

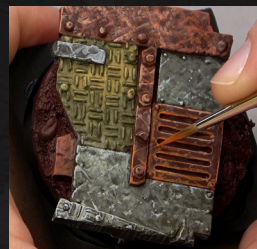
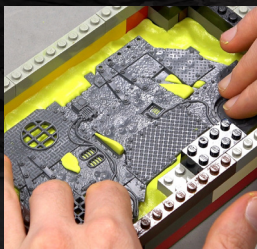


Sergio
CALVO
miniatures

ENGLISH 



TYPHUS



VOLVI



SUMMARY

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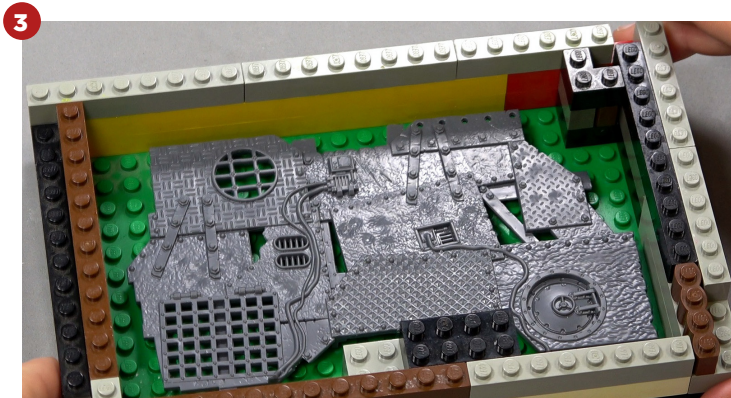
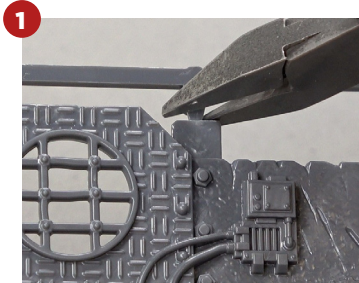
06 TYPHUS

BASE

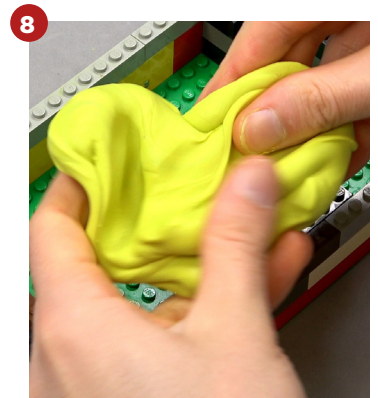
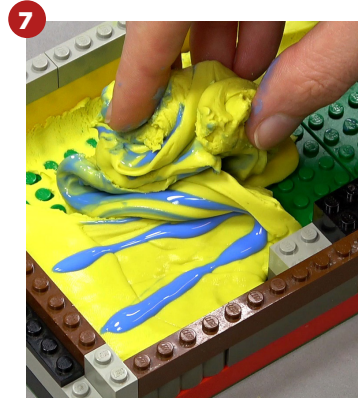
06/48

In this tutorial we are going to learn how to make a backup of our bits or elements that you may find interesting to paint in the future.

I am going to use the putty that dentists use to remove the molds from the mouth by adding Catalyst Gel. In my case, I use the Ventura Top brand.



We mix the two components for 30 seconds. From the 50th second, it starts to set.



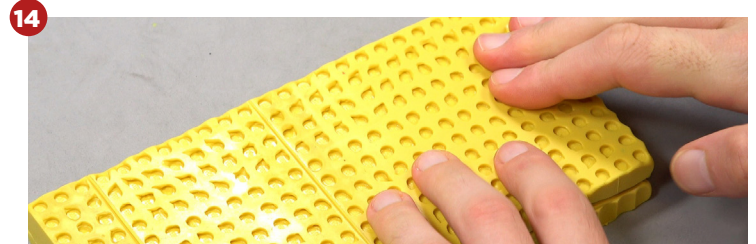
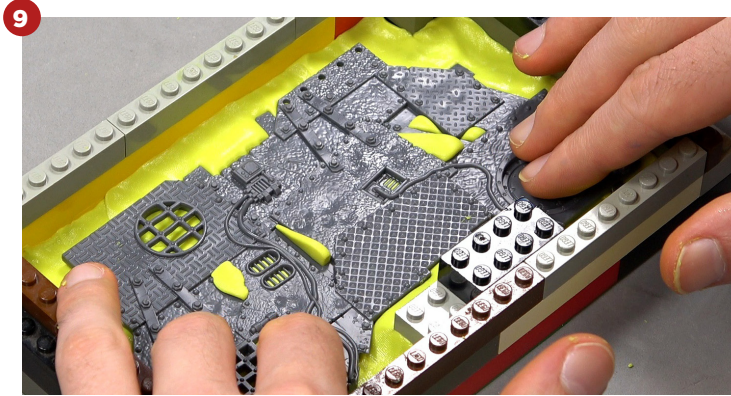


