

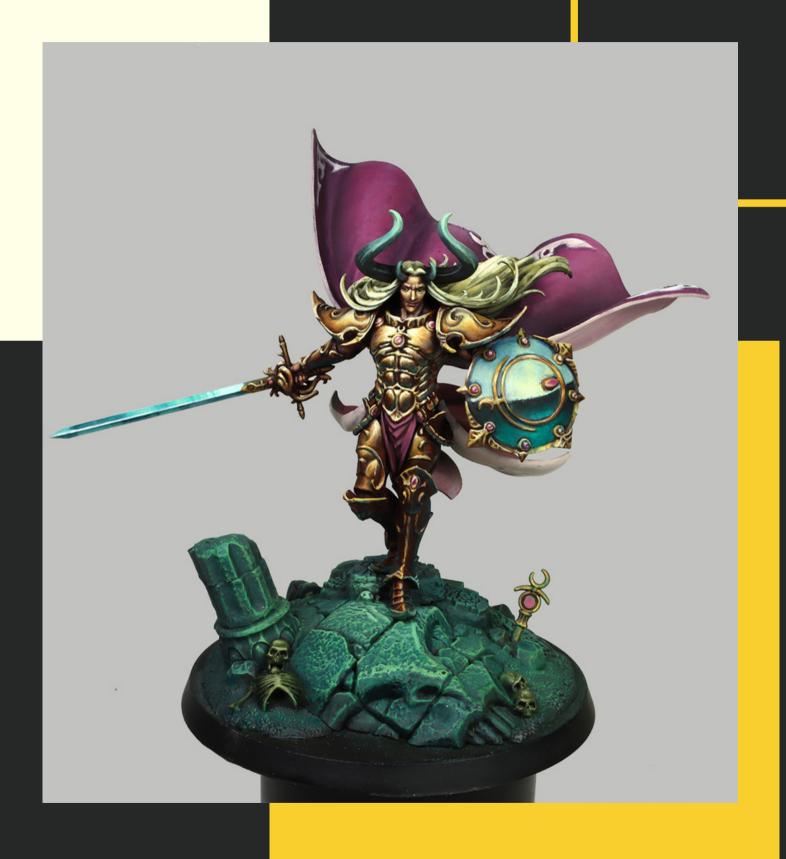
MINIATURE'S DEN PATREON GUIDES:

SIGVALD

Gold Armor







WHY THIS MODEL?

I choose this model because it's likely one of the best releases ever made by GW. I love the character from the Lore and I think they did him justice with the model.



PAINTS USED IN THIS GUIDE

Kimera: Red Oxide, Samurai Green

AK: Ice Yellow, Ocean Blue, Sunny Skintone, Hull

Red

Vallejo Game Color: Scrufulus Brown Liquitex Ink: Cadmium Yellow Light Hue

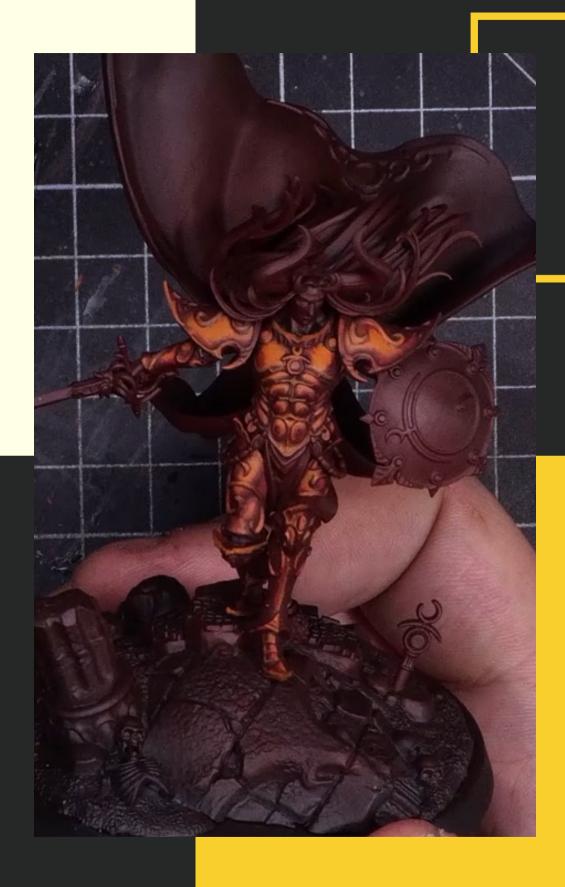




GOLD PT. 1

Starting from a basecoat of VMC Hull Red I used Kimera Red Oxide to sketch the first highlight on the model. This highlight isn't actually an highlight, but rather a lighter shadow.

