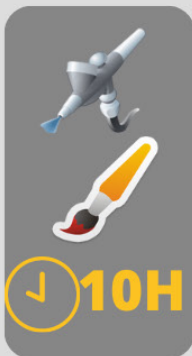




Horus heresy, Imperial fists 1.5 Kratos, details

Step by step



 Become a patron

INTRO

Model : Kratos

Brand : Games Workshop

Painting time : around 10h

The huge Kratos heavy tank is an essential addition to any self-respecting Horus Heresy army. It was therefore necessary to add one for the studio's Imperial Fist army and of course it is converted with a turret and Salaise print Studio bitz. In this series of step by step we will see how to treat the huge armored whether it is the aero armor and its weathering with the brush but also the details such as tempera, blue flames or battle damages.

 Ice Yellow, Vallejo	 Rhinox Hide, GW	 Black, Vallejo
 Thunderhawk Blue, GW	 Ivory, Vallejo	 Chainmail Sil- ver, Vallejo
 Black templar, GW	 Mournfang Brown, GW	 Chrome, Vallejo
 Inktense Wood, Scale 75	 Inktense Violet, Scale 75	 Inktense Blue, Scale 75
 Inktense Black, Scale 75	 Blanc, Vallejo	 Frosthearth, GW
 Stormfiend, GW		

STEP 1



Détourage

Ice Yellow,
Vallejo



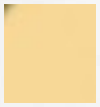
With *ice yellow*, we will highlight the entire figurine.



