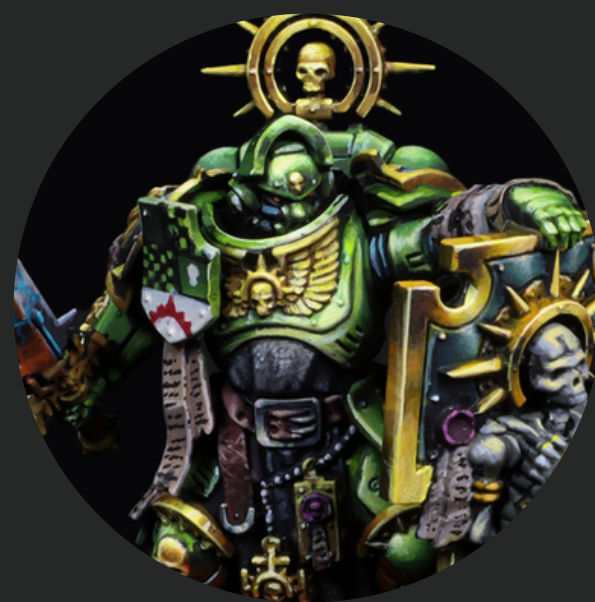




MINIATURE'S DEN PATREON GUIDES:

INDOMITUS MARINE CPT.

Gold NMM & Details



WHY THIS MODEL?



It's been a while since I worked on a Space Marine and when Indomitus released I really liked the look of the characters in the box.

Painting Space Marines is fun to me, when done seldomly, and I enjoyed this paintjob a lot!

PAINTS USED IN THIS GUIDE

Kimera: Orange, Magenta

Vallejo Model Color: Light Flesh, Black, English

Uniform, Orange Ochre, Hull Red

GW: Moot Green

ARMOR



As you can see from this final picture of the video, the armor is very different from the previous PDF, but don't worry, I didn't repaint it entirely but simply glazed it a couple of times!

I like the greens we had, but they didn't feel like they matched the Salamander look from the lore so, in order to match it, all I did was a couple of glazes of GW Moot Green on the whole armor.

I think this is interesting as it shows how powerful "filters" can be. A filter is a paint used with the sole purpose of modifying the saturation of an element when said element is painted with a grey scale or with colors bright and/or desaturated enough to be able to be glazed easily to change their tone.

In the case of the armor, the shadows were dark and stayed dark after the glaze, because Moot Green doesn't have enough "power" to change the color or value of the shadows, while it has more than enough to modify the highlight and midtones. This simple glaze took the armor from a "swamp" green to the green we know and love in the Salamanders.

CLOTH



The cloth was basecoated in a dark grey resulted from the mix of VMC Light Flesh and Black, once basecoated I proceeded to apply the highlights through a stippling technique. The paint was "layer-y" thin and dotted on the model in the areas where the cape was more protruded. After applying these dense dots on the highlight areas, I applied them again in the areas close to it with less and less dots as I moved away from the highlight to create a bit of a gradient. After adding a bit more Light Flesh to the mix I stippled the paint in the upper areas of the cloth, closer to the main light source, keeping the middle area dark.

I then created a mix of Kimera Orange and the light grey and stippled it in the bottom area of the cape, to suggest a bit of OSL and then glazed over this highlight as well as a bit of the cape with Kimera Orange + Black to blend as well as to create a gradient.

GOLD NMM



The gold was basecoated with VMC English Uniform and then highlighted with a mix of English Uniform + Kimera Cold Yellow followed by another highlight to which was added Light Flesh and, lastly, edge highlighted and spotlighted with a very, very, bright yellow (Cold Yellow + Light Flesh). After blending the various highlight, I did various glazes of VMC Orange Ochre to balance out the colors and reduce the "yellowness". Lastly, the strongest highlight were reinforced after losing their power to the previous glazes.

LAST DETAILS

The NMM Silver was painted using the same colors used on the Necron (see guide 1) and with the same mindset: highlighting the volumes and pushing contrast as much as possible, being careful to edge highlight them.

The leather was basecoated in VMC Hull Red and then weathered with various lines made of different mixes of progressively brighter colors (light grey [Light Flesh + Black] added more and more). Once done, I glazed the whole leather with Hull Red roughly blend the textures and then glazed the areas of shadows with a touch of Black.

The parchment was basecoated with a desaturated beige coming from grey + English Uniform to which I added a bit of Hull Red and then highlighted with Light flesh and edge highlighted with an even brighter mix.

The sigils were basecoated with Kimera Magenta + Black and highlighted with a touch of Light Flesh added to the previous mix.

THANK YOU!

I hope you enjoyed this guide on the Salamander Space Marine Captain! 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!



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