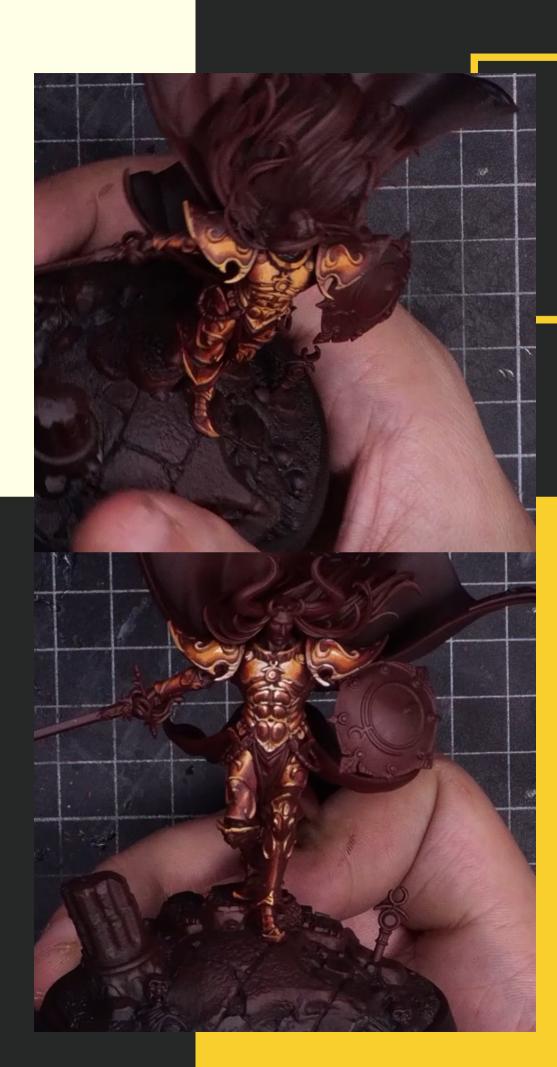
This color was painted pretty much everywhere on the armor, except the areas where the strongest shadows would show, like the recesses or the "opposite" of corners (the boots).



GOLD PT. 2

Once done with the sketching of the shadows, I used VGC Scrufulus Brown mixed with Kimera Red Oxide to sketch the midtones of the gold.

This is the "real" color of the gold, which means it's not a shadow nor an highlight, but the true, most saturated version of the color of the object. I placed it on top of most of my shadows (without completely ereasing them), focusing more on the chest and shoulders and letting the legs be darker by having less of this color on them.

