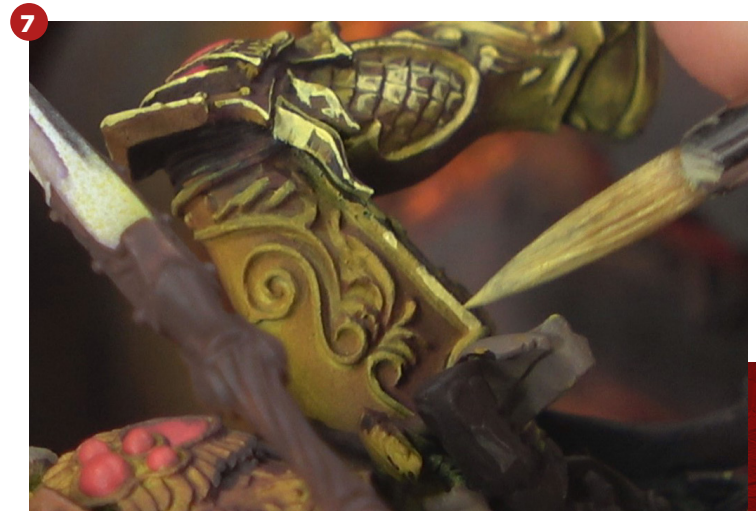
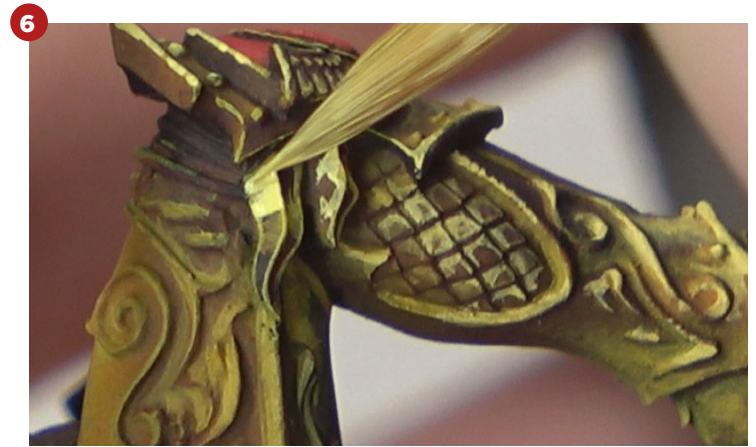


Sahara Yellow



Pale Yellow

EDGE HIGHLIGHT 06/18





06 SANGUINIUS



Water



Sahara Yellow



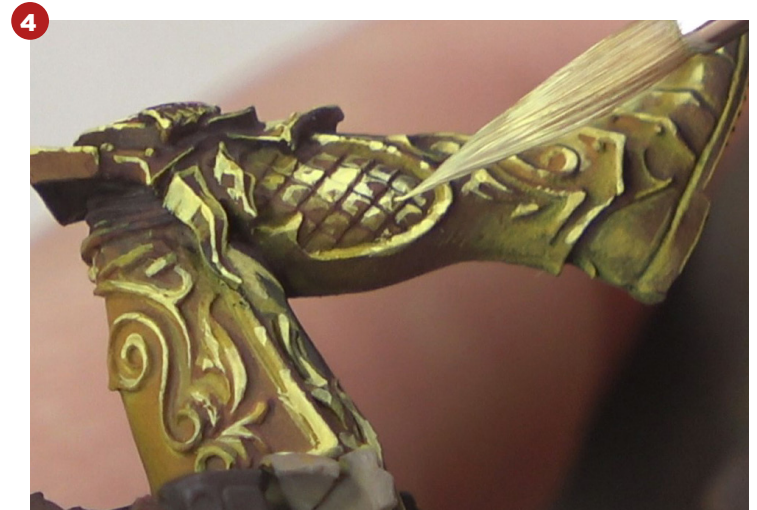
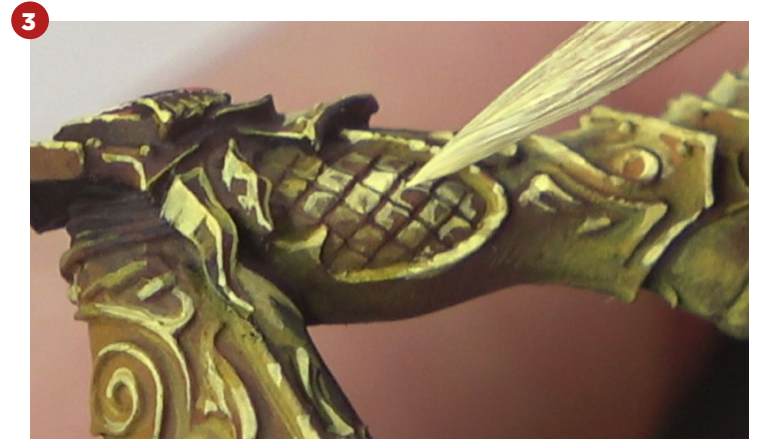
Pale Yellow



Pale Yellow

EDGE HIGHLIGHT 06/19

To place the lights, we will use Sahara Yellow and Pale Yellow. Always, we are going to try to place the light in a frontal way, not on top of the miniature.



