

SERAPHIM

RENEGADE



PAINTING GUIDE

COLOR CHART

Scale75 (ScaleArtist):

- (ScaleArtist) Raw Umber*
- (ScaleArtist) Naples Yellow*
- (ScaleArtist) Wood*
- (ScaleArtist) Art Black*
- (ScaleArtist) Pastel Violet*
- (ScaleArtist) Sky Blue*
- (ScaleArtist) Neon Yellow*
- (ScaleArtist) Art White*
- (ScaleArtist) Neon Orange*
- (ScaleArtist) Coral Red*
- (ScaleArtist) Dark Brown Ochre*
- (ScaleArtist) Violet Grey*
- (ScaleArtist) Raw Sienna*
- (ScaleArtist) Vanilla White*



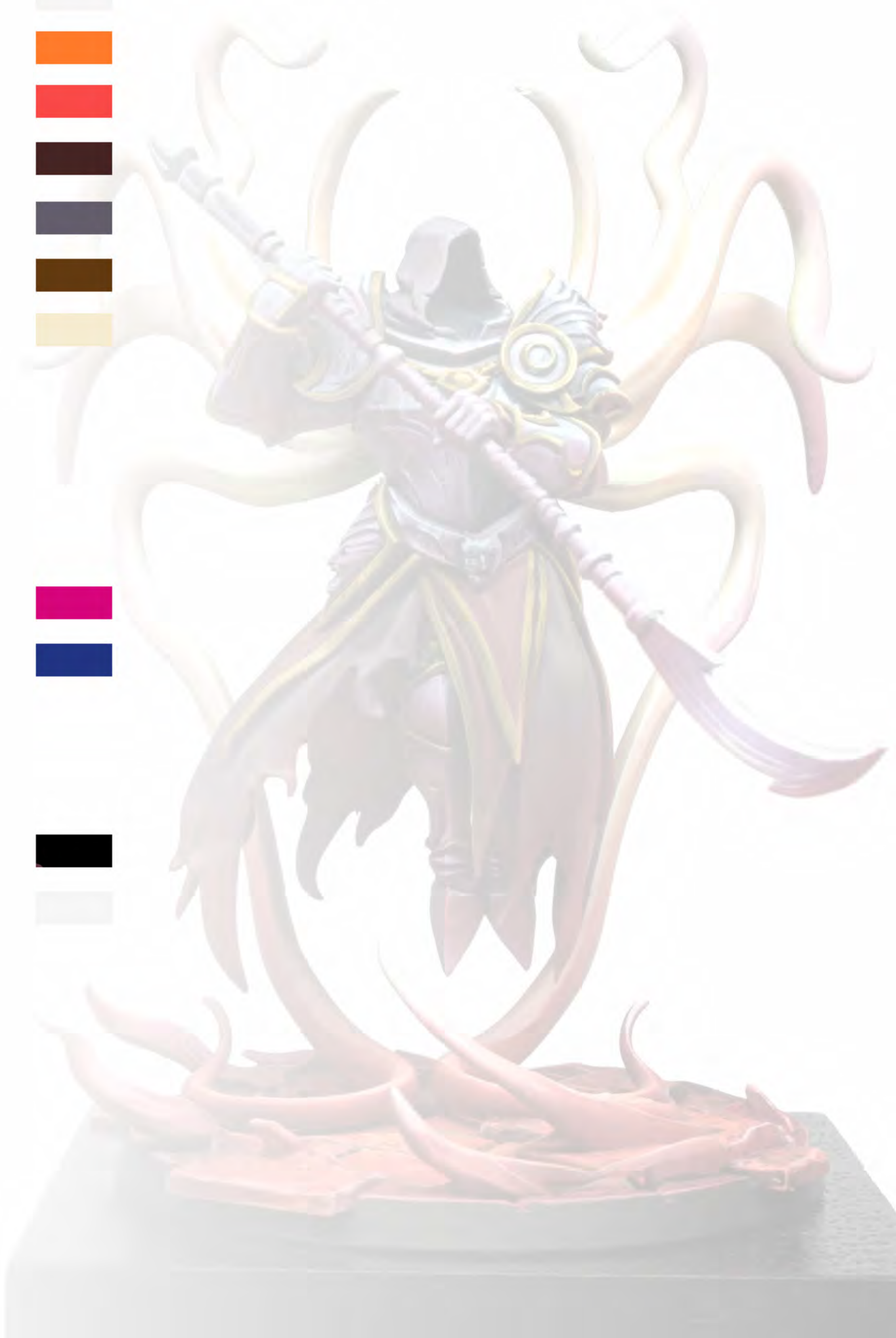
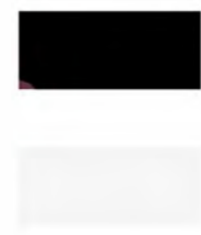
System3 (Daler-Rowney):

