



Sergio  
CALVO  
miniatures

ENGLISH 



# SANGUINIUS



VOL III



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# 06 SANGUINIUS



Water



Pale Yellow

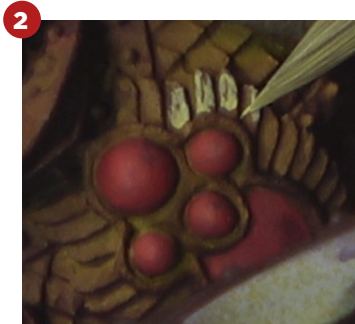


Sahara Yellow

## EDGE HIGHLIGHTING 06/22

We are going to continue with this third Sanguinius tutorial focusing on something more complex: edge highlighting.

Edge highlighting allows us to outline each of the elements on our miniature. If the spaces are very small, we will be doing two edge highlights at the same time. The first one is made by edge highlighting. The second one is created with the previous base of paint (outlining). And the paint between, is a medium tone.





# 06 SANGUINIUS



Water



Mix



Pale Yellow

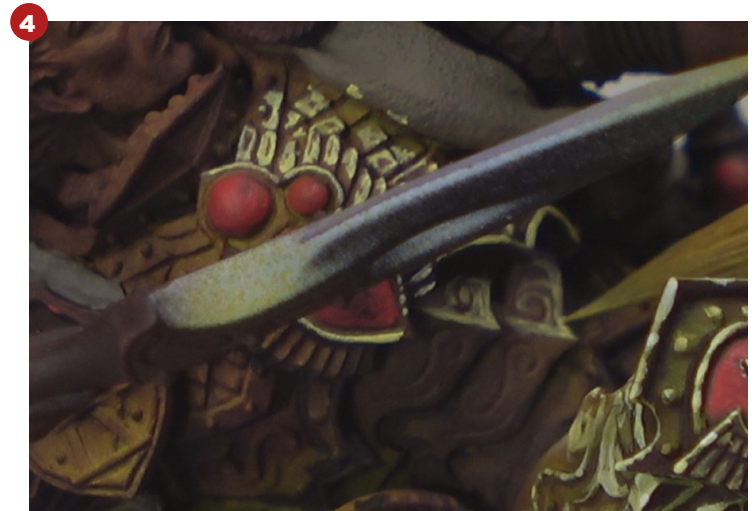


Sahara Yellow

## CONTRAST

06/23

We are also looking for contrast from the shadows as well as the color saturation. To do this, we will always use brighter colors (oranges and yellows).





# 06 SANGUINIUS



Water



Pale Yellow



Pale Yellow

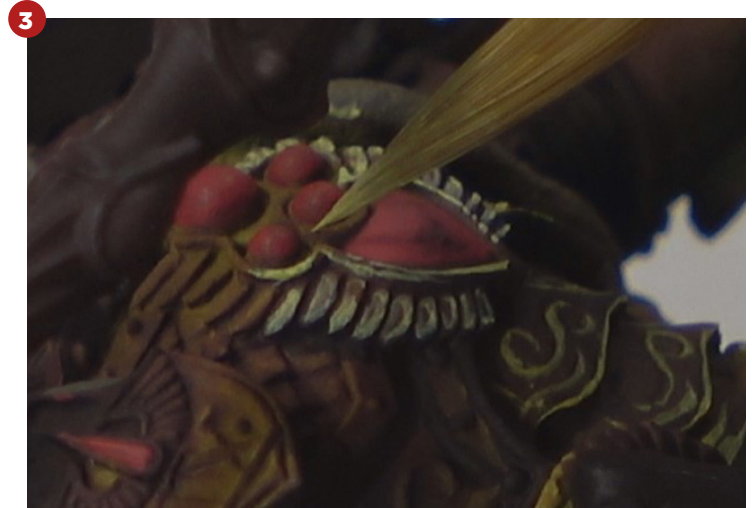
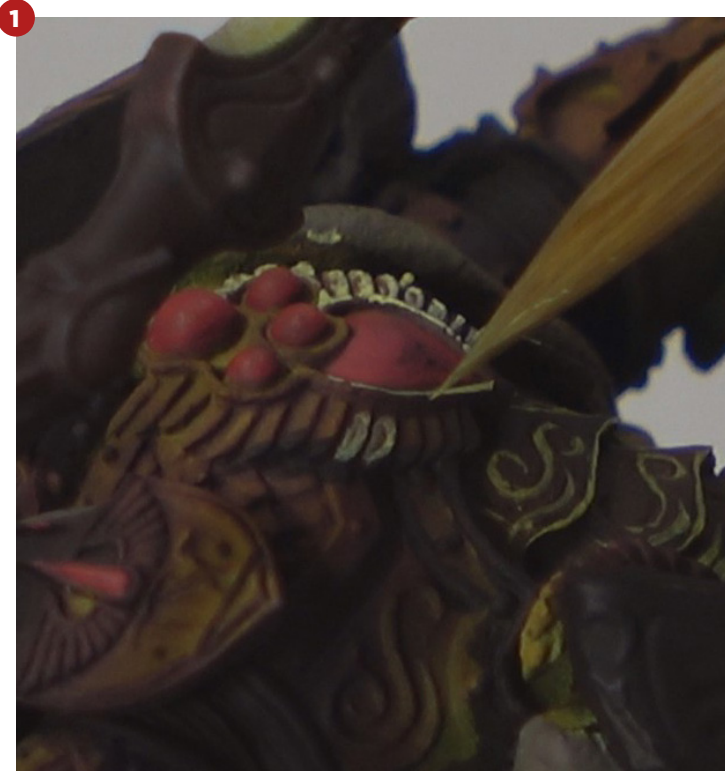