STEP 2



Détourage

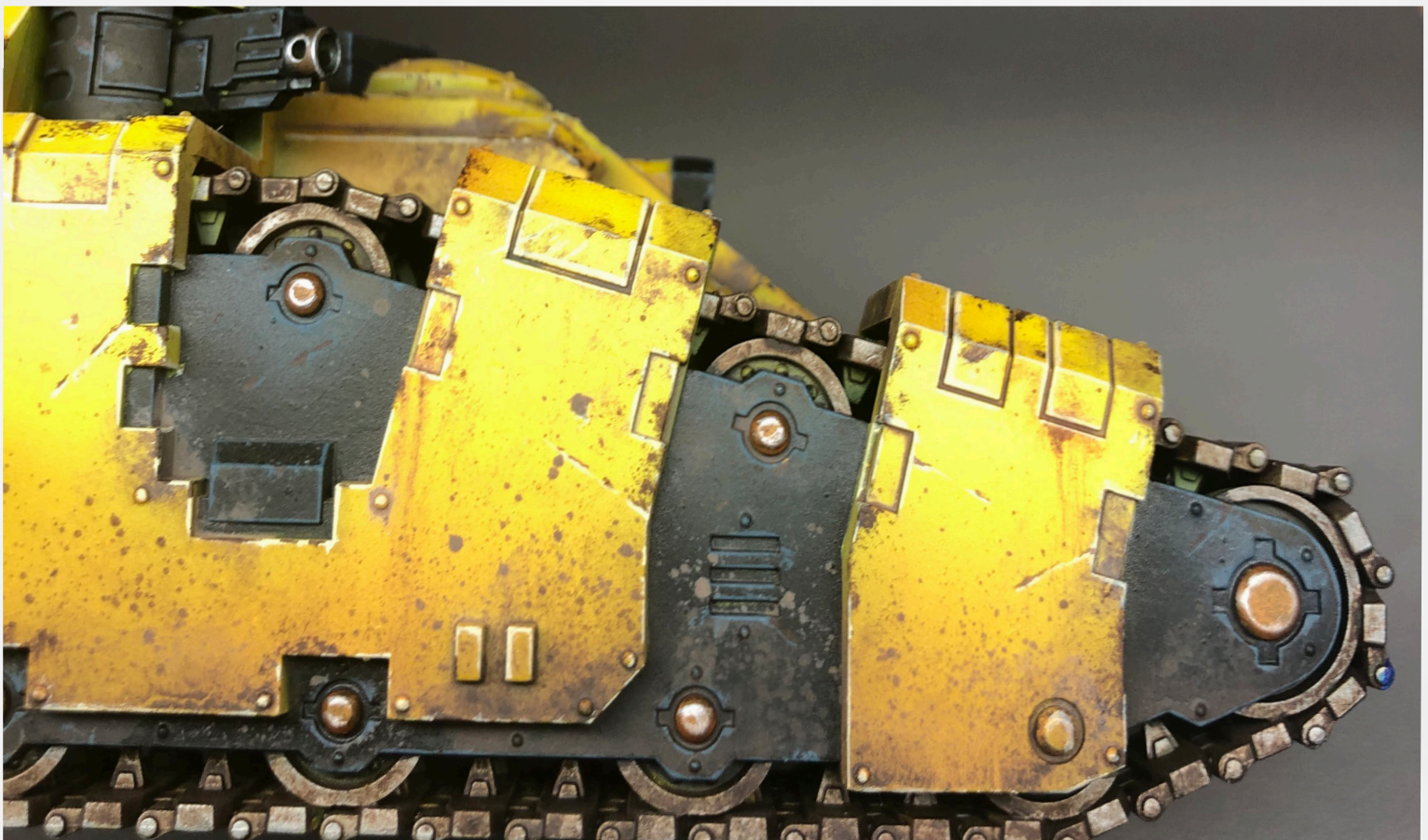


Ice Yellow,
Vallejo



Rhinox Hide,
Vallejo

We will use the same color to perform battle damages that we fill with *rhinox hide*. The latter paint is also used to fill the highlight in random places.