- (Daler-Rowney) Process Magenta*
- (Daler-Rowney) Indigo*



Mr.Color (Mr.Hobby):

- (Mr.Hobby) Flat Black*
- (Mr.Hobby) Flat White*



STEP 1

FIRST STEPS



1. We use a double airbrush primer. First with Flat Black (Mr.Hobby) in general and then with Flat White (Mr.Hobby) in an overhead mode.

2. We airbrush a color base with Neon Yellow (ScaleArtist) and Neon Orange (ScaleArtist) on the wings.

1

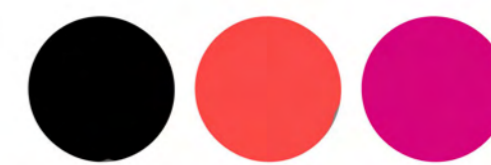


2



STEP 2

AMBIENT



1. We mask the wings and apply an ambient shadow, also with an airbrush. Process Magenta (Daler-Rowney) and Coral Red (ScaleArtist).

2. We continue with a second shadow, also with an airbrush, Coral Red (ScaleArtist) and Art Black (ScaleArtist).

1

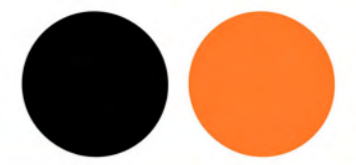


2



STEP 3

AMBIENT



1. Now it's time to remove the masking tape.

2. We integrate the wings with an airbrush shadow from below using Neon Orange (ScaleArtist) and Art Black (ScaleArtist).

1



2



STEP 4

ARMOR



1. We move on to the brush work to make a color sketch on the armor. We use Violet Grey (ScaleArtist) as a base color, to which we add Sky Blue (ScaleArtist) and Pastel Violet (ScaleArtist) for the light progression. For the shadows we use Coral Red (ScaleArtist) and Art Black (ScaleArtist).

