



Sergio  
CALVO  
miniatures

ENGLISH 

# MEPHISTON



VOL IV



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# 06 MEPHISTON

## SWORD

06/31

In the previous tutorial I was more focused on how to make an OSL and in this one we will put more focus on the NMM.

We already started with the sword merging both methods and now we will continue with it finishing the rest of the elements (British Khaki).



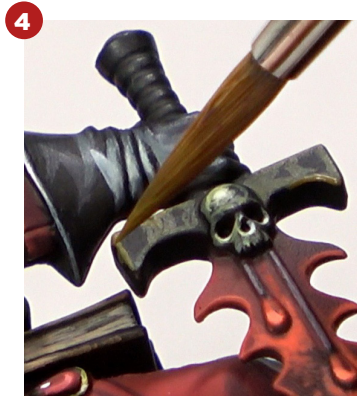
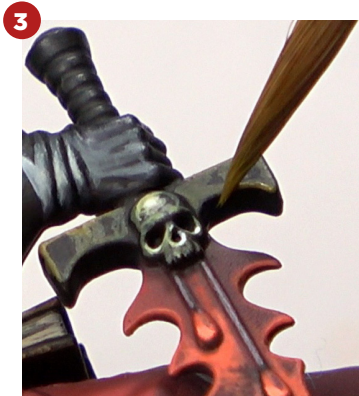
Water



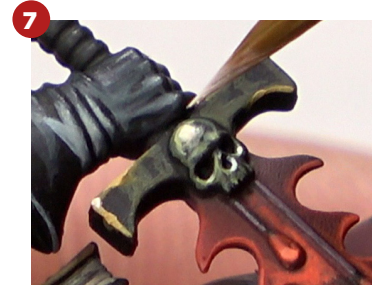
British  
Khaki



Dark Green  
Grey



One of the things we have to take into account is what type of metal we want to represent (British Khaki and Greenish White). This time we are going to create an aged gold (Greenish White).



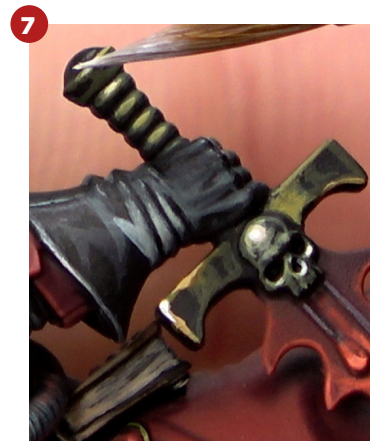
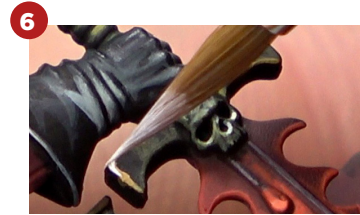
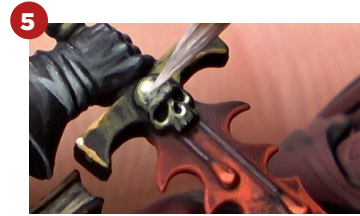
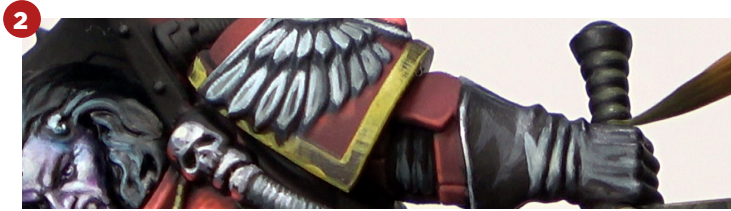