STEP 3



Base



Détourage



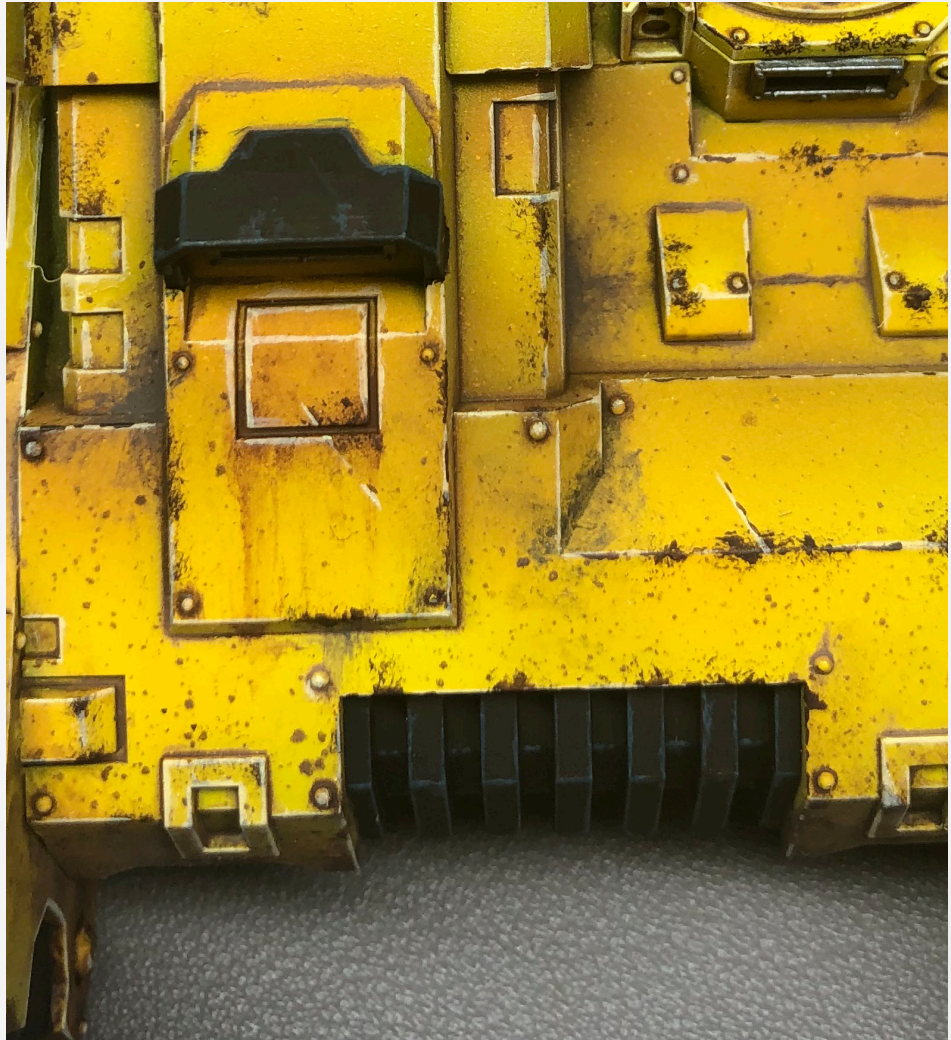
Black,
Vallejo



Thunderhawk
blue, GW



For black we make a base layer in *black* that we highlight with *thunderhawk blue*.