Sahara Yellow

## CONTRAST

06/24

We can also vary the tone of that color to edge highlight if the surface to be worked on is in shadow.





# 06 SANGUINIUS



Water



Sahara Yellow

## SHADOWS \_\_\_\_\_ 06/25

In the darkest areas of shade, we can introduce more saturated colors that match the tones within the same range (of yellows or oranges).

1



2



3





# 06 SANGUINIUS



## EDGE HIGHLIGHTING 06/26

Remember that we can also repaint the edge highlights themselves to play with the volume and the color saturation.





# 06 SANGUINIUS



Water



Pale Yellow

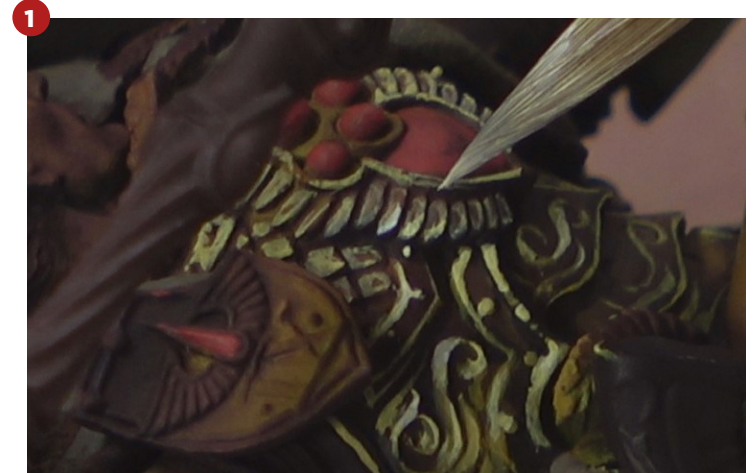


Ice Yellow

## SMALL DOTS

06/27

Playing with small dots along the edges will create areas of shadow and light, as long as we use shades that are closer to the light (pure white). We can even introduce colors very close to white to give it a jump in contrast.