2. We paint the base color of the gold trim with Raw Umber (ScaleArtist) and Raw Sienna (ScaleArtist).

1



2

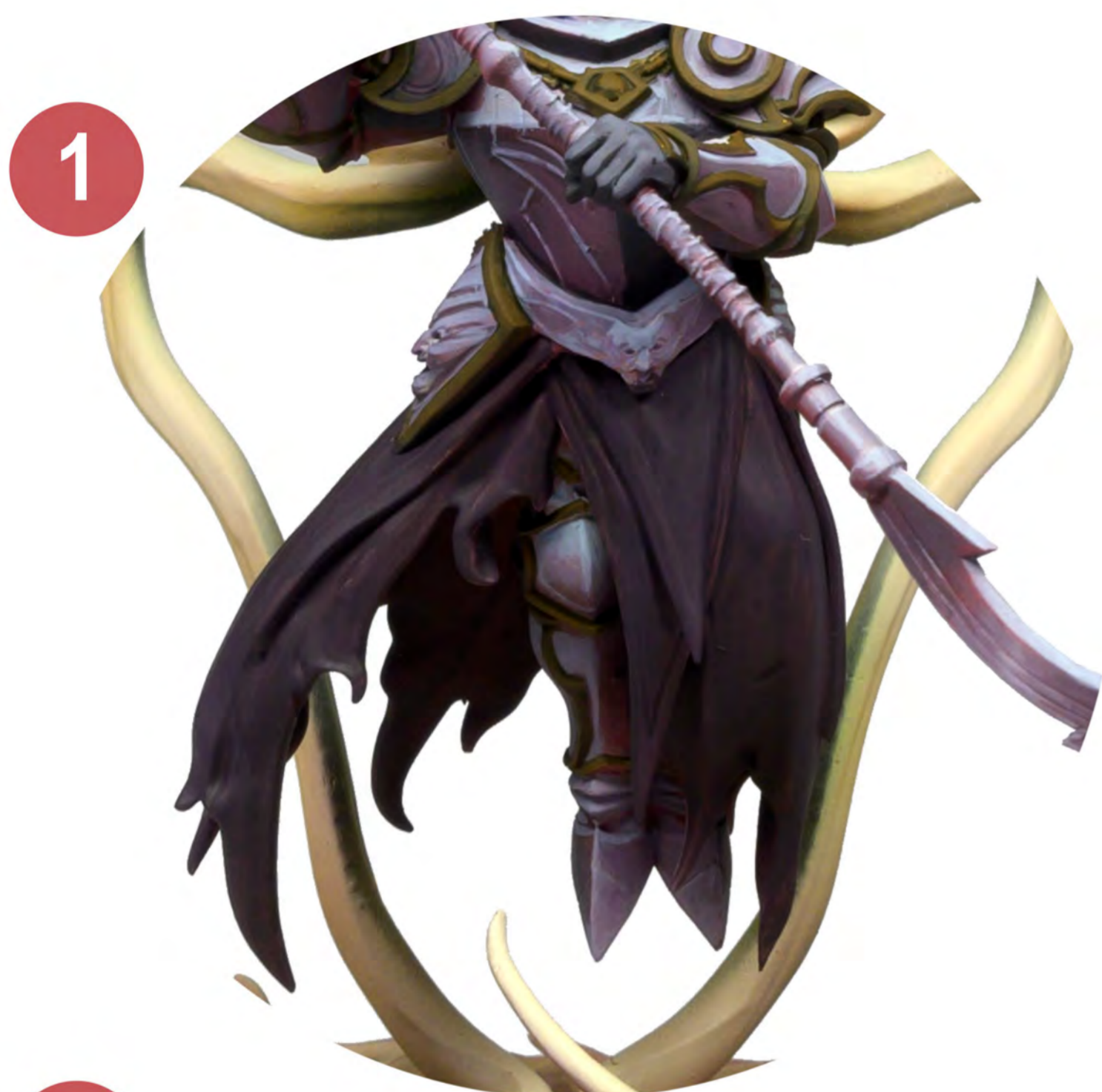


STEP 5

ARMOR



1. Dark Brown Ochre (ScaleArtist) for the base color of the skirt.
2. We move on to define the armor. We use a shadow boost with Indigo (Daler-Rowney) and Process Magenta (Daler-Rowney). We enhance the light with Sky Blue (ScaleArtist).
3. We're going to reinforce the golden parts and highlight them with Naples Yellow (ScaleArtist) and Raw Sienna (ScaleArtist).



STEP 6

SKIRT



1. We illuminate the skirt with Dark Brown Ochre (ScaleArtist) and Wood (ScaleArtist). For the reddish areas we add Coral Red (ScaleArtist) to the previous mix.

2. We paint the edges of the skirt with the same colors that we used in the gold of the armor.

1A



1B



2



STEP 7

WEAPON



1. We paint the halberd with the same colors that we used on the armor. We also reinforce the light points with Art White (ScaleArtist) in the silver parts and Vanilla White (ScaleArtist) in the gold areas.

2. In this step and with the help of the airbrush, we give an ambient shadow to combine all the colors, we use Coral Red (ScaleArtist) and Process Magenta (Daler-Rowney).

1



2A



2B



2C



STEP 8

FINAL TOUCH



1. We use a mix of Coral Red (ScaleArtist) and Naples Yellow (ScaleArtist) to create a small texture on the floor with the help of a sponge. We use the airbrush to apply some shadows to the contours of the floor with Process Magenta (Daler-Rowney) and Indigo (Daler-Rowney).





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