# 06 MEPHISTON

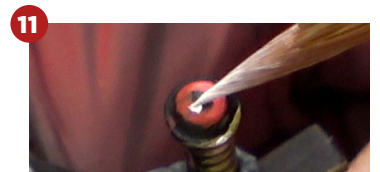
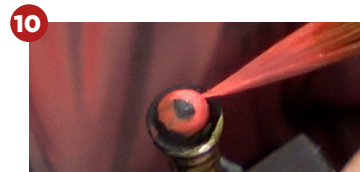
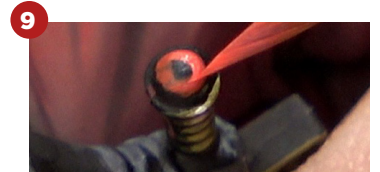
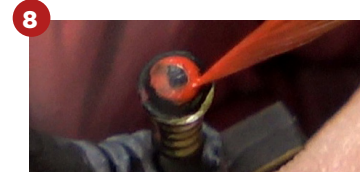
## SWORD

06/32

We are going to include some green in the mixtures (British Khaki and Middle Stone) to create a contrast both in value and as the complementary color to red. Note that I always respect the outlines in shadow when the elements are very small (White).



(Aldebaran Red and Cadmium Orange) To paint the gem that has the sword at the top we will do the same as we saw in the previous tutorial (Aldebaran Red and Dead Red). We will use the color saturation on one of the sides of the gem, we will desaturate it (Mix and Dead Red) and just on the opposite side we will create a brightness with pure white (White).



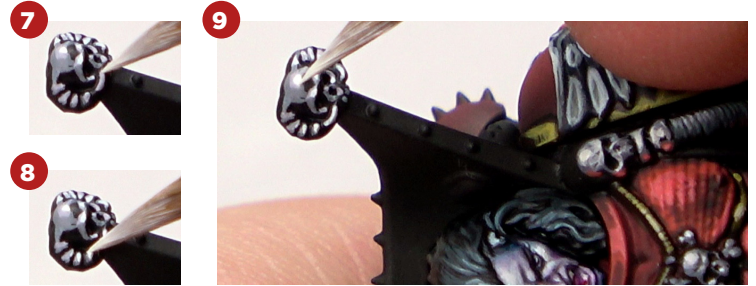
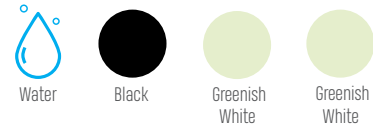
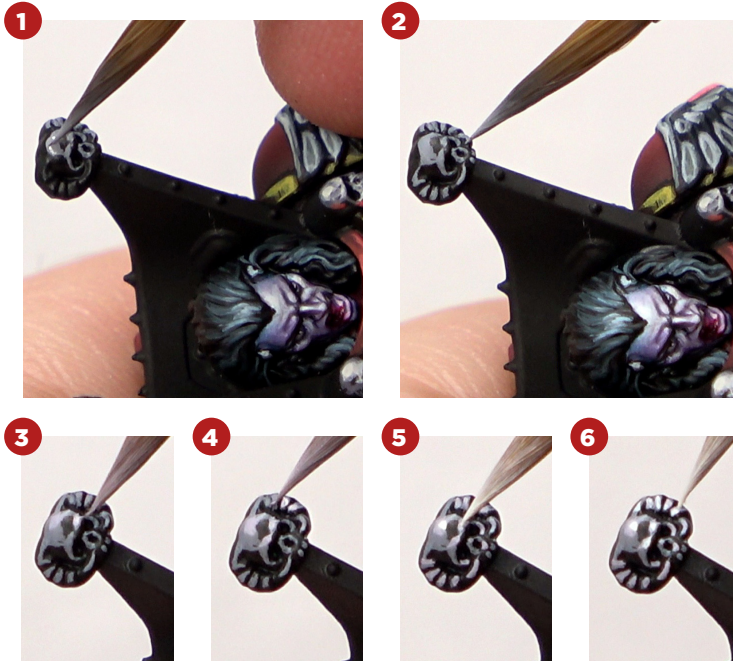


# 06 MEPHISTON

## SKULLS

06/33

These skulls are excessively small (look at the size of my finger). How can we paint them in a very simple way? Starting from a very dark base (black), we are going to create several layers (Mix and 2 Aldebaran Red) to generate the outlines in shadow and in this way that the material is defined (Mix and Greenish White). In the points where we have created these shadow outlines we will do it with very small lines (look at the teeth or the eye sockets).