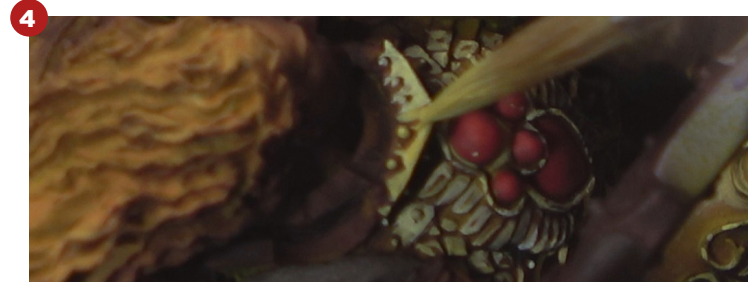
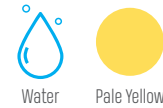
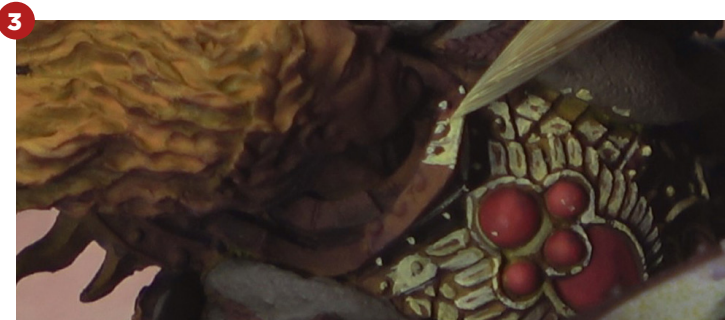
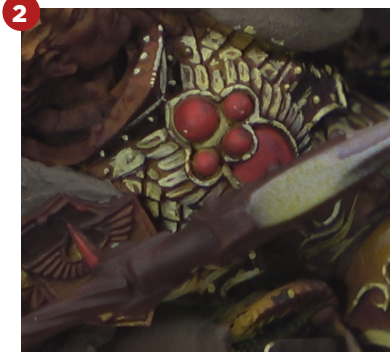
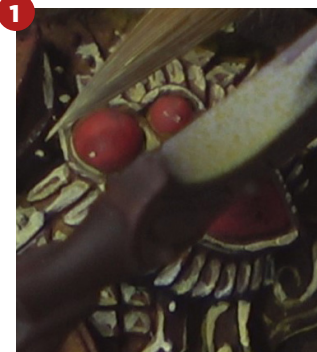


# 06 SANGUINIUS

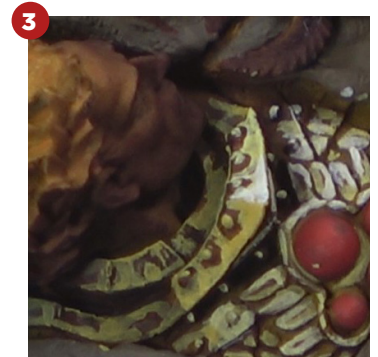
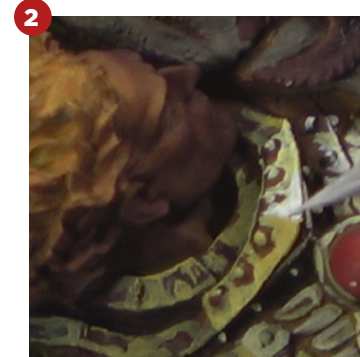
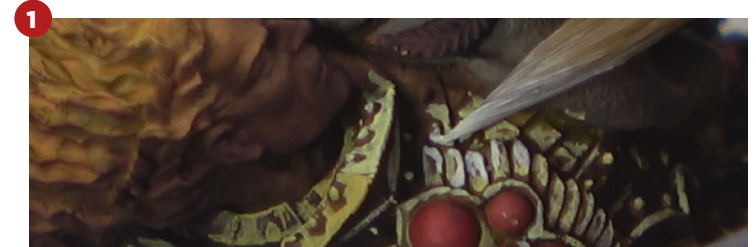
## SATURATION

06/28

In the darker areas, you should always work with the most saturated colors. To summarize, the more elaborately detailed the miniature is, the more edge highlights we are going to need so that each element is different from the one next to it. In the case of the neck, we see how we can play with two different shades depending on the area where the metal is (half in shadow, half in light), and how I use the edge highlights to separate it from the rest of the armor.



With the white, let's finish edge highlighting those areas that need more light.