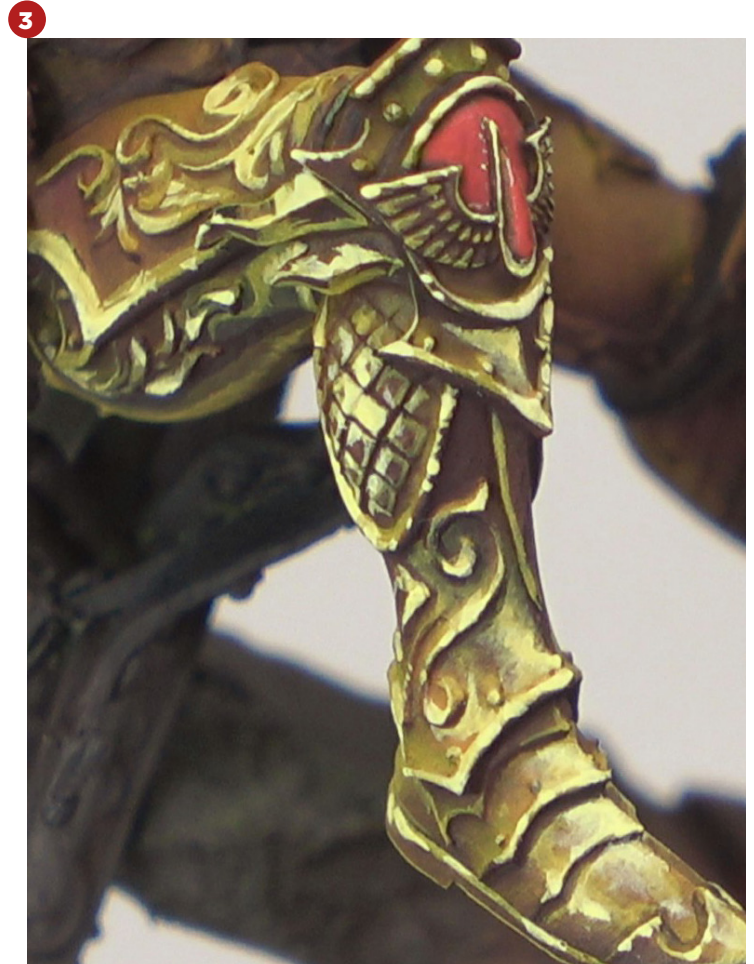
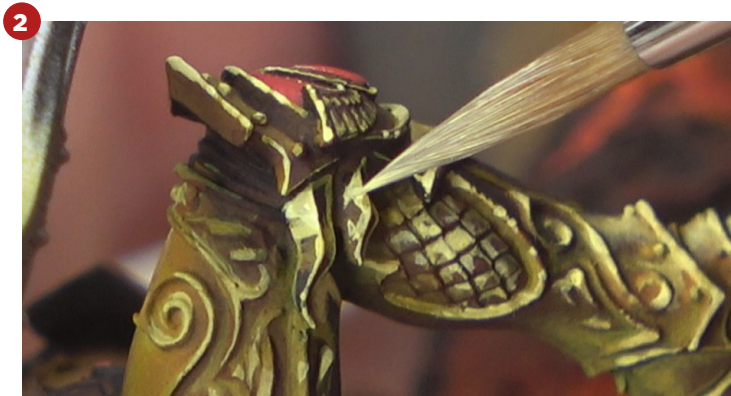
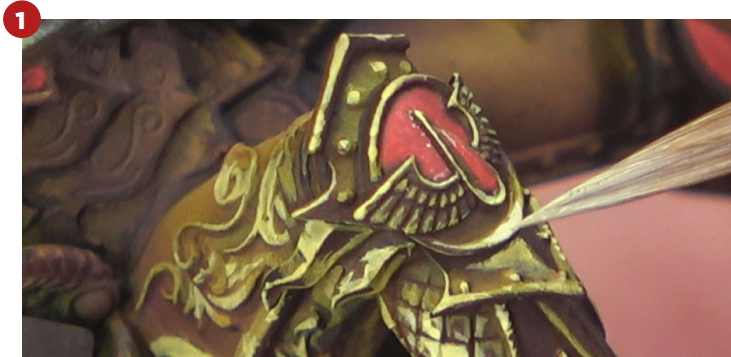


06 SANGUINIUS



EDGE HIGHLIGHT 06/20

If you look at the leg, from the knee down we have a lot of light (front area) than from the hip to the knee (less light because it is not in the center of the miniature but with a small tilt).