(Mix and Greenish White) And to finish this element we will use a color very close to white (Greenish White) or pure white to highlight two or three points. Later, we can use filters with the airbrush to simulate that certain colors of the miniature are being reflected in that area.





# 06 MEPHISTON



Water



Black



French Blue



Dark Green  
Grey

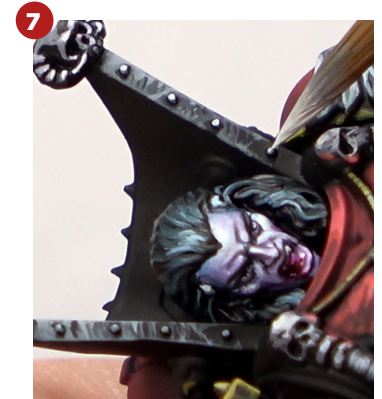
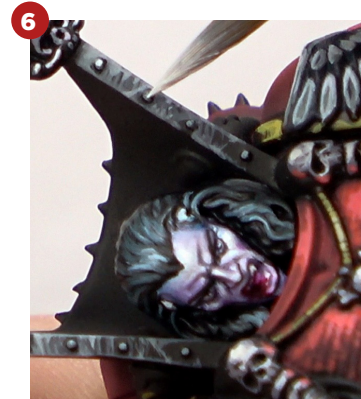
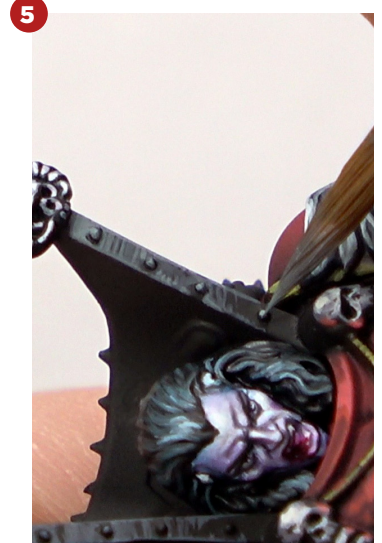
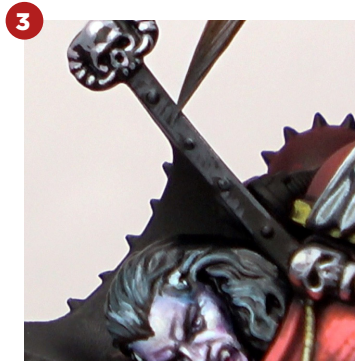
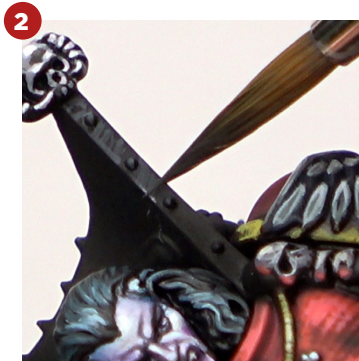
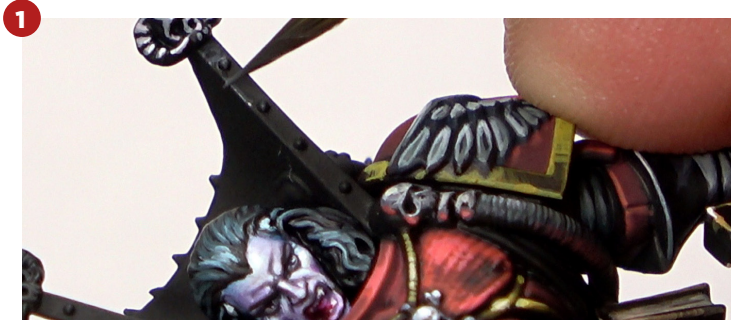


Aldebaran  
Red

## ARMOR

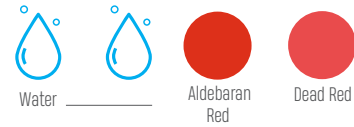
06/34

One of the keys of the NMM is precisely that what is around it is of a darker color in order to create that "frame" that allows us to wrap it and, at the same time, it works as a dark background (Mix, Green Grey and Greenish White). For this part of the armor I include again different shades of green in the mixtures (Mix and Greenish White).