06 TYPHUS

BASE

06/48

We are going to create two separate parts (a and b), which we will let dry for 10 minutes. When we have the two parts done, we will use Milliput and Green Stuff to give it more hardness and flexibility. Both components will allow us to sand the surface later if needed.





06 TYPHUS



Water

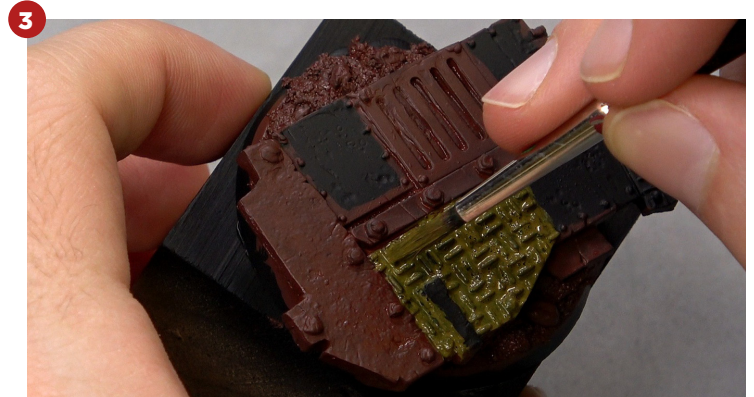
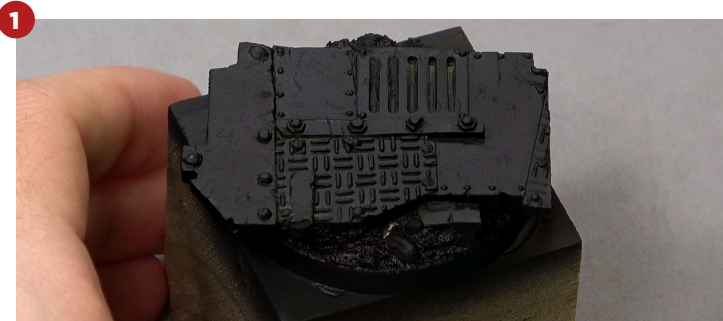


Cranberry

BASE

06/49

After trimming and priming the piece we add a very dark base coat covering the ground as well.



(British Khaki, Evergreen and Cranberry) With a new mix we are going to go over the ground area. Playing with various tones will allow us to create different areas to shade the colors we want to introduce in our base (Mix and Evergreen).



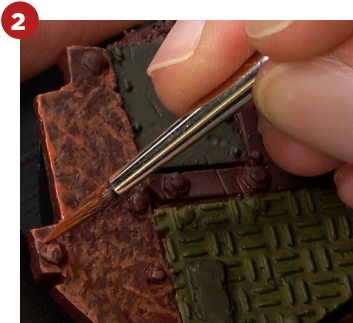
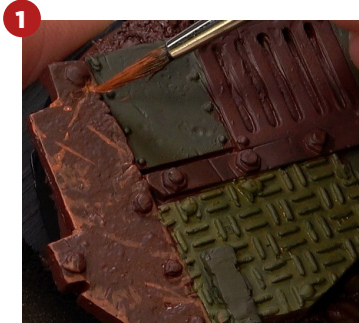


06 TYPHUS

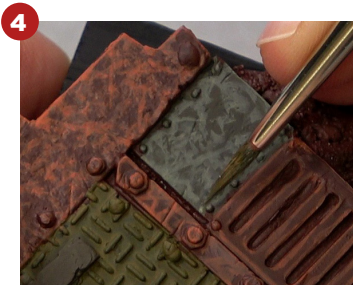
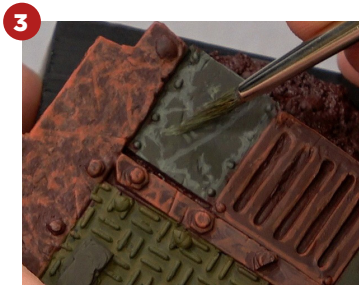
BASE

06/50

As I want to give the appearance of old plates with rust, I will use orange tones in the areas where it would form the most. It can be in corners (outlined), between the screws, or in the rivets.



