

# MORVENN

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## VAHL BASE



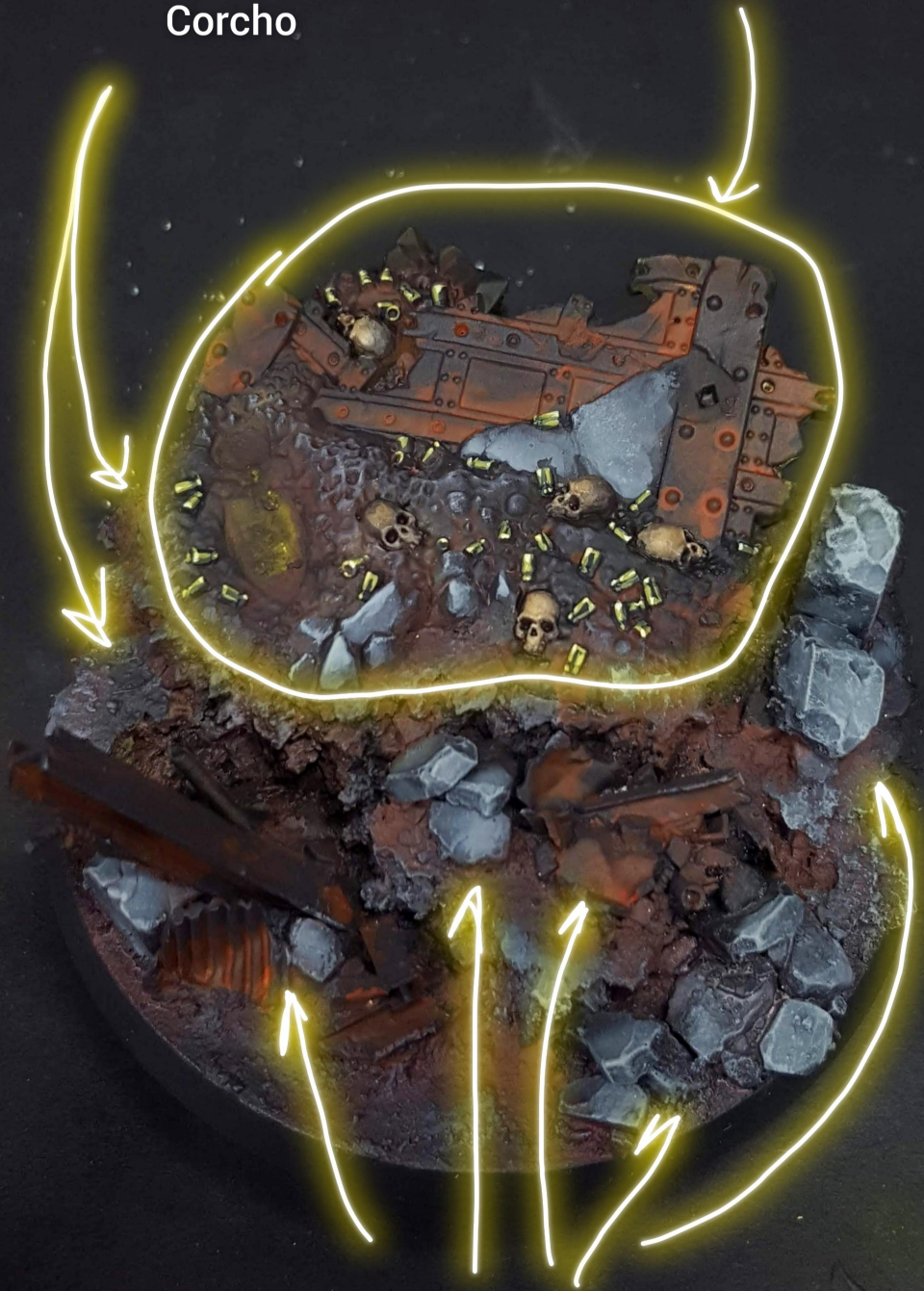
In the process of this base you will see some steps that is removed from the final mini. So its important to have autocriticism and realize what looks good and what not, and dismiss ideas than does not work.

En el proceso de esta base verás algunos pasos que se eliminan de la mini final. Por eso es importante tener autocrítica y darse cuenta de qué se ve bien y qué no, y saber descartar las ideas que no funcionan.



