

#### SANGUINIUS 03 03 **OUTLINING - HIGHLIGHTING** 11 TEXTURE **AIRBRUSH** 12 GEMS 14 GLOWS 15 JOINING PIECES 18 COLORS 21 GALLERY 22









Grey Green

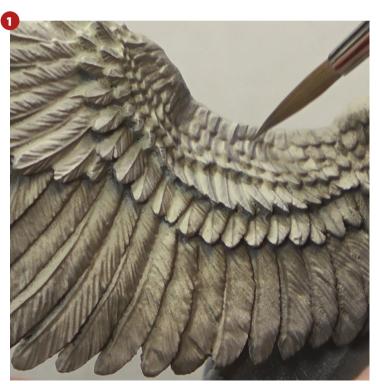
Green Brow

#### **OUTLINING**

INING \_\_\_\_\_\_06/63

#### This is Sanguinius' latest tutorial.

If in the previous video we were working with the airbrush, now we will start with the brush to make the outlining.









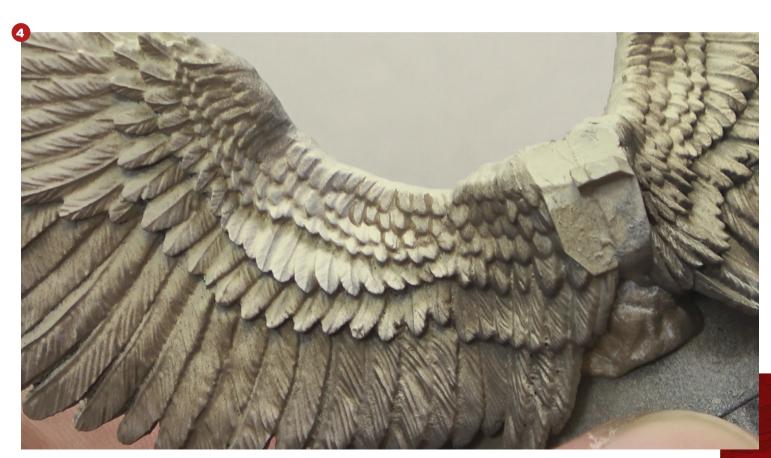






#### **OUTLINING**

\_06/**63** 















Grey Green

Grey Green Green Brown

#### **OUTLINING**

Notice that these outlining always have to be as thin as possible, that's why I always recommend you to do the painting process in the opposite way and not as we are doing it now.









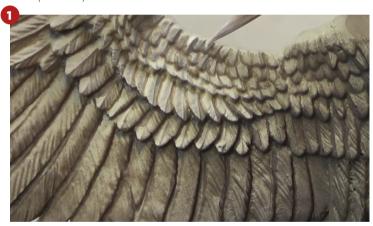






#### HIHGLIGHTING

Now, we will make the hihglighting if you need more "intensity". With this, we can even get close to the maximum point to be able to "cut out" the outlining that we have worked on the previous layer.

















#### HIHGLIGHTING 06/65











Vampire Flesh

Pale Sand

#### HIGHLITING

Once we have made the smaller areas, we will go to larger areas where we will add the texture of the feathers. As always, I recommend you to look for information about how they are in reality.





































Vampire Flesh Pale Sand

#### **HIGHLIGHTING**



And from here we can introduce new mixtures to generate more contrasts.















#### **TEXTURE**

\_\_\_06/**68** 

In the wings, we are going to give it more grace by introducing a new texture.





















#### **AIRBRUSH**

06/**69** 

And with the airbrush and a very clear color we are going to reinforce those zones where we have placed the highlighting previously.

























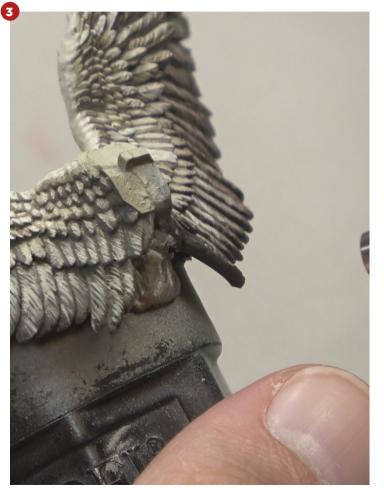




We can introduce colors, like this red with black, to accentuate the shadows.