We can also add in different steps textures based on lines and dots that cross the different plates that we have created. In this way, what we will be doing is to break the initial scheme (flat, without texture) that we have done previously (British Khaki, Evergreen, Cranberry and Spectrum Blue).



(British Khaki and Spectrum Blue) By adding blue to these mixtures we will be graying and desaturating the area (as the color moves away from the primaries). In turn, we continue to apply random textures. Personally, I like to make the bases with a maximum of 3 colors (although always varying the saturation of the color). In this way we are going to form contrast but without subtracting light from the miniature (Pastel Peach and Medium Rust).





06 TYPHUS



Water



British Khaki

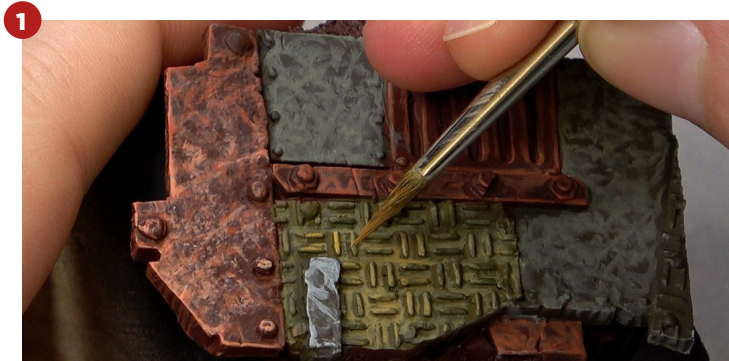


Pastel Peach

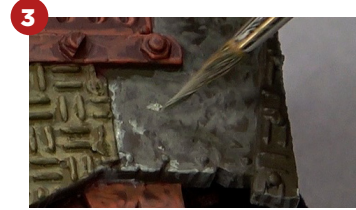
BASE

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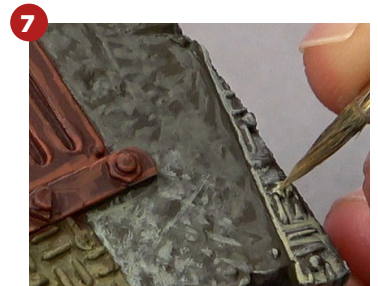
It is about creating a frame that improves the light that we have painted on the miniature. This is one of the fails that I often find; the base becomes so important that it leaves the miniature in the background when it should be its accompaniment, a complement to highlight the work we have done.



Always look for references of what you are going to paint. In this case in which we are going to make areas of rust, it is important to know that it has different colors depending on the metal we want to make. For example, if it is a copper surface, the oxide will be turquoise (Medium Rust).



(Evergreen, Spectrum Blue and Pastel Peach) If we were painting the miniature, we would use white as maximum light, but on the base, (even if we want to recreate metallic surfaces), we always have to stay one step below when working the light. Therefore, it is important to use colors that contain white, but without using it directly. This way, it will not affect the light of your miniature and the base will have enough without being excessive (Mix and Pastel Peach).