Cork  
Corcho

Original from the mini base  
Base original de la mini



Epic basing 3D printed bits  
Bits impresos en 3D de epic basin



**Black primer**



**Ak Black Red**

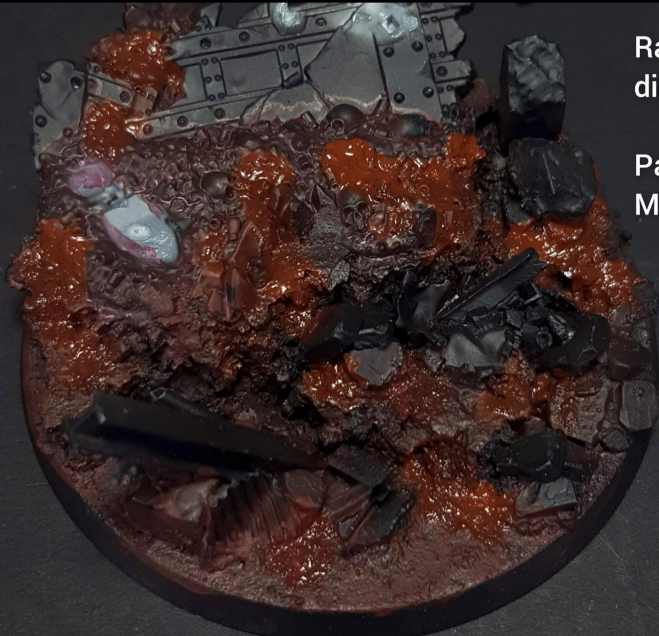
**A bit diluted to  
reach the recesses**

