

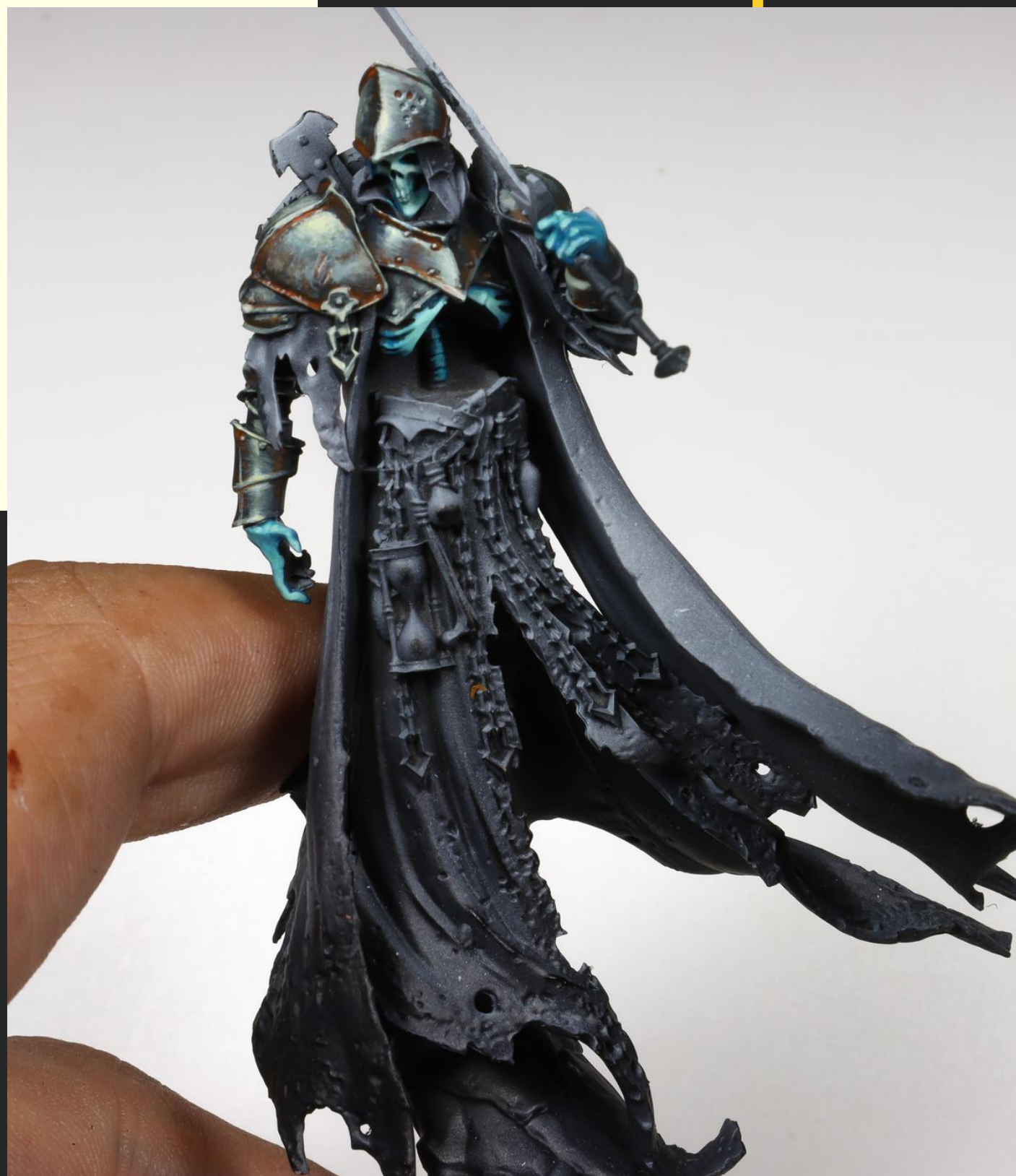


MINIATURE'S DEN PATREON GUIDES:

WRAITH FROM BLACK CROW

Weathered NMM





WHY THIS MODEL?

When I saw this model I knew I wanted to play with some NMM textures and I felt it would be fun for me to do as well as for you to watch. It's a model rich with details but not overly saturated, allowing the painter to take it as easy or as "hardcore" as he or she wants. Fun stuff!