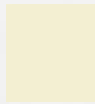
STEP 4



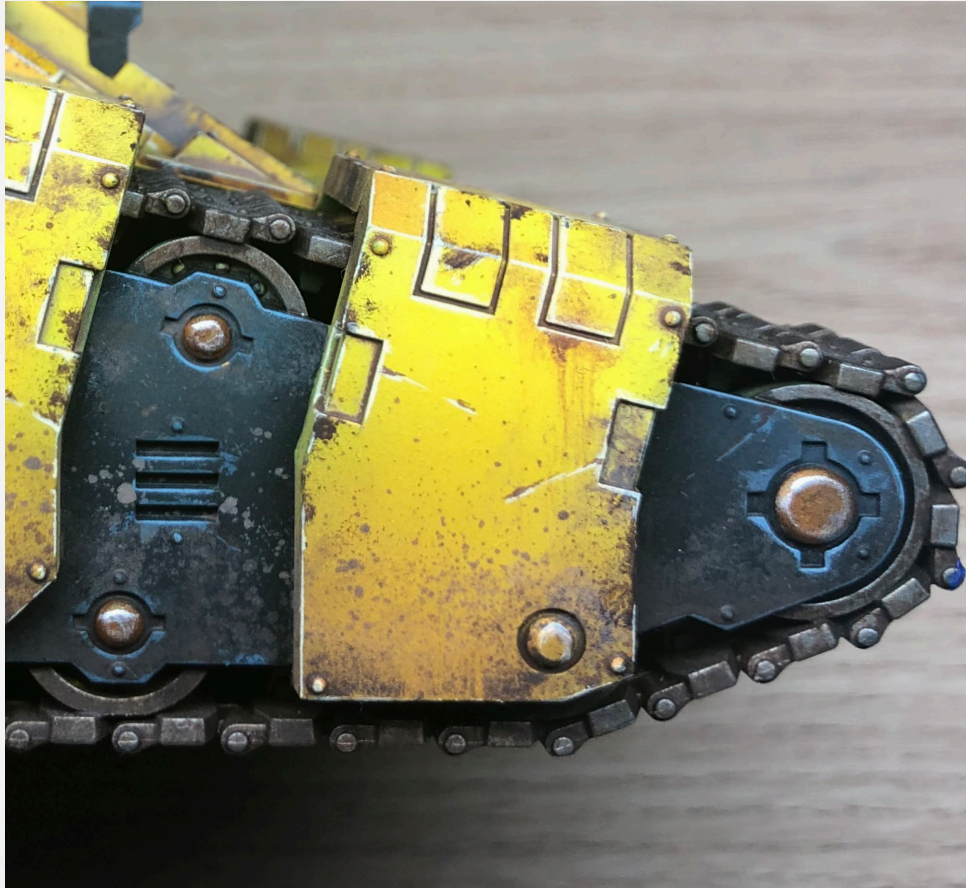
Détourage



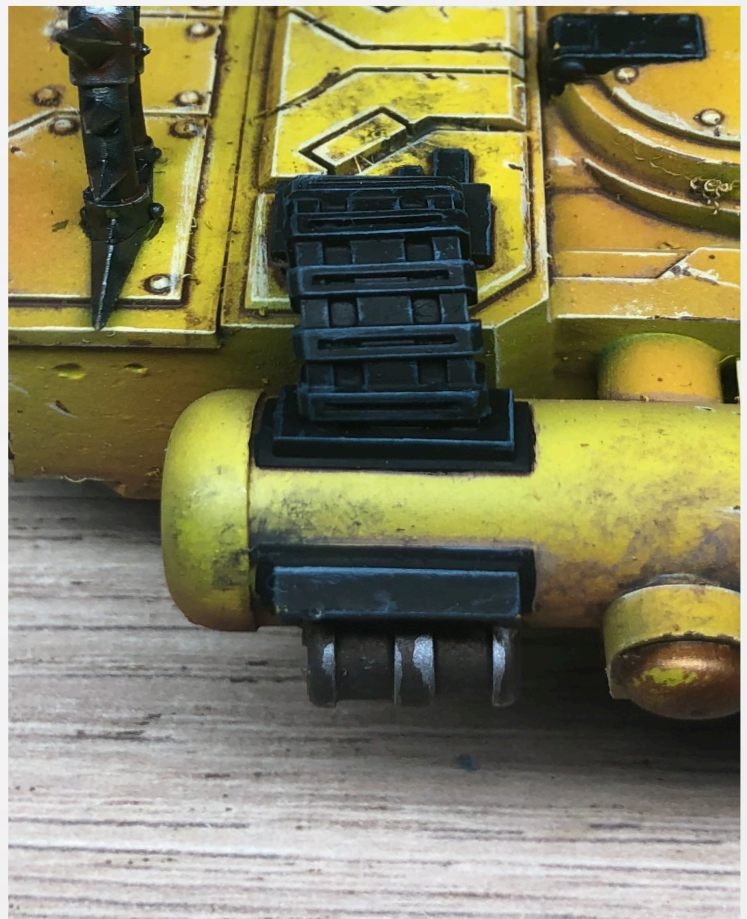
Thunderhawk
Blue, GW



Ivory,
Vallejo



A second highlighting on the prominent