**Un poco diluido  
para llegar a los  
huecos**



**Dry look**

**Aspecto seco**



Random patches of diluted Ak Medium Rust

Parches aleatorios de Ak Medium Rust diluido

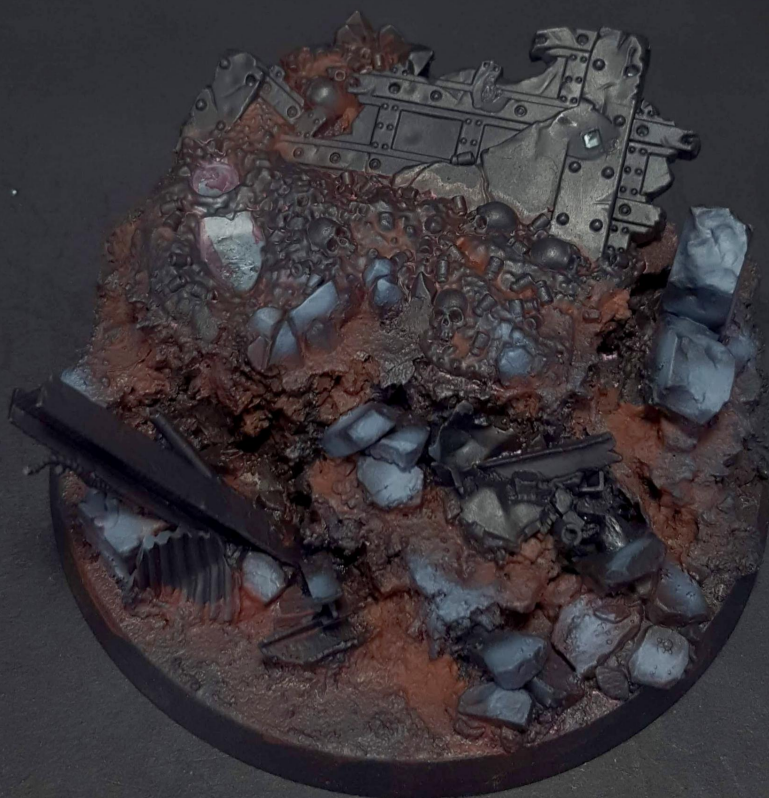


The look when is dry  
El aspecto cuando está seco



Drybrush everything with Ak Tenebrous Grey

Pincel seco en todo con Ak Tenebrous Grey



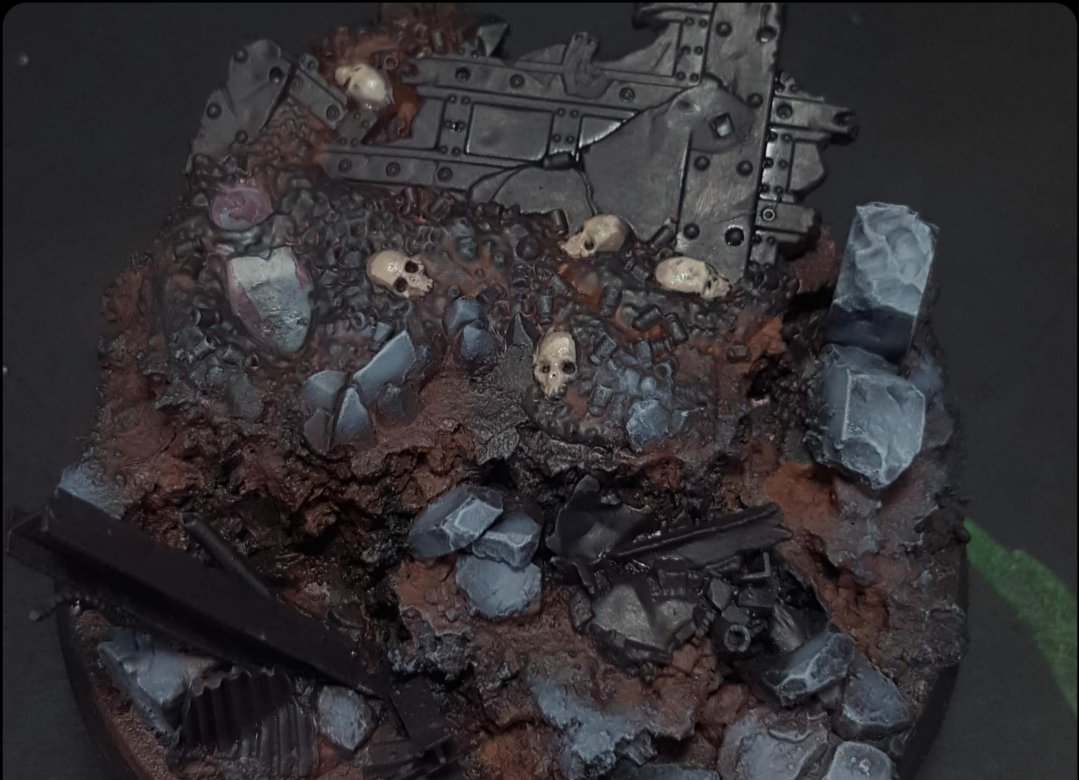
With airbrush and Ak Basalt Grey I paint the rocks (you can do it by brush, i do by airbrush because is faster and smoother)

Con aerógrafo y Ak Basalt Grey pinto las rocas (puedes hacerlo con pincel, yo lo hago con aerógrafo porque es más rápido y suave)



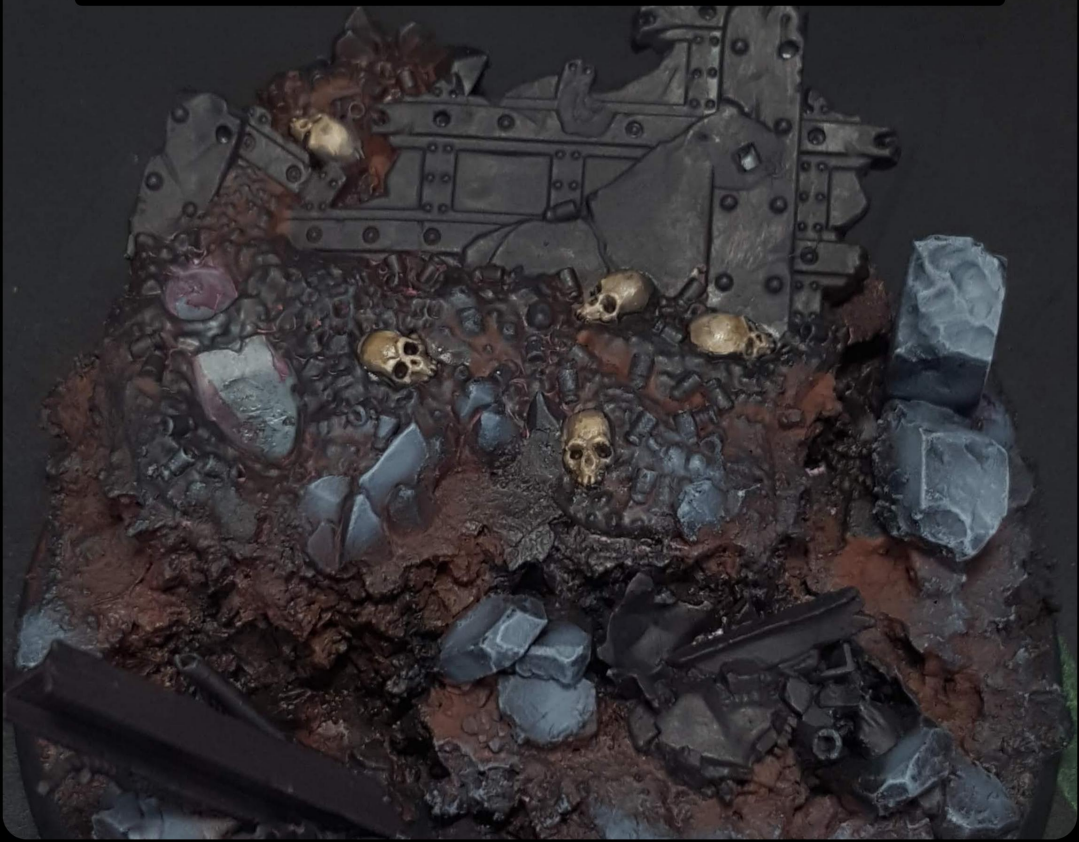
Now y drybrush using Ak Basalt Grey trying to not hit beyond the rocks.


