



MINIATURE'S DEN PATREON GUIDES:

TECHMARINE PRIMARIS

NMM Gold, Knee, Hazard stripes & Base



WHY THIS MODEL?



When I saw this model I thought it would be a bit of a busy character to work on, all the details on it might have made it boring to paint for me over time but then I looked at it a bit more closely and I thought it was actually one of the better sculpts released from GW in a long time. I love this guy from his pose to his weapons and trinkets and I wanted to share with you my paintjob of him.

As always, this model is part of my monthly giveaway happening on my Twitch channel www.twitch.tv/miniaturesden so if you want a chance at winning this model, come hang out there!

PAINTS USED IN THIS GUIDE

Vallejo Model Color: Orange Brown Black, Ivory,
Prussian Blue, Burnt Umber
Vallejo Game Color: Gold Yellow
Scale 75 Artist: Primary Red

HAZARD STRIPES



Starting from a VMC Black Basecoat I used VMC Orange Brown to sketch in the hazard stripes using VMC to Black to clean up any mess I might have made. I then used VGC Gold Yellow to paint the highlight on the Orange Brown base. Lastly I used a thin line of VMC Ivory to paint the illusion of a glossy finish on the cables tracing a line on their length.

KNEEPAD



I basecoated the knee with a mix of VMC Black and Prussian Blue which I then highlighted with pure Prussian Blue. I sketched the Omega using a grey/blue mix which I then highlighted by mixing a bit of VMC Ivory. Lastly I used Prussian Blue to slightly weather the symbol by painting thin random lines in it.

GOLD NMM



The gold was painted by basecoating it with a mix of VMC Black and VGC Gold Yellow to which I progressively added more VMC Ivory to create brighter and brighter points of light following the highlighting previously done on the NMM around it to keep consistency.

BASE AND ARMOR



The metallic part of the base was painted with a Black + Prussian blue mix and then edge highlighted with Prussian Blue.

The dirt was real life dirt glued to the base using white glue and painted with VMC Burnt Umber and highlighted with a drybrush of Burnt Umber + Ivory.

The armor itself slightly changed too. After introducing white to the other elements, I felt I needed to have it on the armor as well. I sketched the highlights with a very thin Ivory over most of the brightest points of the armor and then glazed down using Scale 75 Artist Primary Red.

This passage happened multiple times, until I was satisfied with the brightness of the reds and didn't feel like the armor turned pink.

THANK YOU!

I hope you enjoyed this guide on the Techmarine Primaris! 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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