edges is achieved by adding *ivory* to the *thunderhawk blue* in 1:1.



STEP 5

 **Base**  **Lavis**  **Détourage**

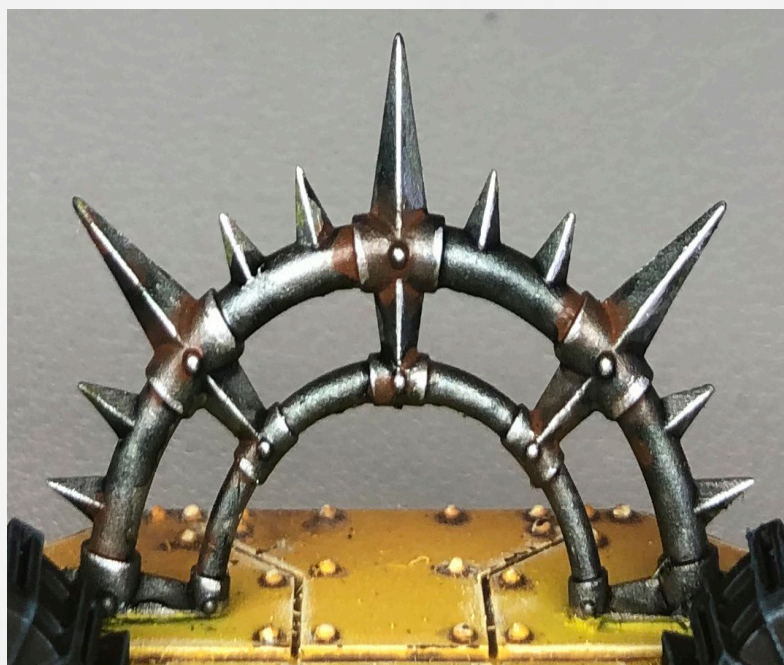
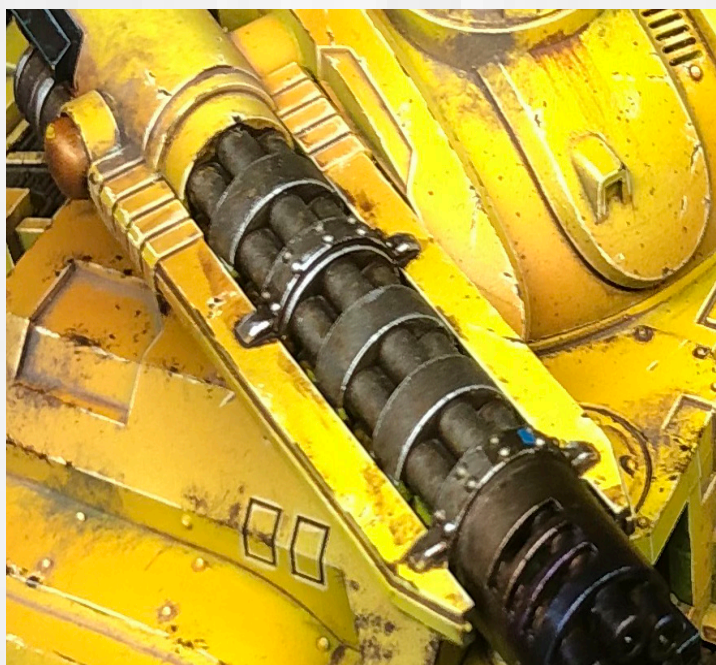
 Chainmail Silver, Vallejo