Ahora pincel seco con Ak Basalt Grey intentando no golpear más allá de las rocas.



The skulls are just painted with beige tones likes Ak Leather Brown and lighten with Ak Light Earth mixed, and then a wash of Agrax Earthshade to merge and integrate with the scene.


Las calaveras simplemente se pintan con tonos beige como Ak Leather Brown y se aclaran con Ak Light Earth mezclado, y luego un lavado de Agrax Earthshade para fusionar e integrar con la escena.



A close-up photograph of a miniature model depicting a ruined wall. The wall is made of dark, textured material, possibly concrete or stone, and is heavily damaged, with large sections missing and jagged edges. The wall is painted with a dark, reddish-brown color, likely AK Black Red and Ak Medium Rust. The wall is surrounded by a pile of rubble, including several human skulls, pieces of metal, and other debris. The lighting is dramatic, highlighting the textures and colors of the model.

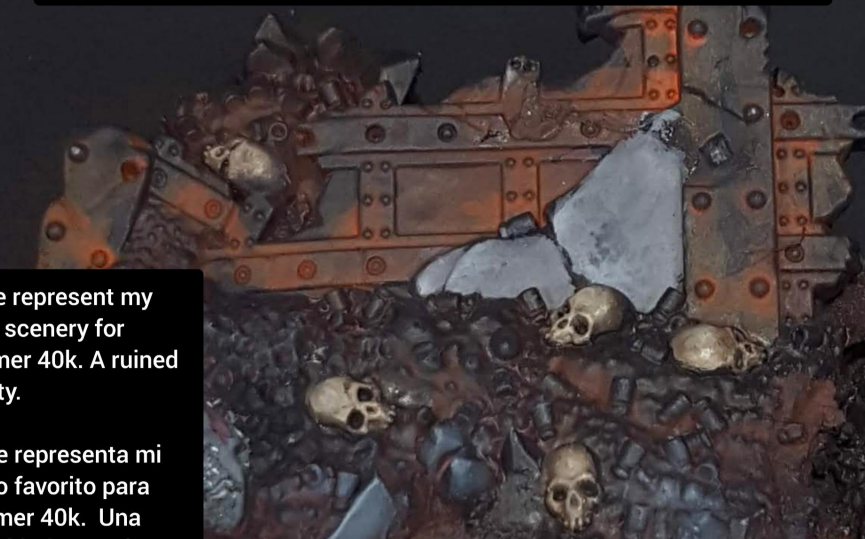
The broken wall is also painted with AK Black Red and Ak Medium Rust. Then drybrushed with Tenebrous Grey.

La pared rota también está pintada con AK Black Red y Ak Medium Rust. Luego pincel seco con AK Tenebrous Grey.

A close-up photograph of a miniature model depicting a ruined wall, similar to the one in the first image. The wall is made of dark, textured material, possibly concrete or stone, and is heavily damaged, with large sections missing and jagged edges. The wall is painted with a dark, reddish-brown color, likely AK Black Red and Ak Medium Rust. The wall is surrounded by a pile of rubble, including several human skulls, pieces of metal, and other debris. The lighting is dramatic, highlighting the textures and colors of the model.

