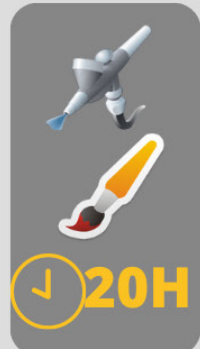





Horus heresy, Imperial fists 2.1 Rogal Dorn, armor

Step by step



 Become a patron

INTRO

Model : Rogal Dorn

Brand : Games Workshop

Painting Time : Environ 14h

Rogal Dorn, primarch of the imperial fists and praetorian of the emperor. The master of defense capable of erecting impenetrable walls. His loyalty is unwavering and his will as solid as the strongholds he defends. In this series of tutorials, we will see how to paint the incredible primarch of fists. We will see how to make a yellow armor with a brush, cape, face, bronze, gold, black and base.



Surface Primer
black, Vallejo



Scarlett Red,
Vallejo



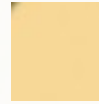
Hot Orange,
Vallejo



Sun Yellow,
Vallejo



Moon Yellow,
Vallejo



Ice Yellow,
Vallejo



Dark Brown,
Aerocolor



Inktense Wood,
Scale 75

PREPARATION



Voile



Surface primer
black, Vallejo

The subject was first given a *black undercoat*.



STEP 1



Hot Orange,
Vallejo



Scarlet Red,
Vallejo

We make a base layer of a 1/1 mixture of *hot orange* and *scarlet red*. We are careful to leave areas of black in the deepest shadows.



STEP 2



Hot orange,
Vallejo



Sun Yellow,
Vallejo



We lay the first lightening with a mixture 1/1 of *hot orange* and *sun yellow*. Here it is not a problem if there are demarcations. We will smooth it later.



STEP 3

Lissage



Hot Orange,
Vallejo



Sun Yellow,
Vallejo

To smooth, we use the same mixture as in the previous step and we apply it in very diluted veils with the aero.



STEP4



Base



Sun Yellow,
Vallejo



Moon Yellow,
Vallejo



We continue to lighten with a 1/1 mixture of *sun yellow* and *moon yellow*. Again it is not a problem if there are demarcations.

STEP 5



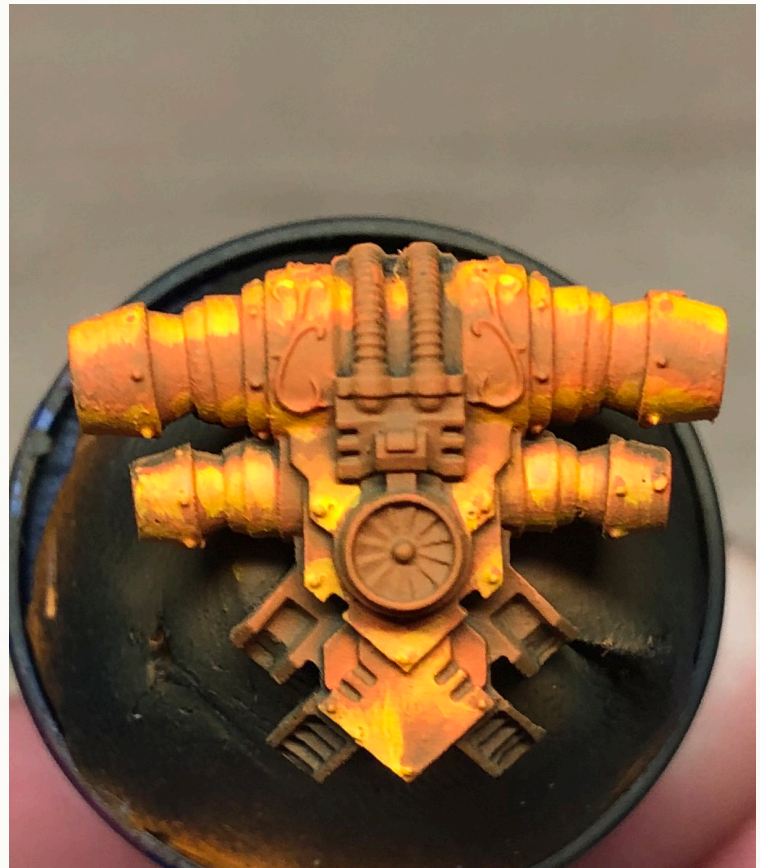
Base



Moon Yellow,
Vallejo



We lighten in the same way with
pure *moon yellow*.