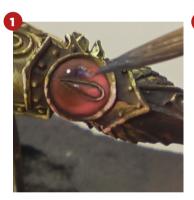


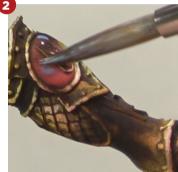


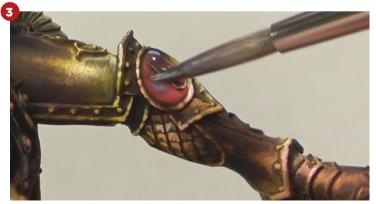
#### **GEMS**

\_\_06/**71** 

Let's put the final touches on it once we have finished with the airbrush. To do this, we will use a glossy varnish to create a crystalline effect on the gems.













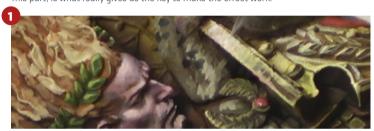






#### **GLOWS**

With white, more diluted, we will retouch those areas of brightness of the non-metallic. This part, is what really gives us the key to make the effect work.



































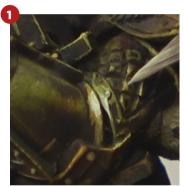


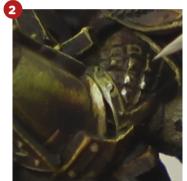


Ice Yellow

#### **GLOWS**

In the shaded areas, such as the arm, we can also take out small glows through the Ice Yellow instead of the white. Recreate the same effect by changing the light value.













#### JOINING PIECES

06/74

The next step is joining pieces.









JOINING PIECES 06/74





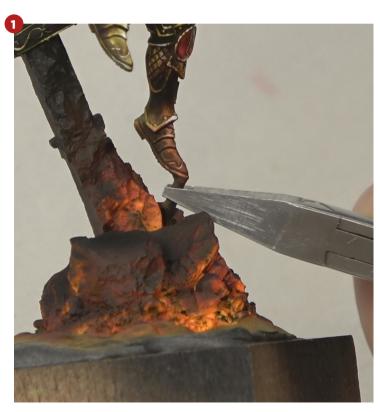




#### **JOINING PIECES**

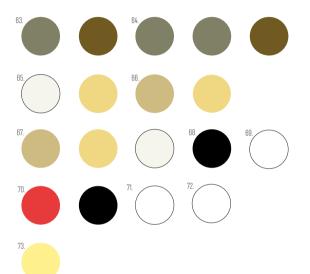
06/75

And then, in my case, remove this area that has served as a support point. I hope you liked this project very much. See you in the next!





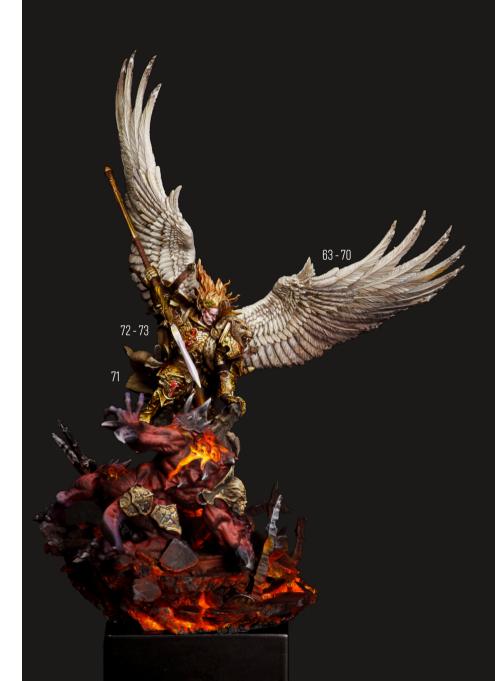




- 63. Grey Green and Green Brown
- 65. White and Pale Sand
- 67. Vampire Flesh, Pale Sand and White 68. Black
- 69. White
- 71. Glossy Varnish
- 73. Ice Yellow

- 64. Grey Green, Grey Green and Green Brown 66. Vampire Flesh and Pale Sand

- 70. Pyrrole Red and Black
- 72. White









































#### SANGUINIUS VOL VI



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#### CREDITS

Paint Sergio Calvo

Edition and correction Vanessa Sáez

> Design and layout Antonio García

Translation Michael Thomas and Michiko Weinmann