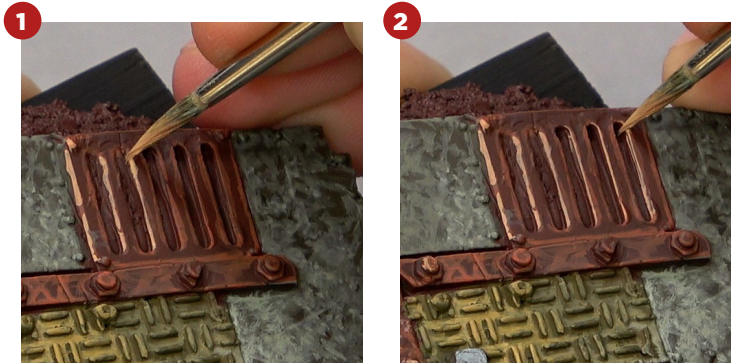
06 TYPHUS



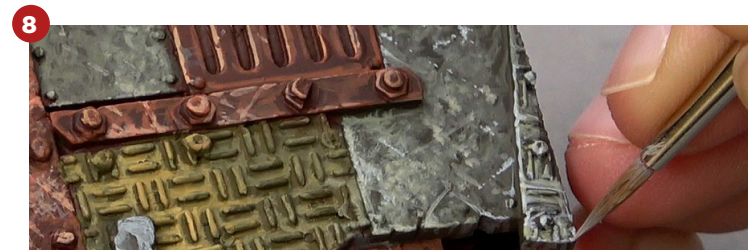
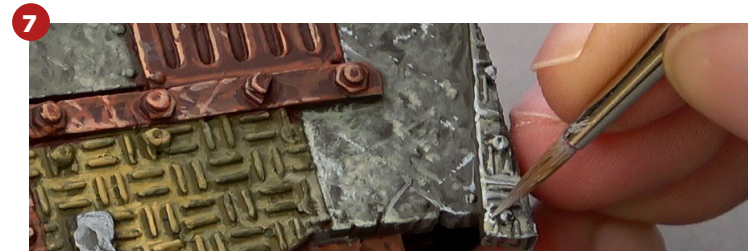
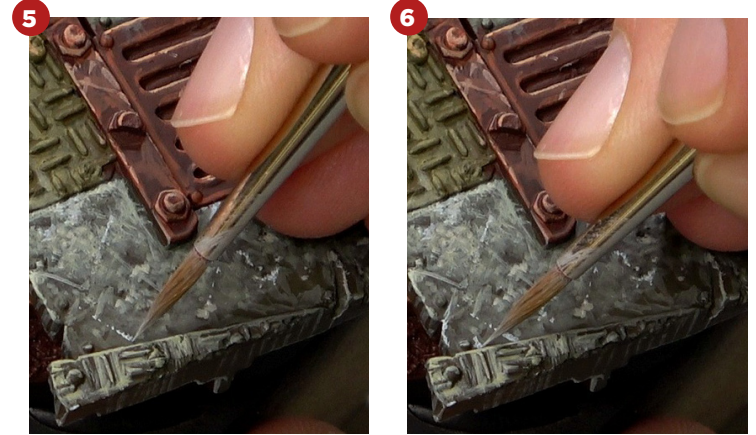
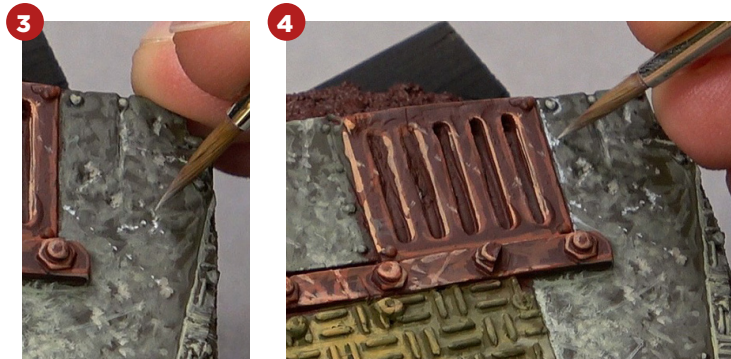
BASE

06/52

Notice how three highlights using the same color in our mix is more than enough.

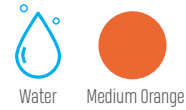


And as we can't use white, I recommend using more pastel colors to replace it. In our eyes it will have the same effect without the need to reach our top light (Blue Grey).





06 TYPHUS



BASE

06/53

Also, something I like to include in my bases and miniatures are this kind of colors from the Golden brand. They usually have a very saturated pigment that gives a much more realistic appearance. They are also non-toxic so you can use them without fear. Note that the only two ways to texture are lines, dots or a combination of both.



(Luminous Flesh and Pastel Peach) However, the key is always to separate those lines or join them together to generate more noise (information) in what we want to represent.



(Luminous Flesh) We should also never forget the edge highlights.





06 TYPHUS

BASE

06/54

We continue to include to the mix more pastel range as we move up towards the light.