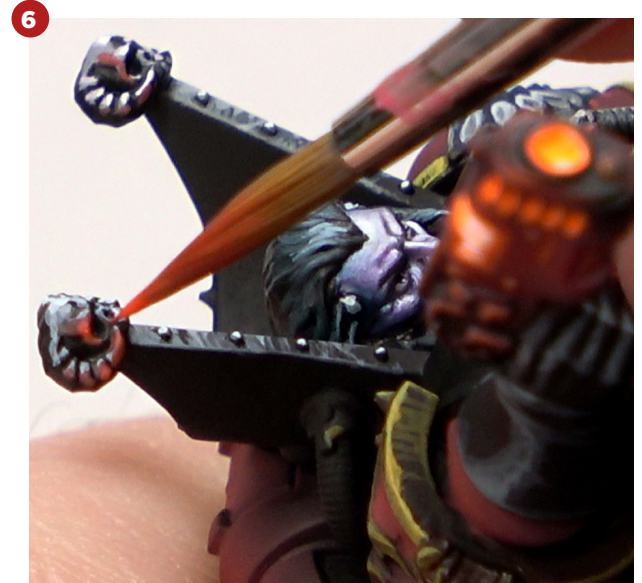
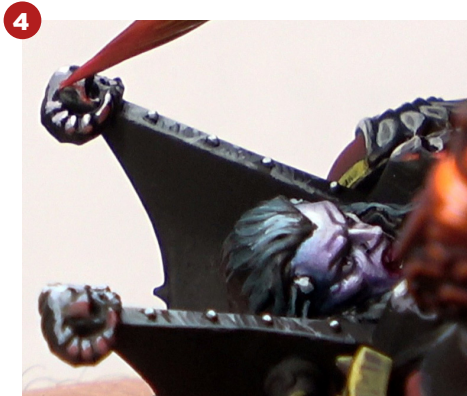
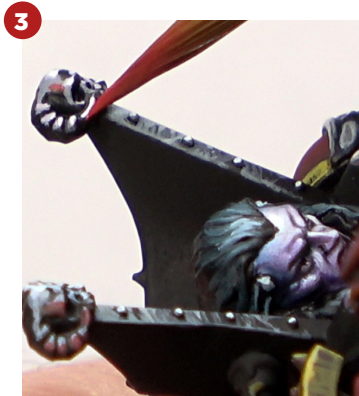
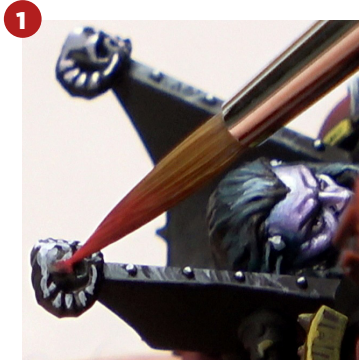
# 06 MEPHISTON



## SKULLS

06/35

I add a little more water in the first mixture and add reddish tones this time (Blood Red) to reinforce the idea that the material shines and absorbs part of the light that surrounds it (Cadmium Orange).





