

PAINTLIST

Vallejo Model Color

- * Black (70.950)
- * Black Grey (70.862)
- * Neutral Grey (70.992)

AK 3rd Generation

- * Silver Grey
- * Graphite
- * Pale Grey

GW Citadel Paint

- * Khorne Red (Base)
- * Evil Suns Scalet (Layer)

* Similar results can be obtained by using the paint in []. However, there must be some differences in the results.



This time, let's look at the process of painting various details of Dark Angel Praetor. First, paint all the red areas with GW Base Khome Red. At this point, you don't have to worry too much about damage to the previously painted area. If the brush is off, you can repaint it when all red part is done.



Highlight the red part with GW Layer Evil Sunz Scalet. In the case of a wide area such as a shoulder pad, please use the same method as the black armor. Otherwise, you don't have to worry too much about the smooth borders.



Highlight the red border with GW Layer Evil Sunz Scalet + AK 3rd Generation Silver Gray (2:1). Highlighting small areas is a pretty cumbersome task, but it's worth it. If you compare the decoration of the legs or the wing of the waist with the previous photo, you can see that there is a sense of depth.

At this point, I deliberately doesn't paint the right side of the left leg for impression of strong shadow.



Now it's time to move on to white. Paint all the areas that will be white with AK 3rd Generation Graphite. Don't forget to apply it several times thinly. If you put a light color on top of black, the paint often gets stuck if you try to paint quickly. I recommend not using real white (Vallejo White, GW Corax White, etc.) for the white areas. In reality, there are very few things that are pure white, so it is easy to feel unnatural, and it is very difficult to apply the paint itself. Using a light gray or light yellow series can solve this problem.



Paint all bright white areas with AK 3rd Generation Pale Gray. If you look at the picture above, you can easily understand what I said earlier. In the photo above, the actual white color does not exist, but our eyes feel Pale Gray as a color close to White through the contrast with the surrounding color.

Also, if you use a color lighter than Silver Gray for white, the shiny feel of the metal parts will disappear. If you want to use pure white, paint with small dots on only the brightest parts of the metal.



Now, glazing with AK 3rd Generation Graphite + AK 3rd Generation Plae Gray (1:1) blurs the borders such as the cloak.

Don't forget to gently remove excess water from the brush when glazing. The concentration paint for glazing is very thin, so if you apply the paint with a brush and apply it right away, droplets will form on the model. Therefore, it is necessary to lightly absorb excess moisture from the brush on a tissue before painting to create an opaque thin film. I think this is real secret of glazing.



Now it's time to apply the freehand. I first made a guideline by drawing a grid shape on the arm with GW Base Khorne Red, and then I painted the checkered pattern by filling the inside of the square with GW Base Khorne Red + GW Layer Evil Sunz Scalet (1:1). Checkered is a freehand pattern that is not as difficult as it looks, and has a very good visual effect. I highly recommend you try it.

In the case of the small shield Aquila, I first made a triangle and painted it in the form of digging left and right. Please refer to the picture above.



Now draw text on the Purity Seal with Vallejo Model Color Black. Drawing on the Purity Seal seems difficult to see, but simplifying the font can make it simpler than you think.

Draw parallel lines above and below the Pruity Seal area. After that, write in a form that connects the two lines, and then erase the remaining parts. If you refer to the picture above, you will be able to complete it more easily than you think.



Paint the sword the same way you painted the metal part in the previous guide. Basic details are completed with this! Next time, I'll come back with how to paint the guns and the cloak.

Thanks for reading the long guide!