Finally I paint the concrete of the wall with Ak Basalt Grey tone.

Finalmente pinto el hormigón de la pared con tono Ak Basalt Grey.

A close-up photograph of a miniature model depicting a ruined wall, similar to the ones in the previous images. The wall is made of dark, textured material, possibly concrete or stone, and is heavily damaged, with large sections missing and jagged edges. The wall is painted with a dark, reddish-brown color, likely AK Black Red and Ak Medium Rust. The wall is surrounded by a pile of rubble, including several human skulls, pieces of metal, and other debris. The lighting is dramatic, highlighting the textures and colors of the model.

This base represent my favourite scenery for warhammer 40k. A ruined rusted city.

Esta base representa mi escenario favorito para Warhammer 40k. Una ciudad oxidada en ruinas



Now you are going to see the dismissed idea, the reflection of the armor projected at the ground. You can see this idea succesfully applied in Tycho base pdf.

Ahora vais a ver la idea descartada, el reflejo de la armadura proyectada en el suelo. Puedes ver esta idea aplicada con éxito en el pdf de la base de Tycho.



I painted an small halo of AK white ink surrounding the feet.

Pinté un pequeño halo de tinta blanca AK rodeando los pies.




Tinted with ak yellow ink.

Tintado con tinta amarilla ak.



At this point i think that works (more or less) but if the yellow was a bit less color saturated would work better

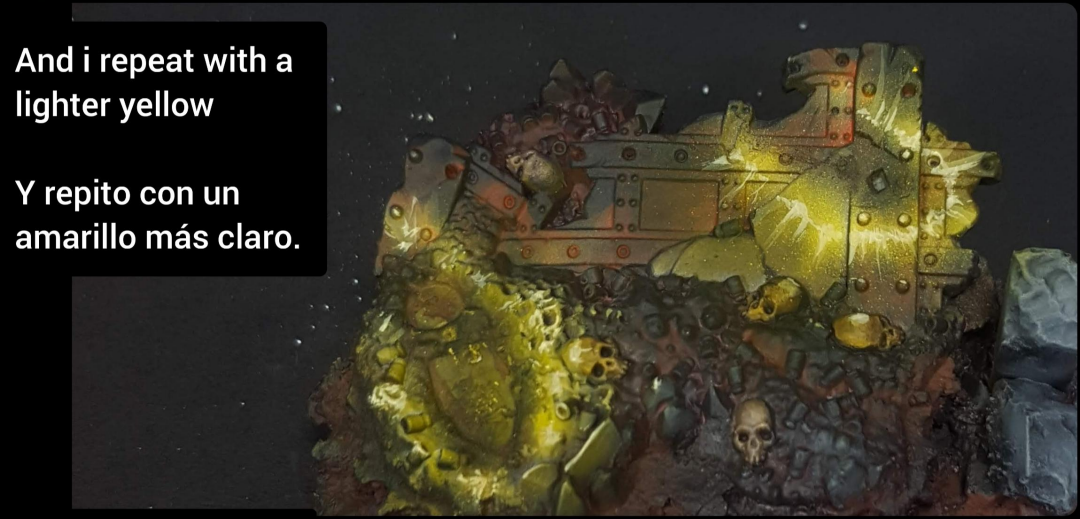
En este punto creo que funciona (más o menos), pero si el amarillo estuviera un poco menos saturado funcionaría mejor.



I paint some radial yellow lines  
Pinté unas líneas radiales amarillas

And i repeat with a  
lighter yellow

Y repito con un  
amarillo más claro.