# 06 MEPHISTON



Water



Blood Red



Cadmium Orange

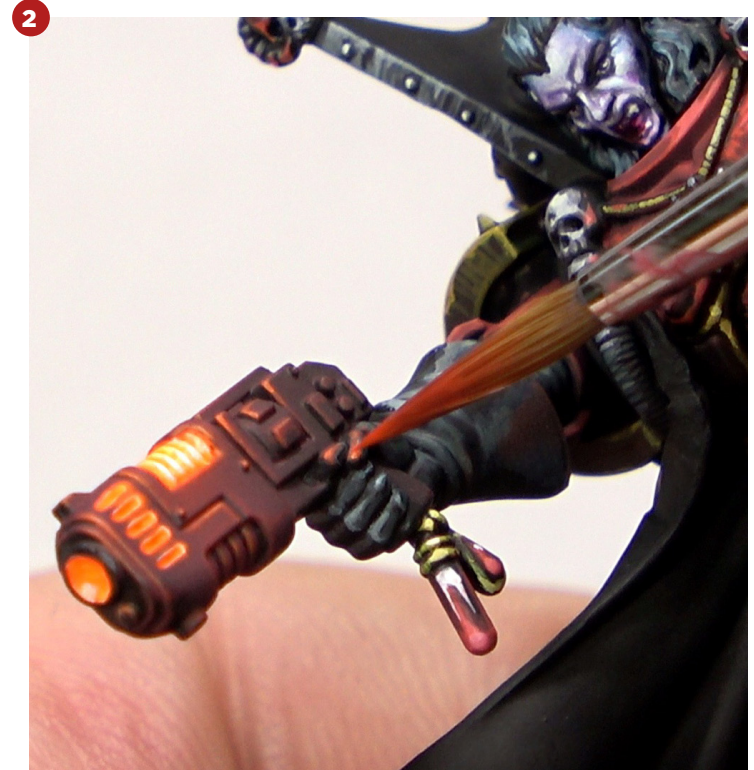
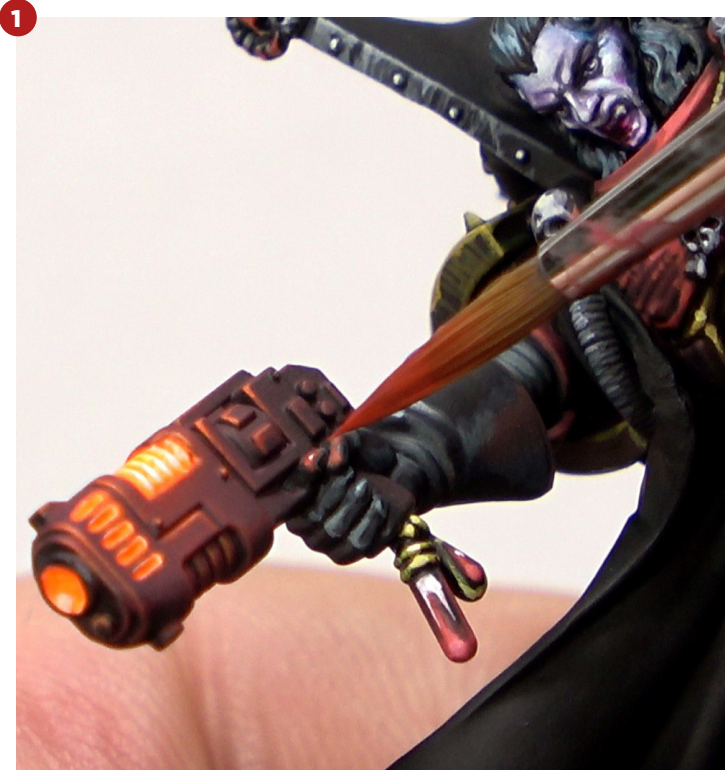


Aldebaran  
Red

## GLOVES

06/36

Another example of light reflection is found in satin surfaces (this is the case of these gloves). In this way we are creating a degradation of the light depending on the distance from the source (Cadmium Orange).