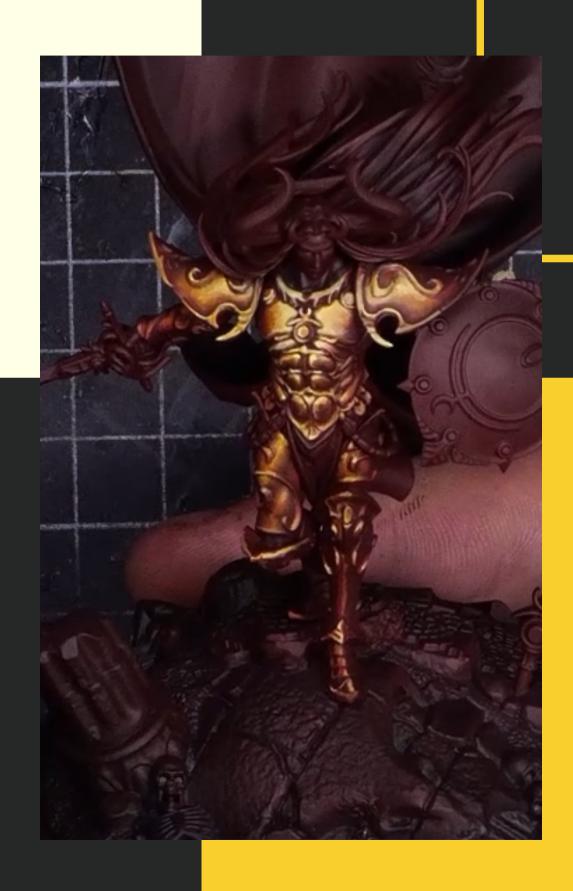


GOLD PT. 3

I added AK Sunny Skintone to the previous mix and used it to sketch the first highlight. This color would be the very first "real" light on our model, therefore it was placed inside of the areas of the midtone focusing it more on the chest and shoulders and less on the legs.

This doesn't mean the legs were ignored with the highlights, I still painted them, I simply made sure they would cover a smaller area comparatively with the chest, therefore creating a stronger idea of light in the upper parts of the model.

Once done, I used AK Ice Yellow, mixed with the previous color, to get myself the strongest light, and placed it yet again inside of the area of the previous light, focusing on the upper part of the model.



INK GLAZE AND WETBLEND

It's very common to lose saturation when highlighting a NMM so strongly, which brings to our next step: the ink glaze.

In order to regain saturation without having to commit to carefully painting small areas and having to blend them, I used an lnk over the whole torso area and upper legs.

I quickly glazed Liquitex Cadmium Yellow Light Hue on the mentioned areas and then reapplied the strongest highlights of AK Ice Yellow on the armor while the ink was still wet, effectively wetblending the ink glaze with the thicker acrylic paint.

This wetblend was useful because it allowed me to avoid losing the highlights too much in favour of this strong, saturated color. It also created a smooth transition between the now saturated midtones of light and the strongest light.

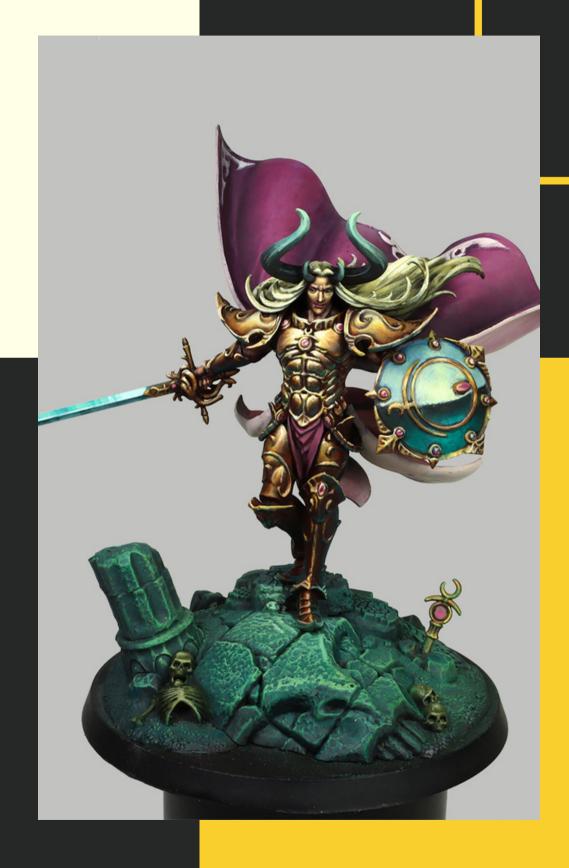


GROUND OSL

For the moment I was happy with the armor so I decided to work on the reflected ground light. By using Kimera Samurai Green and AK Ocean Blue to create an interesting OSL.

I started by sketching in the reflected light using Ocean Blue, painting this color on all areas I felt a reflected light might hit the model and make it interesting to look at (which means the bottom of most of the armor details).

I then used Samurai Green to highlight this OSL further, focusing it on the edges catching the light from the bottom.



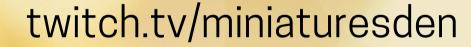
LAST TOUCHES

Once done with all of the sketching and blending, I spent a few minutes cleaning up the model. I worked on the transitions between the various colors, cleaning them up by adding glazes of microtones between them.

I hope you enjoyed this guide on Sigvald! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!







@miniaturesden



@miniaturesden



miniaturesden



Miniature's Den