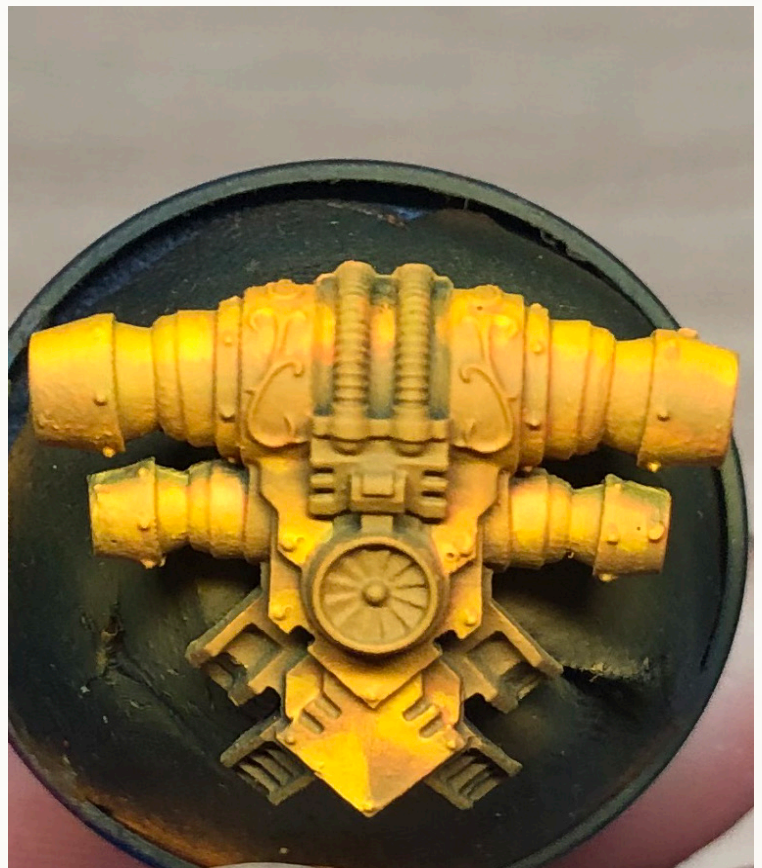


STEP 6



Moon Yellow,
Vallejo

We smooth the previous steps with
moon yellow with aero.



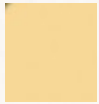
STEP 7



Layering



Détourage



Ice Yellow,
Vallejo



To finish the clarification, we highlight the entire armor in *ice yellow* and we take the opportunity to put a touch in the most pronounced lights in layering.



STEP 8

Détourage

Dark Brown,
Aerocolor

Inktense Wood,
Scale 75

To continue the clipping, we do the lining with a 1/1 slice of *dark brown* and *inktense wood*.

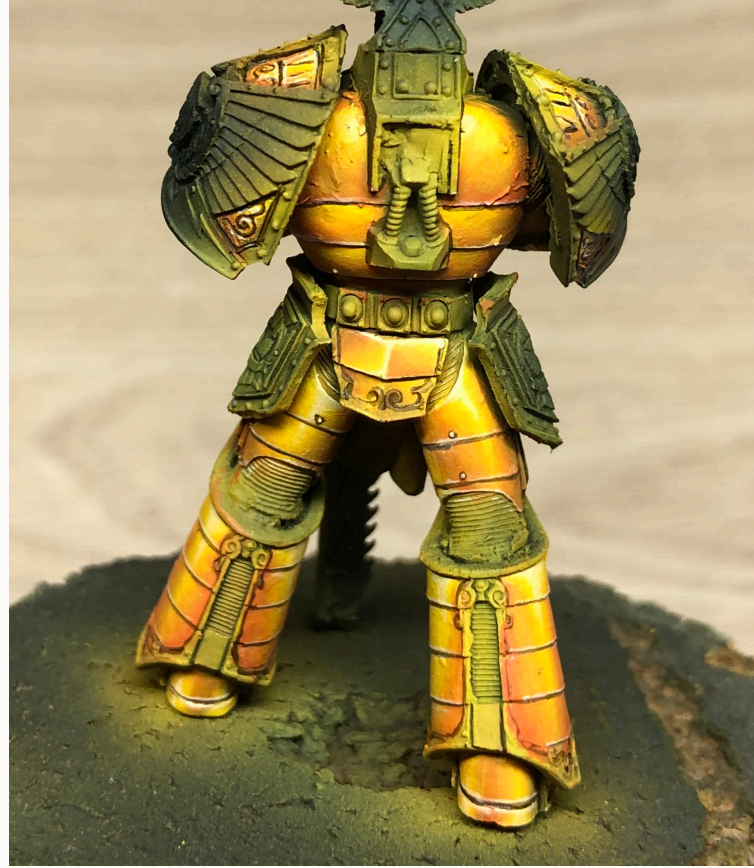


STEP 9

Glazing



Hot Orange,
Vallejo



Finally we reaffirm the shadows with *hot orange* glazes where they are most pronounced.

GALLERY

SALAISE
FIGURINE STUDIO 



LEGEND



Base

Base layer



Texturage

Often called stippling, it is treated many times in live painting (UR025, overlord necron), a basic technique used in the «Quick Step 34: Judicial Leather».



Blending

Advanced gradient technique, mainly darkening, discussed in «Webinar #11: Blending».



Layering

Advanced gradient technique, mainly in brightening, discussed in «webinar #12: layering».



Glazing

Advanced gradient technique, or balancing phase discussed in «webinar#1: glazes», and in the «webinar: glazing».



Lavis

Darkening or tinting technique, discussed in webinar #1: glazes, and in «webinar #6: washes», as well as in «training booklet #4: wash»



Brossage

Lightening technique, discussed in the booklet «Brush painting: the basics» and in the «Webinar: dry brushing»



Détourage

Volume clipping technique, discussed in «Webinar #4: Volume Clipping» and «Training Booklet #4: Clipping»



Wet-blending

Gradient technique by fresh overlay of 2 different colors, discussed in the «webinar: wet blending»



Voile

Basic aero technique, discussed in «Webinar #8: Aero gradient»



Lissage

Aero technique, discussed in «Webinar #8: Aero gradient»



A target indicates that this step requires high precision