# 06 MEPHISTON



Water

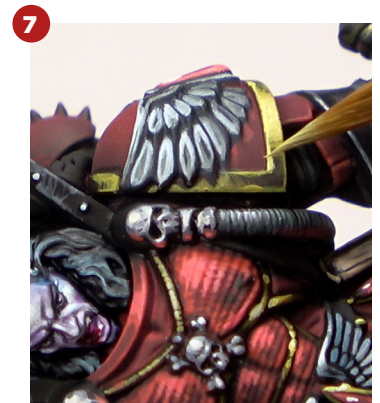
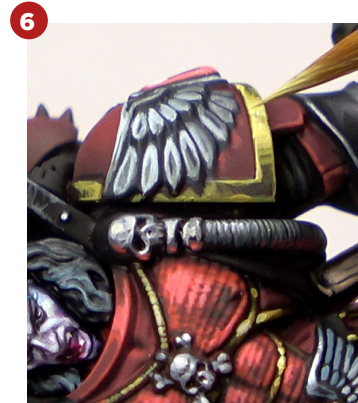
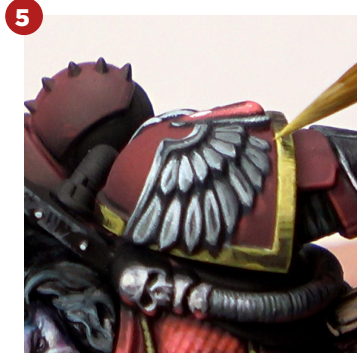
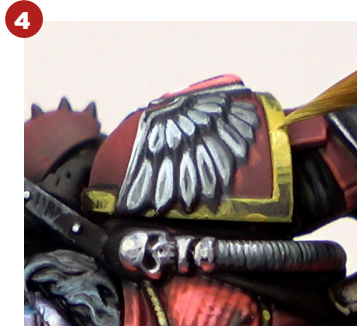


Sahara Yellow

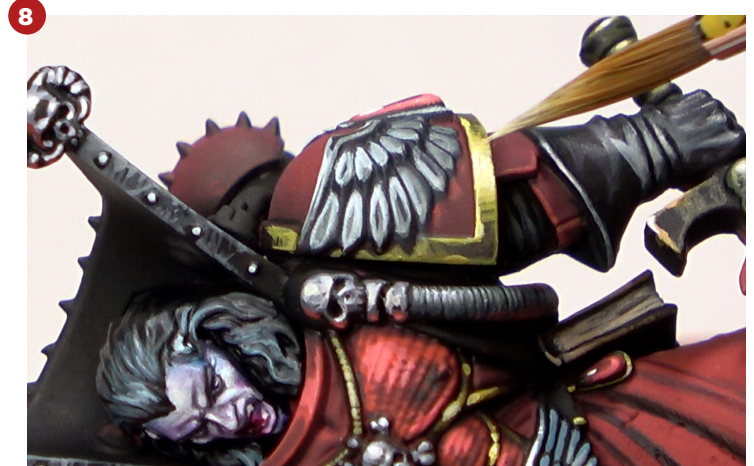
## NMM

06/37

Although I have already explained before how to make a golden NMM, I would like to explain why I always like to place the shine of the metal near elements that are considered "points of attention" in our miniature (as is the case of the face). And it is, precisely, to help our eyes go directly to that area, to that point of attention (Mix and Pale Yellow).



In this occasion, as the NMM is golden, I use different shades of yellow (Pale Yellow) that I will approach more and more towards the maximum light (Mix and White).





# 06 MEPHISTON



Water



Mix



Pale Yellow

## NMM

06/37

And with these last layers you can see the result of the NMM (10. White).

9



(11. Blood Red, Pale Yellow y Middle Stone).

10

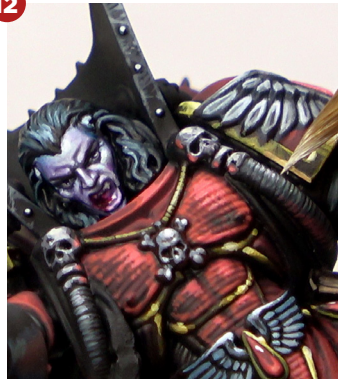


(12. White y Pale Yellow).