PAINTS USED IN THIS GUIDE

Vallejo Model Color: Black, Turquoise, Ivory,
German Yellow.
Kimera: Orange

BASECOAT



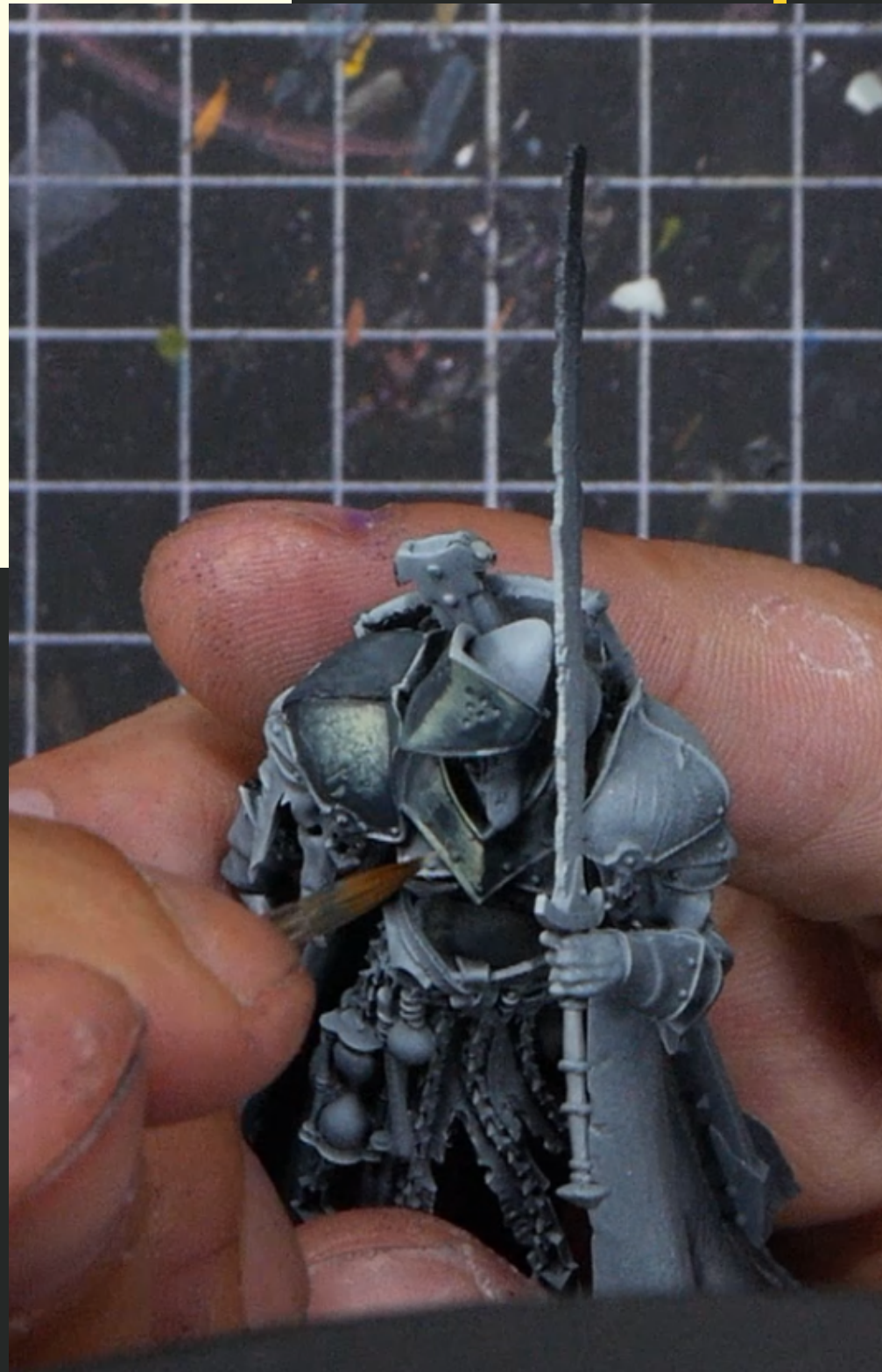
I basecoated the armor in a dark blue grey, created from a mix of VMC Ivory and Black, to which I added a bit of Turquoise. I kept the color dark as I wanted to build up textures slowly, to make them look like "they belonged" rather than brustrokes.

FIRST HIGHLIGHT



I added a little bit of VMC German Yellow to the mix and proceeded to start texturing the model. On the shoulders I wanted a "stippled" texture while on the other elements I wanted a more "brushed iron" look. To achieve these textures I stippled the brush on the shoulder, as you can see in the picture, the center of the highlight volume is more saturated with dots, while less and less are present as you move away from the center. The brushed iron look was achieved by painting the highlights in with many lines, one next to each other.

SECOND HIGHLIGHT



Adding more VMC German Yellow to the mix, I kept going with the same patterns used in the previous highlight.

If you feel like the mix you came up with is too bright compared to the previous, just make a mix of the current mix and the previous one and use it to "connect" the two

THIRD HIGHLIGHT



I added VMC Ivory to the mix and proceeded to add the last light, especially on the edges.

RUST



Using Kimera Orange in various dilutions (from glaze to layer) I added a rusty look to the model, focusing on painting it into the recesses, where rust would more naturally happen, as well as some little stipples of it in the shadows of the NMM, to improve their contrast.

SPECTRAL BONES



To give the model a bit of vibrancy, considering how desaturated it will probably look, I decided to make the bones look spectral.

To do so I started from a basecoat of pure VMC Turquoise to which I added VMC German Yellow and then VMC Ivory. I focussed on the face more with these last highlights, in order to make the focal point pop, although it's very difficult with this model (the face is getting shaded by the helmet).

THANK YOU!

I hope you enjoyed this guide on the Wraith! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



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