# 06 SANGUINIUS



Water



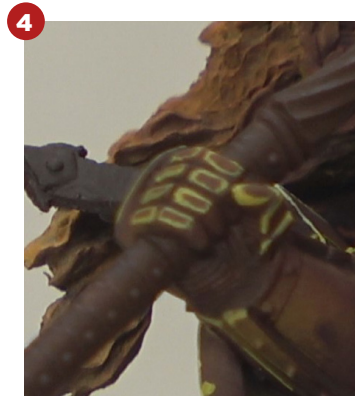
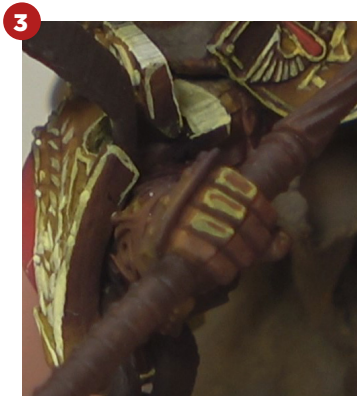
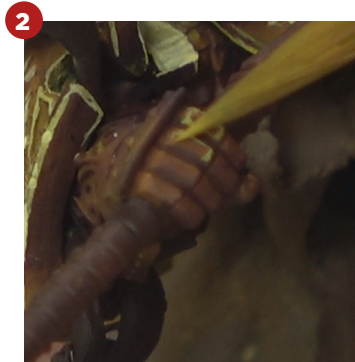
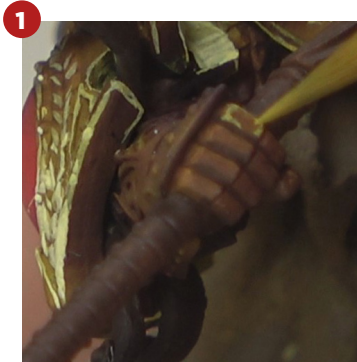
Sahara Yellow



Pale Yellow

## EDGE HIGHLIGHTING 06/29

In the case of the hands, we are edge highlighting the four edges, leaving the previous layer in the middle. By introducing a new mixture of color, we can use it on those areas of shadow on the arm.





# 06 SANGUINIUS



Water



Sahara Yellow

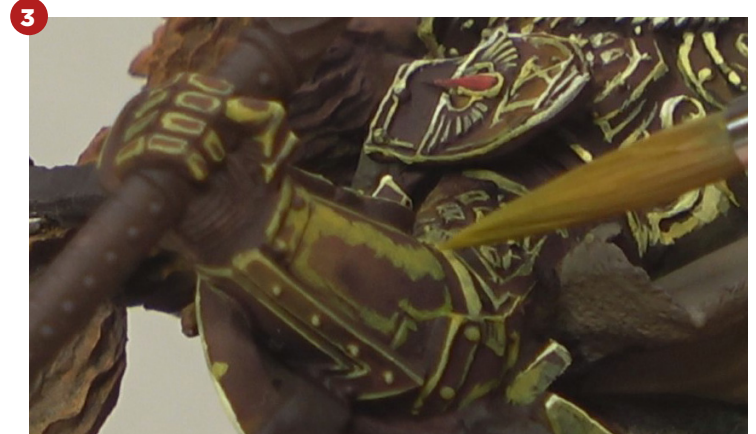
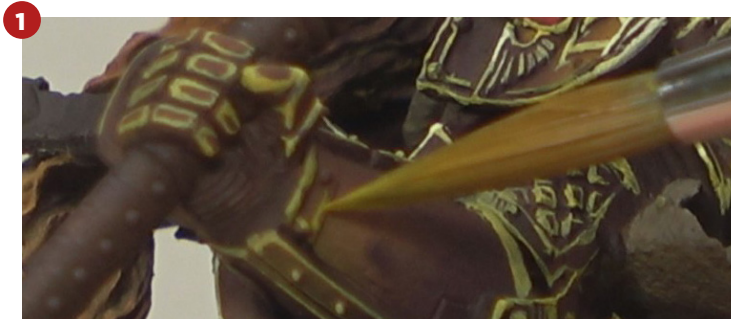


Japanese Khaki

## ARM

06/30

Notice that we can edge highlight absolutely everything with different color mixtures. At no point am I trying to paint the middle areas (they are already shaded by the airbrush), but I consider them so that there is contrast in the different edge highlights. On the arm, I have recreated the brightness of a cylinder at both ends with the edge highlights.