 Black Templar, GW

 Mournfang Brown, GW

 Chrome, Vallejo

We paint the steel starting with a base layer of *chainmail silver* followed by a double wash of *black templar* diluted in 1:1 and a wash of *mournfang brown* to simulate grime. We conclude with a *chrome* highlighting.




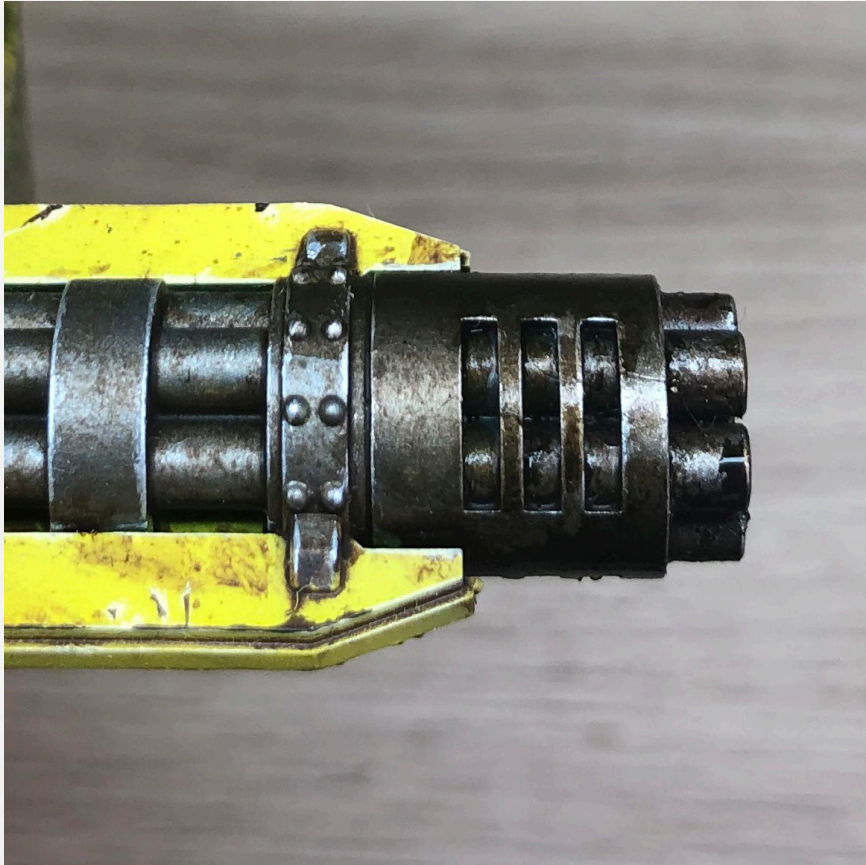
STEP 6



Voile