11



12

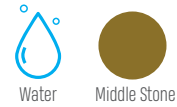


13





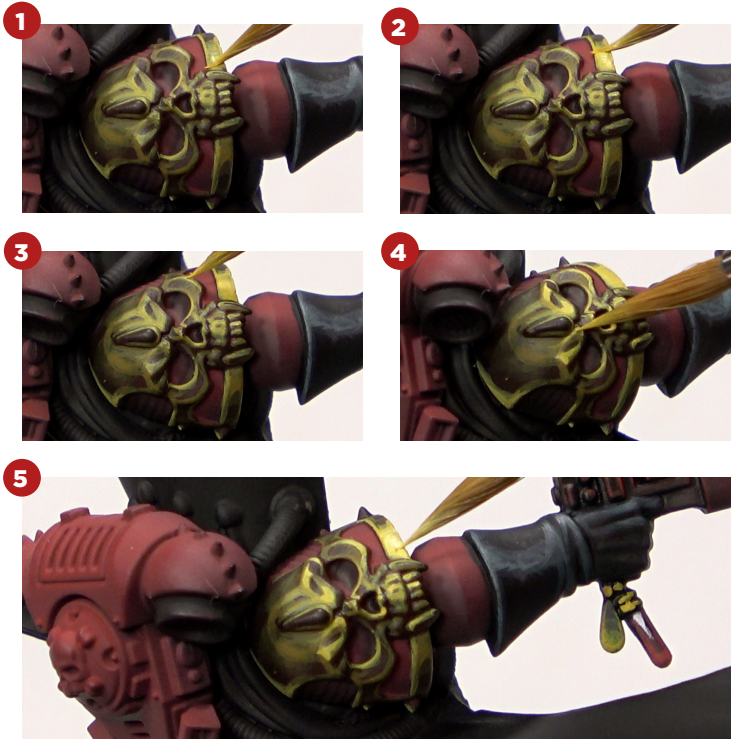
# 06 MEPHISTON



## NMM

06/38

We start with the NMM of the other shoulder pad (Middle Stone and Pale Yellow). As it has a skull shape, we will apply what we have previously learned from them. We will continue creating layers (British Khaki and 2 Pale Yellow) always taking into account the points created in shadow (British Khaki and Pale Yellow).



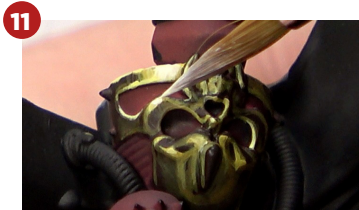
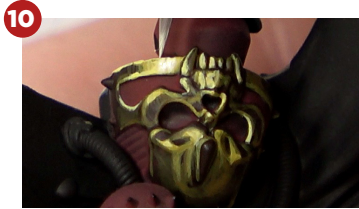


# 06 MEPHISTON

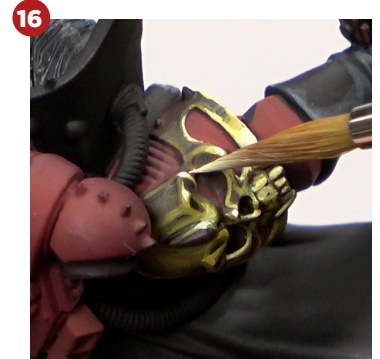
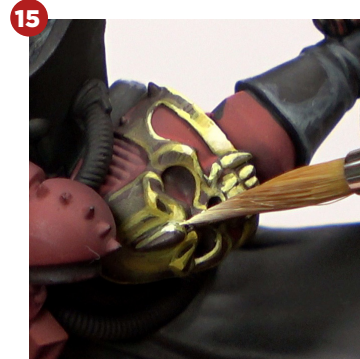
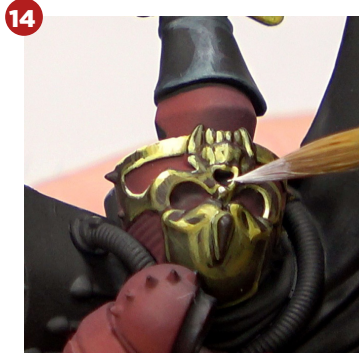
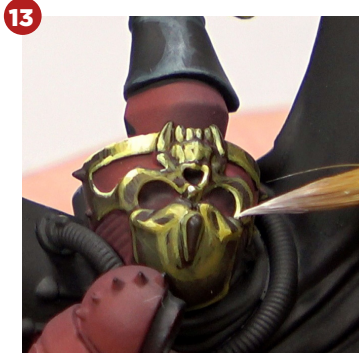