# 06 SANGUINIUS



## ARM

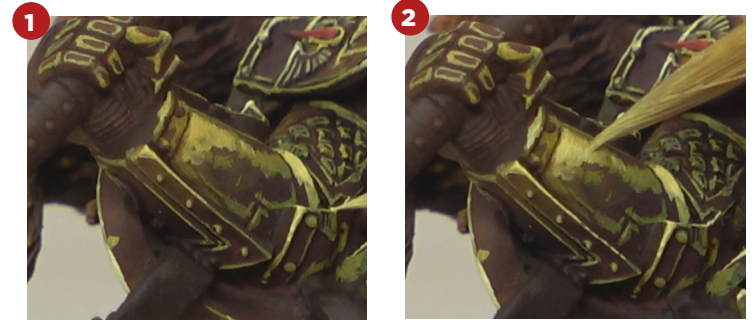
06/31

We can adjust the areas we want by glazing with a little more water and glazing into the light.



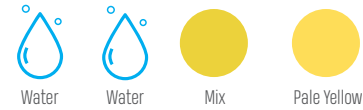
Again, we can go over the previous layer with a new paint mixture.

If we do this in several layers, we will get a gradient effect in the light.





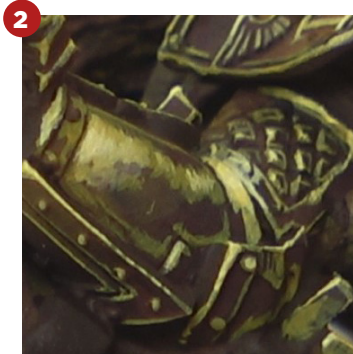
# 06 SANGUINIUS



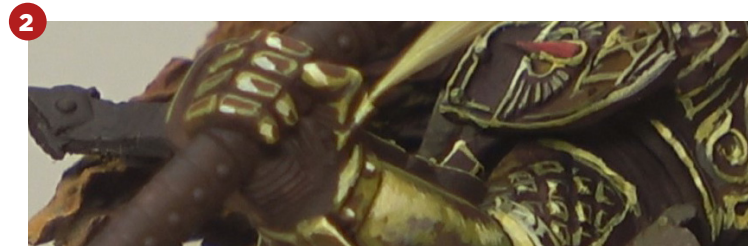
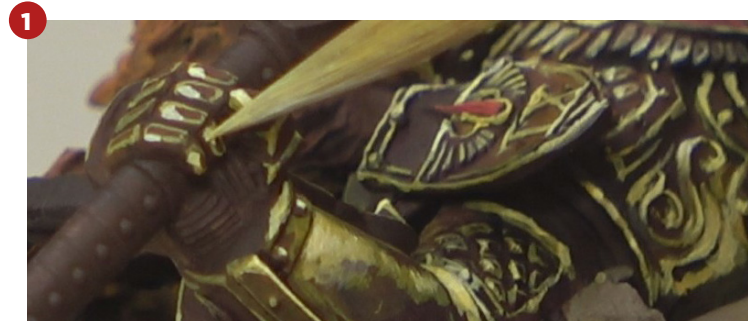
## ARM

06/32

With the previous mix and Pale Yellow, we can use small brush strokes to control the pressure and adjust where we want to place them. You can use Ice Yellow directly to define further small highlights or highlight areas where you think they should be (armor rivets or fingers).

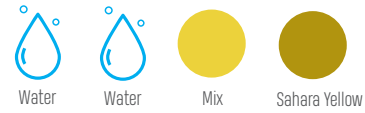


By adding Pale Yellow to Ice Yellow, we can play again with the contrast of our edge highlights.