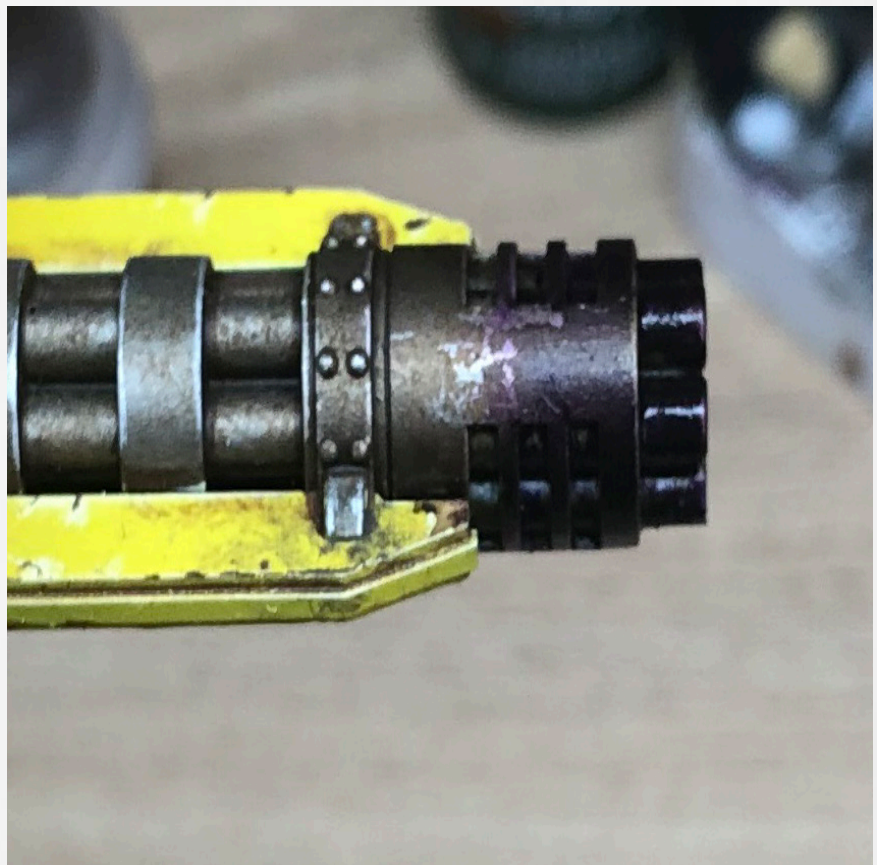
 Inktense wood,
Scale 75

 Inktense Violet,
Scale 75



Let's move on to the tempera of the cannons. We start with a veil of *brown ink*.

We follow with a second veil of *purple ink* on a small area.



STEP 7



Voile

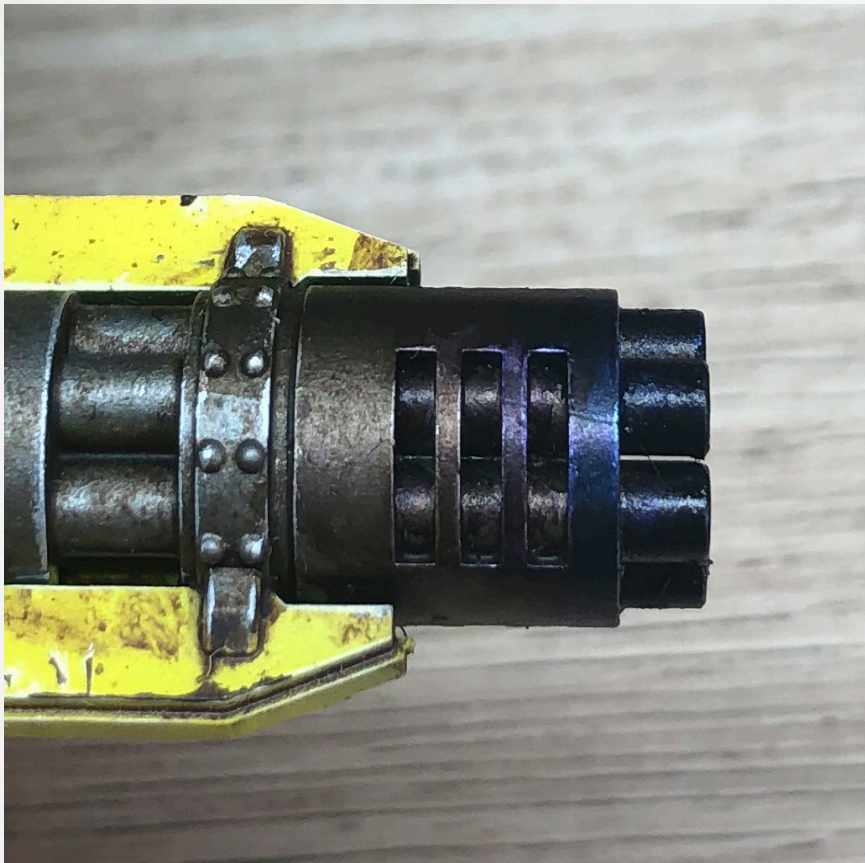
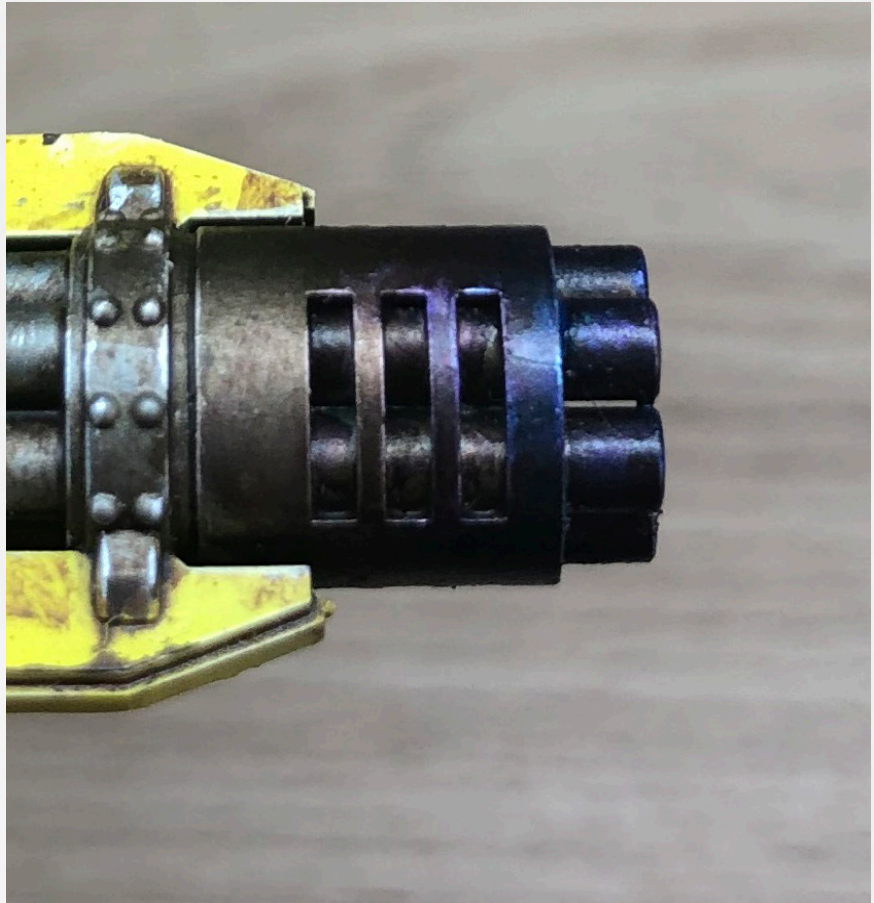


