





ORK MEK BOSS

AIRBRUSH

FINAL TOUCHES

COLORS

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AIRBRUSH

In the previous tutorial we have seen the warm colors (yellows and oranges), now we will see the application of cool colors and how we can use them in the shadows.

It is very important that, if you want to make a contrast between cold and warm areas, never apply both colors next to each other, as the effect will be totally lost.













































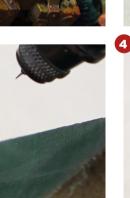


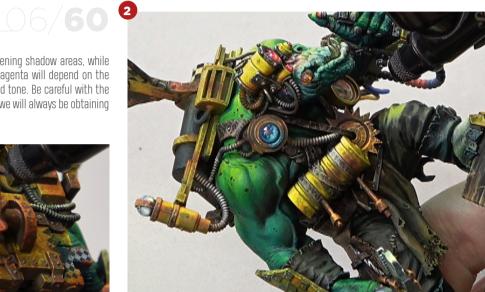
Dioxazine Purnle

AIRBRUSH

When using a blue color we will have to limit it to just deepening shadow areas, while a yellowish color will only be applied in illuminated areas. Magenta will depend on the colors we have nearby, since it can be used as a warm or cold tone. Be careful with the airbrushing because when we apply a color on top of another we will always be obtaining a secondary color, never a primary one.























Purple



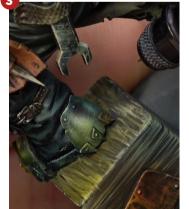
Phthalo Blue

AIRBRUSH

The purpose of airbrushing is not that much about hiding the different layers that we have created with the brush but to emphasize the contrast. And that's the reason why even in the shadows, I always use color and not straight black.











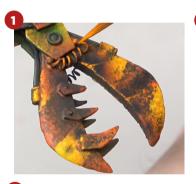






FINAL TOUCHES

Afterwards, different colors can be applied to achieve effects as we have discussed in previous tutorials, such as rust.



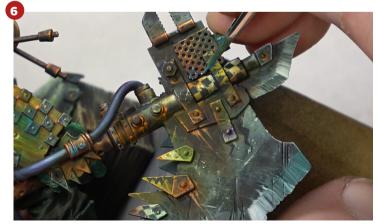






(2 drops of water and Blue Green) We can change the tone we have decided to apply because the rust color may vary depending on the material we are treating (gold, silver, brass).







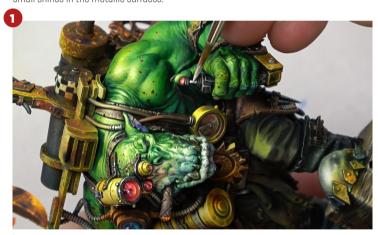




White

FINAL TOUCHES

As for whether we can use white or black in our airbrush, I recommend that they should always be the last colors you use because they can desaturate all the work you have done. Personally I like using the brush when applying white color for the last lights or for creating small shines in the metallic surfaces.









(Grey Green) Another important factor to take into account is the environment where we are including our miniature. The clearest example is nighttime. Although night is the absence of color, we have to represent it as in the movies, by moving between magenta or blue tones. Be careful because obviously if we decide to place it at night inside a cave (for example), the chromatic palette will change towards more desaturated colors.







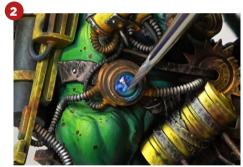


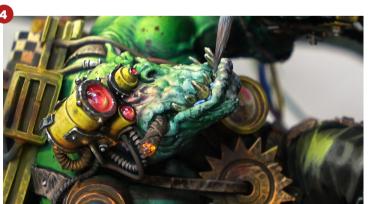
Glossy

FINAL TOUCHES

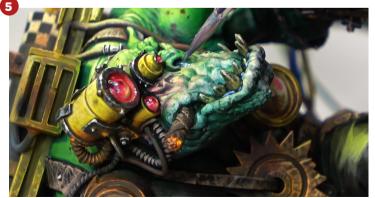
One of the last steps I perform on my miniatures is applying varnishes and inks. The use of varnishes will help create shiny surfaces on lenses, gems and even eyes if we want to apply a wet finish on them.













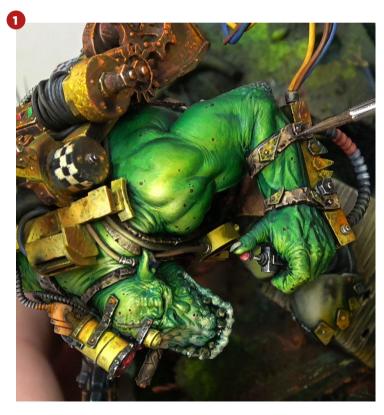




Transparent Burnt Sienna

FINAL TOUCHES 06/65

The use of inks on this occasion is restricted to belts, ribbons and other objects that remind us of this material.









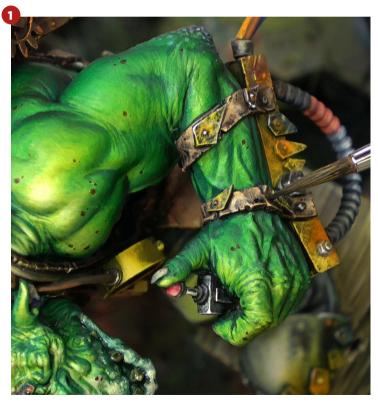




Prussian Blue Hue

FINAL TOUCHES

And if we want to differentiate one area from another, we can vary the colors to achieve a more natural appearance.





(Transparent Raw Umber and Prussian Blue Hue) I hope you enjoyed this tutorial and see you in the next one!





COLORS











Phthalo Blue (G)

Dioxazine Purple (G)

Black (VAD)

Cadmium Orange (G)

Blue Green (AK)











Titanium White (G)

Grey Green (AK)

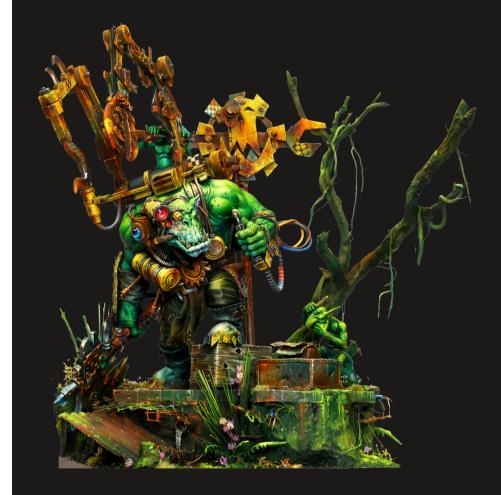
Glossy Varnish (AK)

Transparent Burnt Sienna (L)

Prussian Blue Hue (L)



Transparent Raw Umber (L)



Ak Interactive (3º Generación) - (AK) Citadel Colour - (C) Golden Artist Colors - (G) Liquitex - (L) Scale 75 - (S75) Vallejo Arte Deco - (VAD) Vallejo Game Air - (VGA) Vallejo Model Air - (VMA) Vallejo Model Color - (VMC) Vallejo Nocturna - (VN)







































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