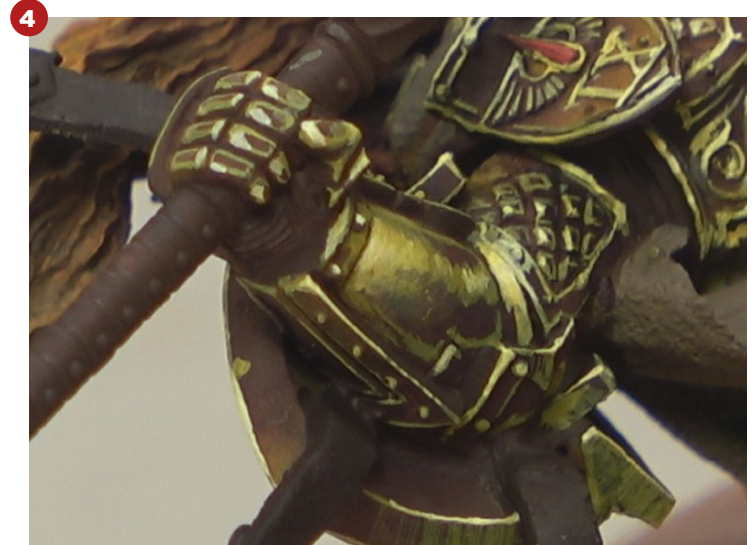
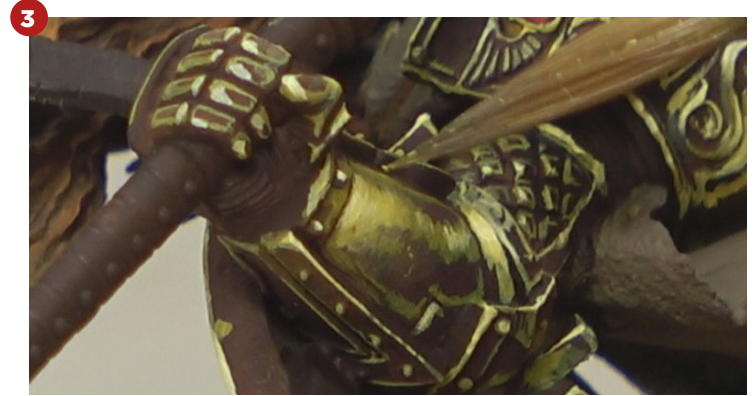
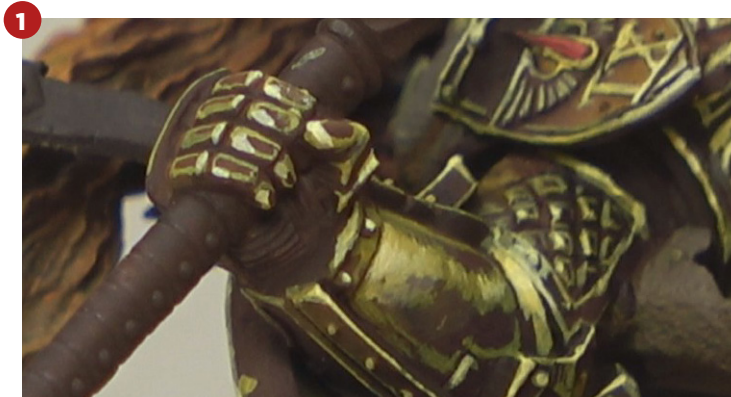
# 06 SANGUINIUS



## ARM

06/33

We can glaze again with the brush to avoid all the shadows being the same on the fingers.





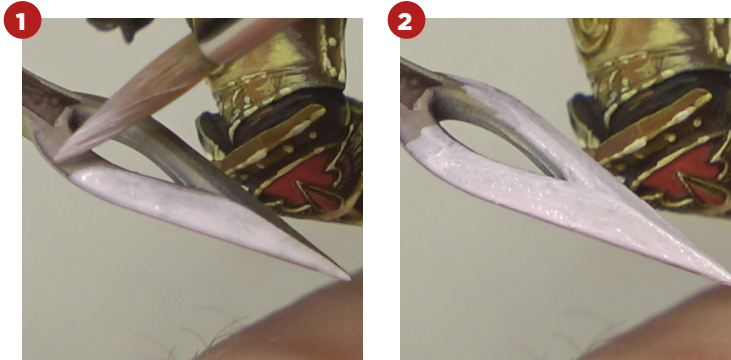
# 06 SANGUINIUS



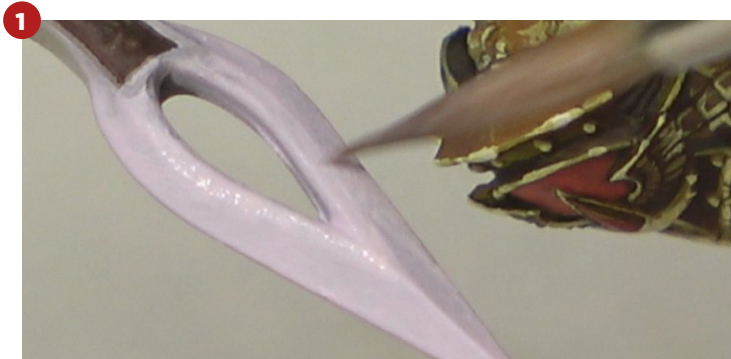
## LANCE

06/34

Now we turn to the lance using Pale Violet. We are going to first paint the whole surface.