Inktense blue,
Scale 75



Inktense Black,
Scale 75

We continue with a veil of *blue ink* always on a reduced surface.



Finally we pass a last veil of *black ink* on the tip of the weapon.

STEP 8



Voile

White,
Com-art



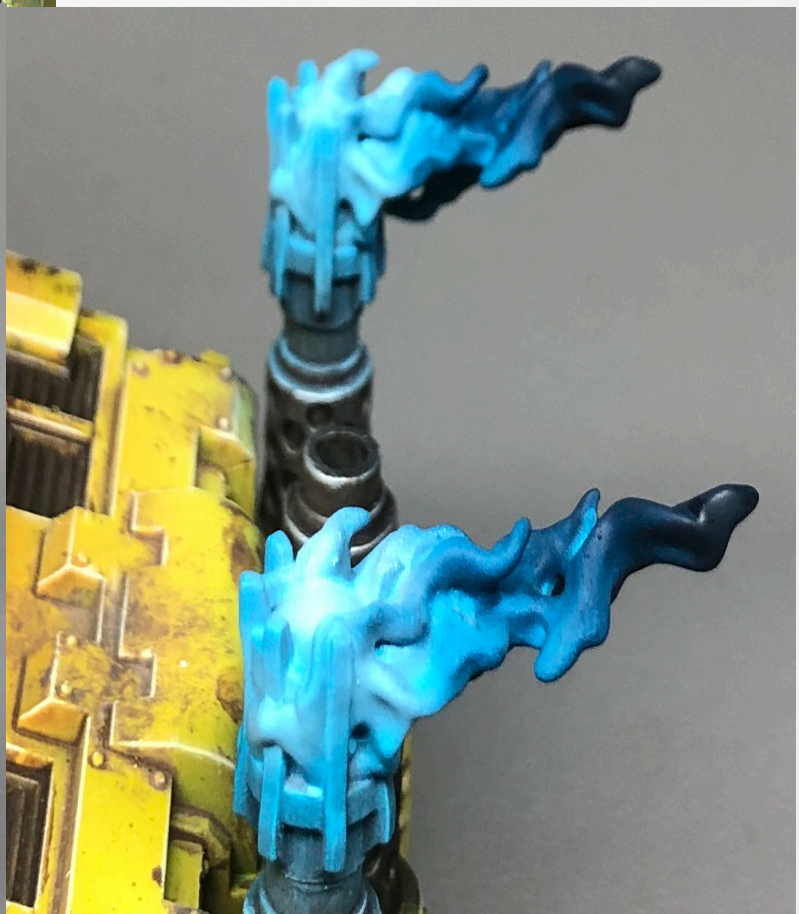
Frosthearth,
GW



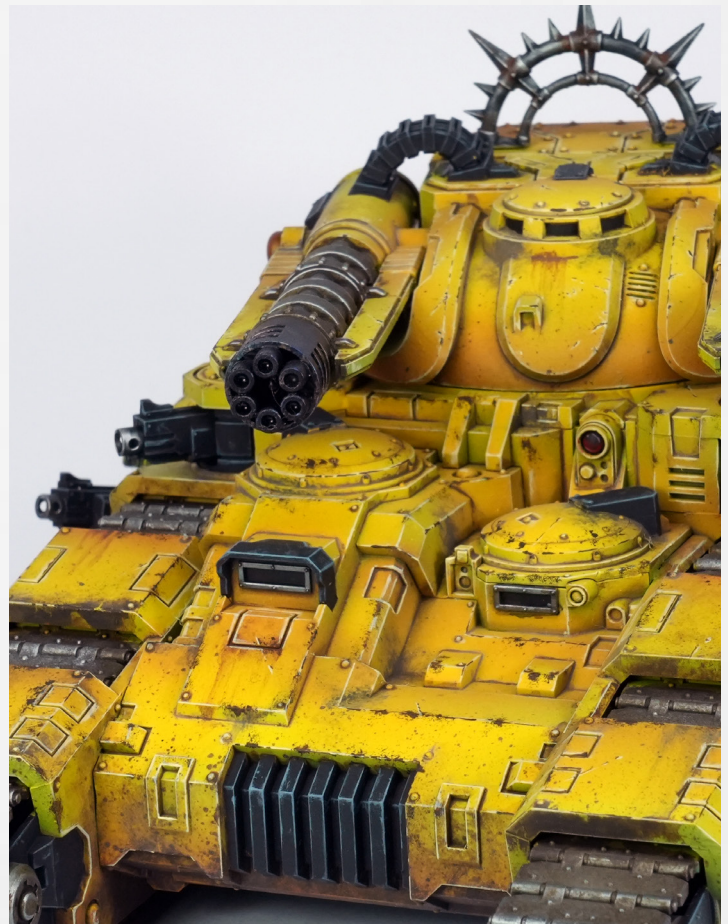
Stormfiend,
GW



The flames at the back were first given a wash of white and then a veil of *white*. We then cover with a veil of *Frosthearth*. To darken, we use *stormfiend* then *black*.



GALLERY



LEGEND



Base

Base layer



Texturage

Often called stippling, it is treated many times in live painting (UR025, overlord necron), a basic technique used in the «Quick Step 34: Judiciar Leather».



Blending

Advanced gradient technique, mainly darkening, discussed in «Webinar #11: Blending».



Layering

Advanced gradient technique, mainly in brightening, discussed in «webinar #12: layering».



Glazing

Advanced gradient technique, or balancing phase discussed in «webinar#1: glazes», and in the «webinar: glazing».



Lavis

Darkening or tinting technique, discussed in webinar #1: glazes, and in «webinar #6: washes», as well as in «training booklet #4: wash»



Brossage

Lightening technique, discussed in the booklet «Brush painting: the basics» and in the «Webinar: dry brushing»



Détourage

Volume clipping technique, discussed in «Webinar #4: Volume Clipping» and «Training Booklet #4: Clipping»



Wet-blending

Gradient technique by fresh overlay of 2 different colors, discussed in the «webinar: wet blending»



Voile

Basic aero technique, discussed in «Webinar #8: Aero gradient»



Lissage

Aero technique, discussed in «Webinar #8: Aero gradient»



A target indicates that this step requires high precision