Water



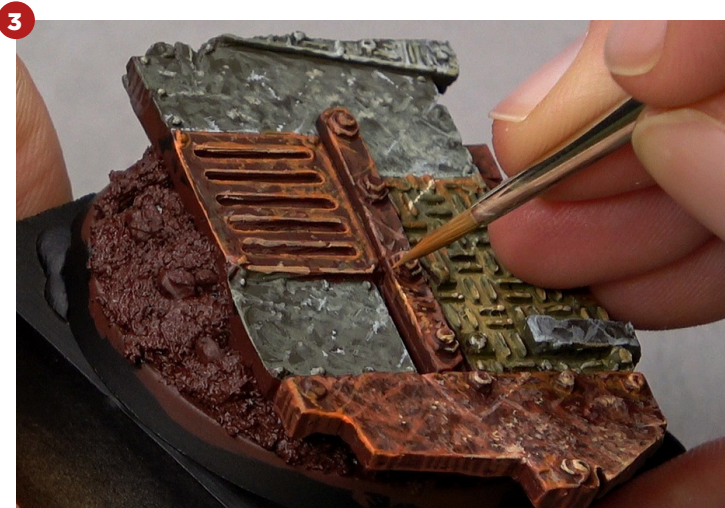
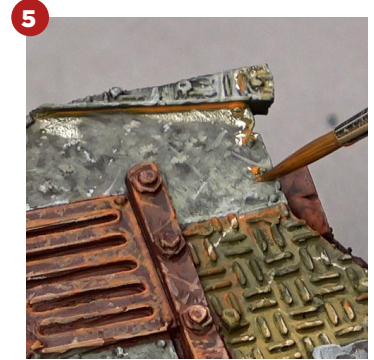
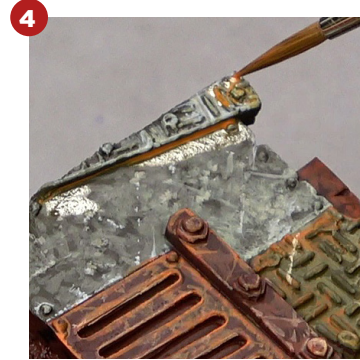
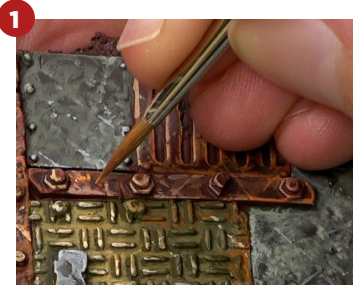
Luminous
Flesh



Pastel Peach



Medium
Orange



(Medium Orange) For the creation of rust we resort again to this color of Golden around the rivets.



06 TYPHUS



Water

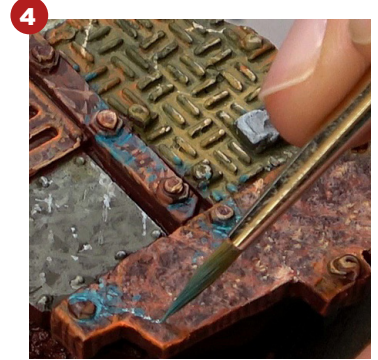
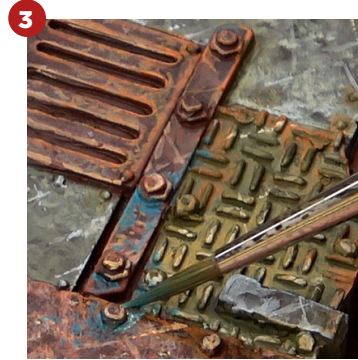


Archaic
Turquoise

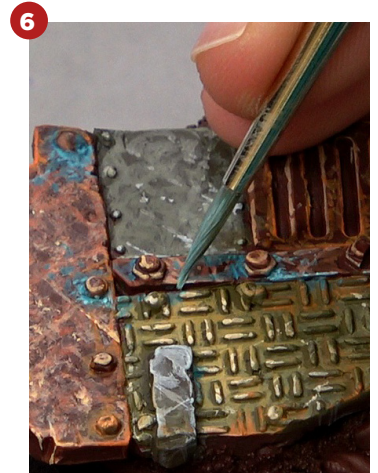
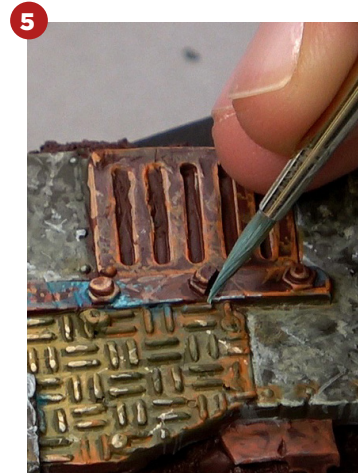
BASE

06/55

As I said, in the case of copper, the oxide that is formed is of a more turquoise color.