By adding White, we can create a more translucent effect. To achieve this, we will add light (white) on the wide part and on the tip of the spear.

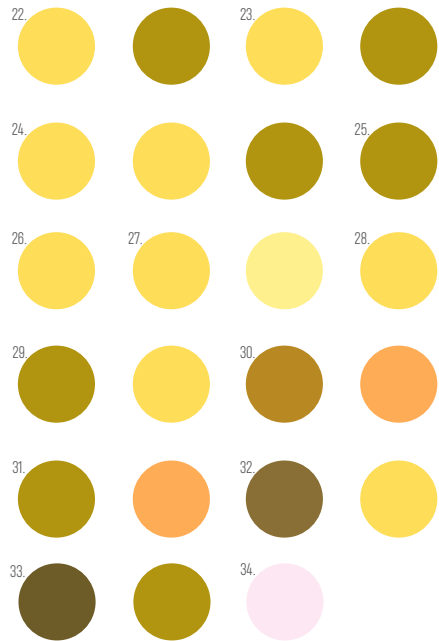


This way we will be able to generate another light effect on our miniature. To finish, we glaze the area again and add internal edge highlights. I hope you enjoyed this tutorial. See you in the next one!





# 07 COLORS



22. Pale Yellow and Sahara Yellow

24. Pale Yellow, Pale Yellow and Sahara Yellow

26. Pale Yellow

28. Pale Yellow

30. Sahara Yellow and Japanese Khaki

32. Mix and Pale Yellow

34. Pale Violet

23. Mix, Pale Yellow and Sahara Yellow

25. Sahara Yellow

27. Pale Yellow and Ice Yellow

29. Sahara Yellow and Pale Yellow

31. Sahara Yellow and Japanese Khaki

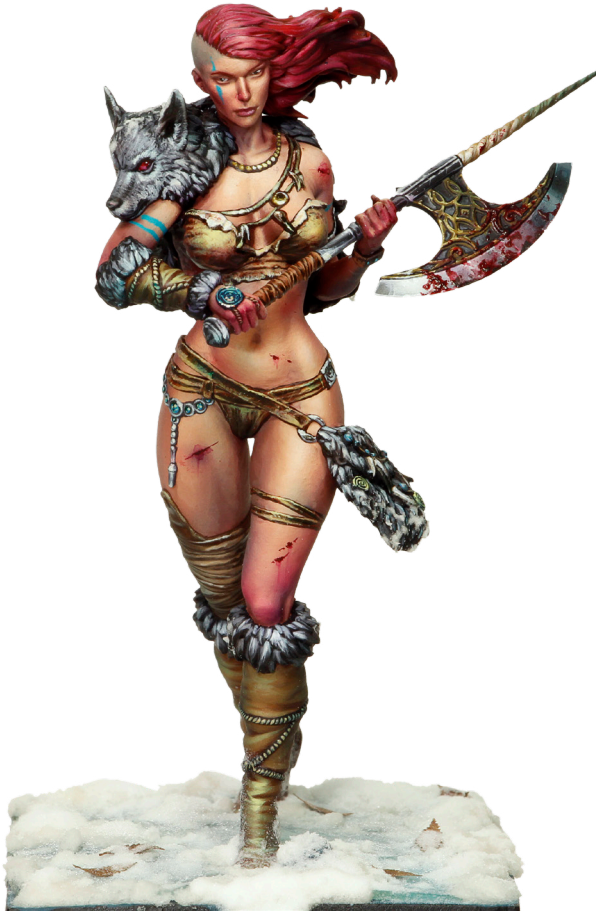
33. Mix and Sahara Yellow







# 08 GALLERY





# 08 GALLERY





# 08 GALLERY





# 08 GALLERY





# 08 GALLERY





# SANGUINIUS

## VOL III



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