



**Sigvald
NMM gold
armour
Step-by-step**

◆ Paints required:

NMM gold

- English uniform (Vallejo mc)
- Japanese uniform (Vallejo mc)
- Ice yellow (Vallejo mc)
- Yriel yellow
- Mephiston red
- Mournfang brown
- Abaddon black

See next slide for further information.





Before we start painting the miniature, we locate the light reflections on the armour areas that we want to paint gold, by taking a picture of it under our desk lamp. I have primed the miniature in Chaos Black as it has a great shine to it, which makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.



I am going to use this awesome warhammer art picture of sigvald as a reference for the gold. I am especially looking at how bright the brightest light reflections are & also wich colours the secondary light reflections are. They have a kind of orange feeling to it, wich i will try to replicate in the tutorial. Lets begin!





We start by basecoating the armour with a 3:1:1 mix of english uniform, mournfang brown & japanese uniform



We now start working on the brightest light reflections. This is where we look at our picture on slide 3 to locate the light reflections & glaze the frame of all the light reflections by adding 1 part of japanese uniform to the basecoat mix – add 2-3 parts of water. I have added a guide in the post description for how to locate light reflections.



We now add 1 part more of japanese uniform, & glaze more towards the middle of the light reflections.



We now start the first shading on the armour. We shade all the areas that is still covered in the basecoat, by adding 1 part of mournfang brown to the basecoat mix. Add 2-3 parts of water.



We now do a further shading on the armour. This time we shade all the areas, that is not exposed of light at all – we now add $\frac{1}{2}$ part of rhinox hide & 1 part more of mournfang brown to the previous shade mix. I have pointed some of these areas out



We now do the last shading, wich is the recesss shading. Here we make a 1/1 mix of rhinox hide & abaddon black, and shade all the deepest receseess – add 2-3 parts of water.



We now continue working on the light reflections. We take pure japanese uniform & glaze the middle of the light reflections.



We now make a 3:1 mix of japanese uniform & ice yellow & glaze further towards the very middle of the light reflections . We furthermore start working on the secondary light reflections as we saw in the Warhammer art picture. Here we make a 1:1 mix of mephiston red & yriel yellow & glaze the frame of the secondary light reflections – i have pointed some of them out.



We now glaze the middle of the secondary light reflections, by adding $\frac{1}{2}$ part more of yriel yellow.



We now work on the brightest light reflections again. We now make a 1/1 mix of japanese uniform & ice yellow & glaze the very middle of the light reflections.



We now edge highlight all the edges closest to the brightest light reflections, with a 2:1 mix of japanese uniform & ice yellow. We furthermore edge highlight the rest of the edges on the armour with pure japanese uniform. Finally we glaze the very middle of the brightest light reflections once again with pure ice yellow. Done 😊 !