## NMM

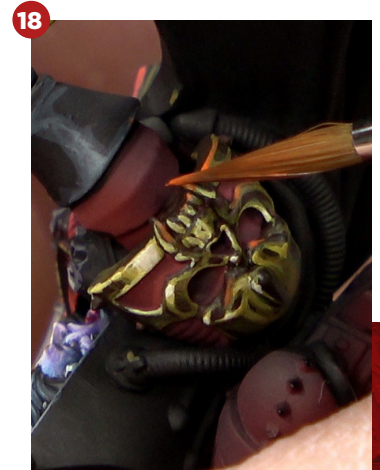
06/38



Especially those closest to the eye sockets and teeth that we will highlight with small touches of light or very fine lines (Mix and Pale Yellow).

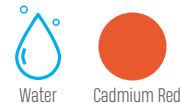


In addition, we must keep in mind that a NMM will always reflect part of the light around it, so in the case of this shoulder pad, it can have small reflections of the OSL of the weapon (Cadmium Orange).





# 06 MEPHISTON



## GEM

06/39

We paint the gem to finish with the shoulder pad (Cadmium Red and Pale Yellow). With these two simple mixtures of colors and bringing this last touch of light (White) I will show you the result. I hope you liked this tutorial and I'll see you in the next one!





# 07 COLORS

				
British Khaki (AK)	Dark Green Grey (AK)	Greenish White (AK)	Middle Stone (AK)	Aldebaran Red (S75)
				
Cadmium Orange (G)	Dead Red (AK)	White (AK)	Black (AK)	French Blue (AK)
				
Green Grey (AK)	Blood Red (S75)	Sahara Yellow (AK)	Pale Yellow (AK)	Cadmium Red (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 Color - (VMC)

\* Color Recipe Volume IV.

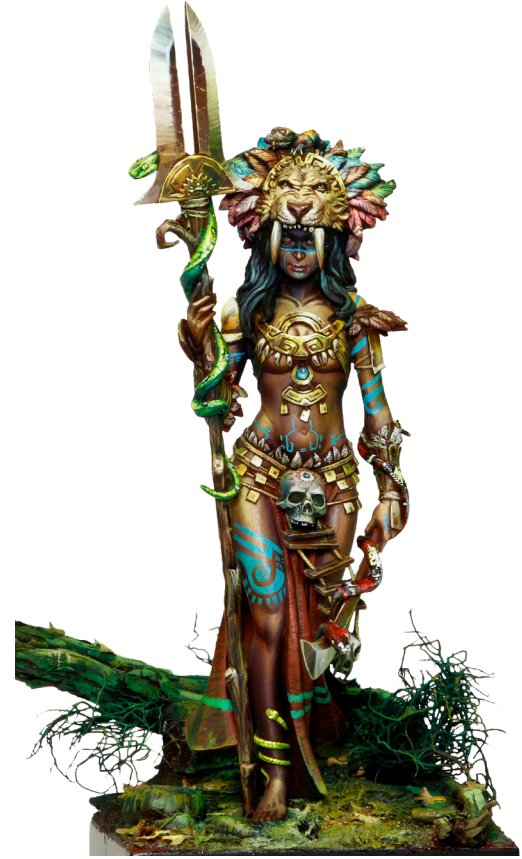


# 08 GALLERY





# 08 GALLERY







# 08 GALLERY

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# 08 GALLERY





# 08 GALLERY





# MEPHISTON

## VOL IV

### CREDITS

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Vanessa González



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