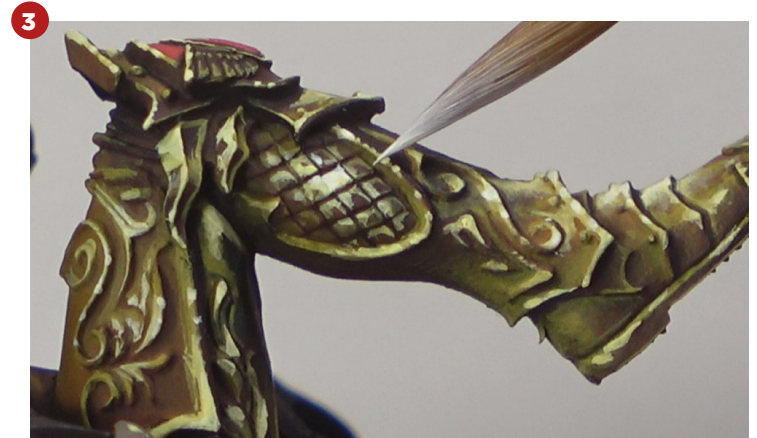
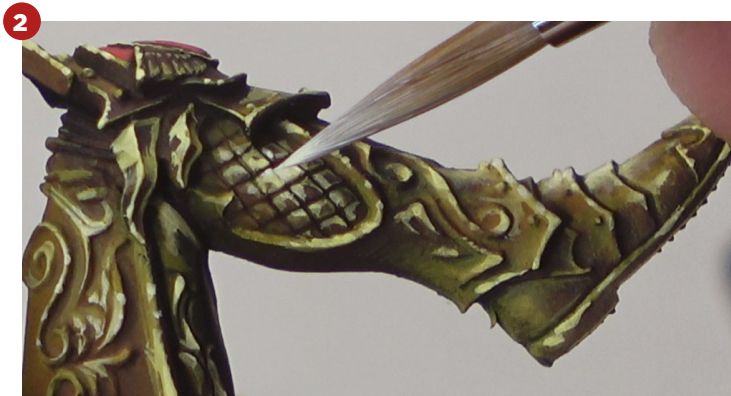
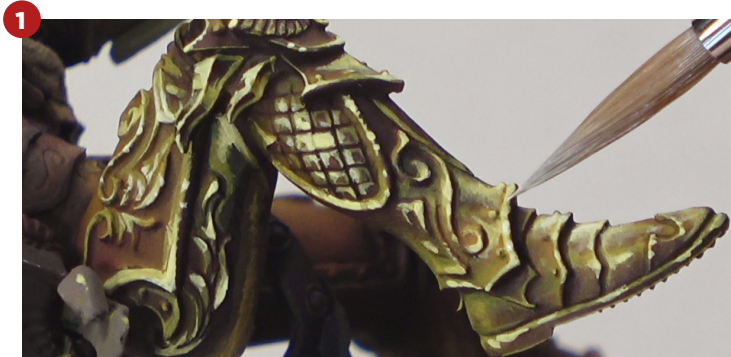
06 SANGUINIUS



EDGE HIGHLIGHT 06/21

And from here, we can start to introduce in our White mix to be able to continue recreating the sensation of glitter in the non-metallic.

I hope you liked this tutorial very much. See you in the next one!





06 SANGUINIUS



Water



Ice Yellow



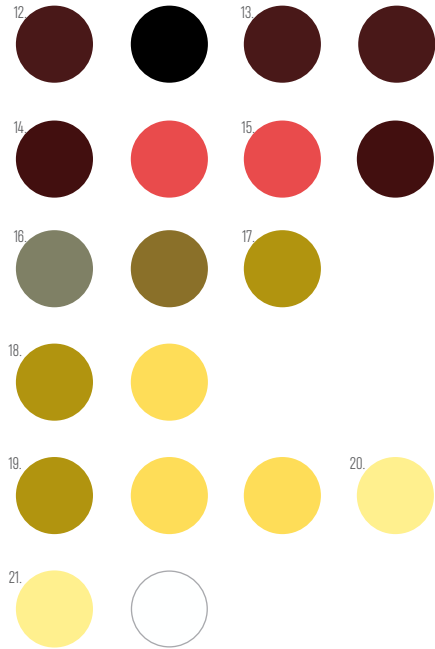
White

EDGE HIGHLIGHT 06/21





07 COLORS



- 12. Chamberry and Black
- 13. Mix and Chamberry
- 14. Blood Red and Dead Red
- 15. Mix and Blood Red
- 16. Grey Green and Middle Stone
- 17. Sahara Yellow
- 18. Sahara Yellow and Pale Yellow
- 19. Sahara Yellow, Pale Yellow and Pale Yellow
- 20. Ice Yellow
- 21. Ice Yellow and White





SANGUINIUS

VOL II



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