(Archaic Turquoise and Luminous Flesh) We can fake the light that has that oxide using again a pastel color next to that turquoise. And ultimately introduce some white to the tone using it only in a very small area (Archaic Turquoise and White).





06 TYPHUS



BASE

06/56

With these last touches I say goodbye. I hope you enjoyed this tutorial and I'll see you in the next one!





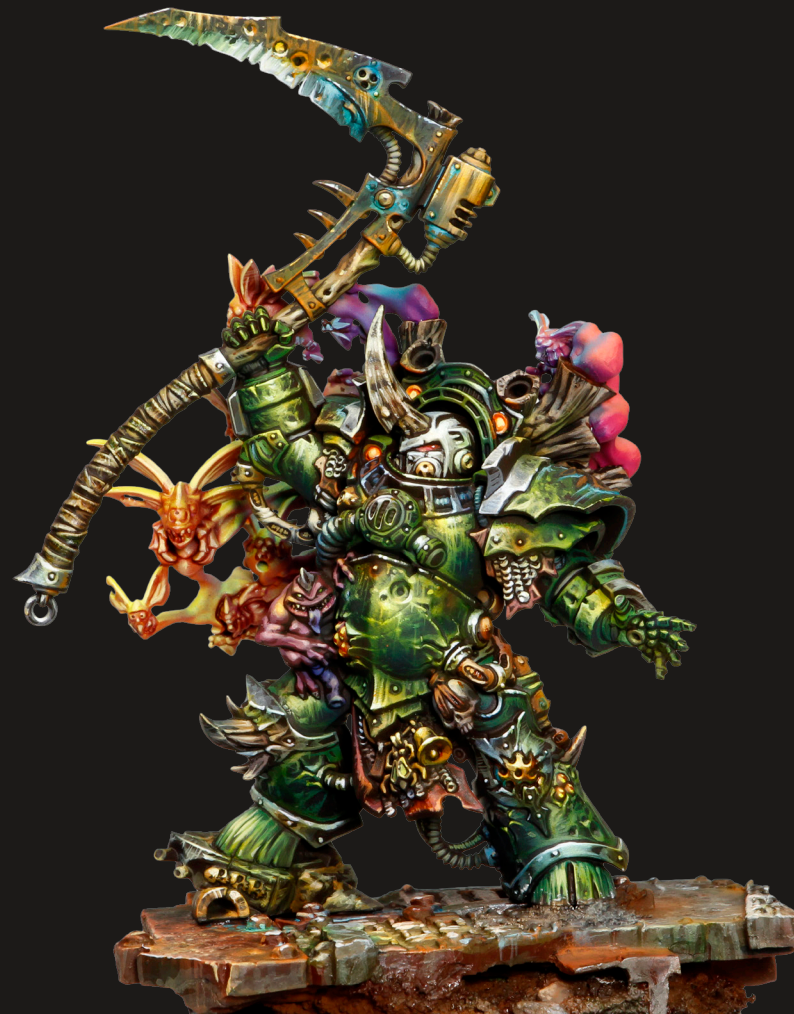
06 TYPHUS





07 COLORS

 Cranberry (VAD)	 British Khaki (AK)	 Evergreen (VAD)	 Medium Rust (AK)	 Spectrum Blue (AK)
 Pastel Peach (AK)	 Blue Grey (AK)	 Medium Orange (G)	 Luminous Flesh (AK)	 Archaic Turquoise (AK)
 White (AK)	 Black (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 Air - (VMA)
Vallejo Model Color - (VMC)
Vallejo Nocturna - (VN)

* Color Recipe Volume VI.



08 GALLERY





08 GALLERY





08 GALLERY

SERGIO CALVO MINIATURES - TYPHUS VOL VI





08 GALLERY

SERGIO CALVO MINIATURES - TYPHUS VOL VI





08 GALLERY





SERGIO
CALVO
miniatures

TYPHUS

VOL VI

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