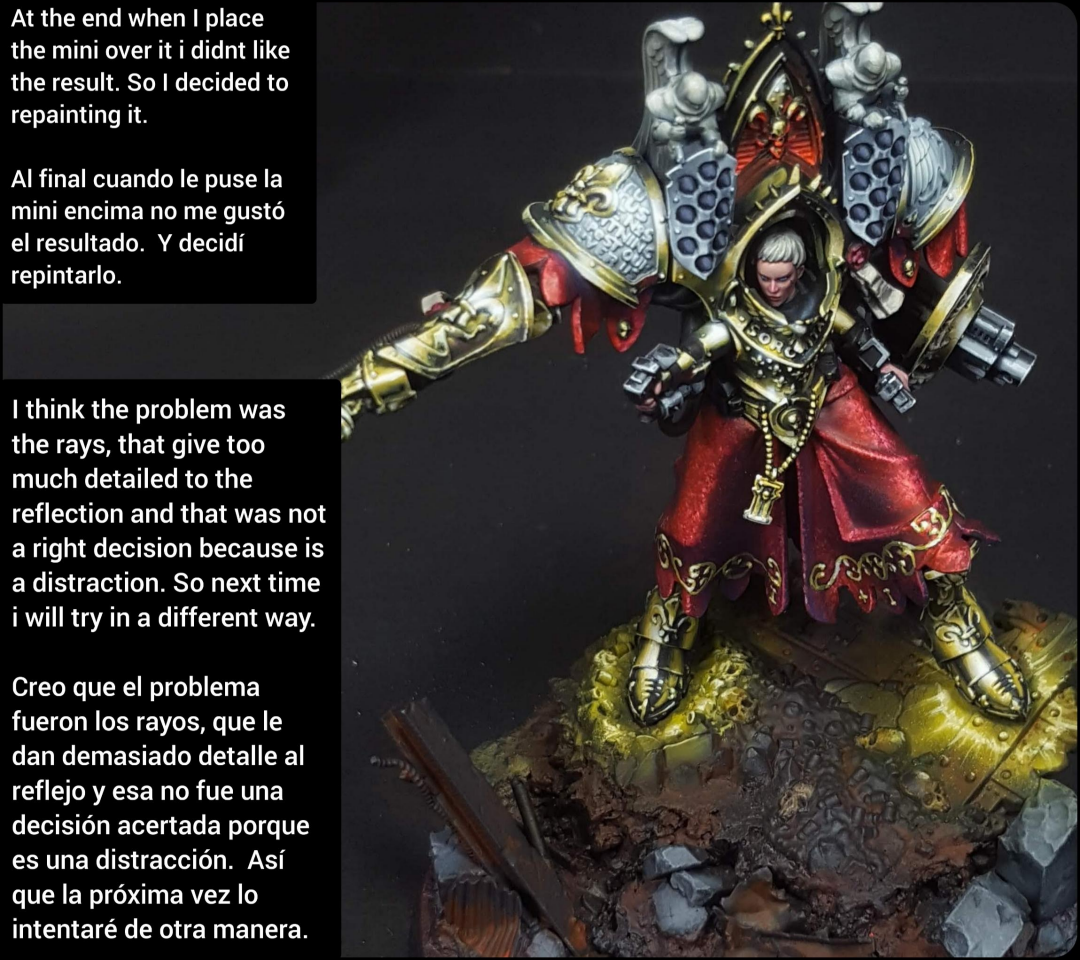


At the end when I place  
the mini over it i didnt like  
the result. So I decided to  
repainting it.

Al final cuando le puse la  
mini encima no me gustó  
el resultado. Y decidí  
repintarlo.

I think the problem was  
the rays, that give too  
much detailed to the  
reflection and that was not  
a right decision because is  
a distraction. So next time  
i will try in a different way.

Creo que el problema  
fueron los rayos, que le  
dan demasiado detalle al  
reflejo y esa no fue una  
decisión acertada porque  
es una distracción. Así  
que la próxima vez lo  
intentaré de otra manera.





I realized that there are bullet shells in the ground. So paint this element is a good detail.

Me di cuenta de que hay casquillos de bala en el suelo. Así que pintar este elemento es un buen detalle.



Because are cylinder the nmm was easy, 2 lines with AK Sahara Yellow interrupted at the bottom of each shell.

Debido a que son cilindros, el nmm fue fácil, 2 líneas con AK Sahara Yellow interrumpidas en la parte inferior de cada casquillo



Finally I edgehighlight each lines by adding Ak Ice Yellow to the mix and a little dot in some 'corner' with Ak Ice Yellow pure.

Finalmente, perfilo cada línea agregando Ak Ice Yellow a la mezcla y un pequeño punto en alguna 'esquina' con Ak Ice Yellow puro.

Final look





# Ak Interactive

3ª Generación (6)



## 11021

Basalt Grey Standard



## 11026

Tenebrous Grey Standard



## 11036

Ice Yellow Standard



## 11040

Sahara Yellow Standard



## 11098

Black Red Standard



## 11103

Medium Rust Standard

