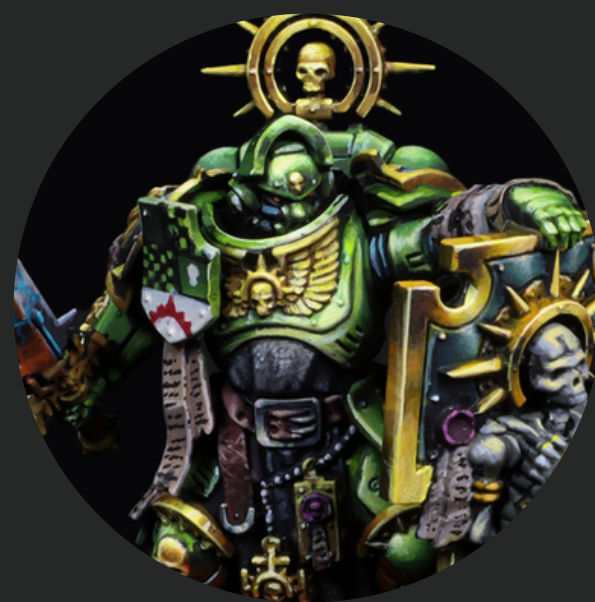




MINIATURE'S DEN PATREON GUIDES:

INDOMITUS MARINE CPT.

Base



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.

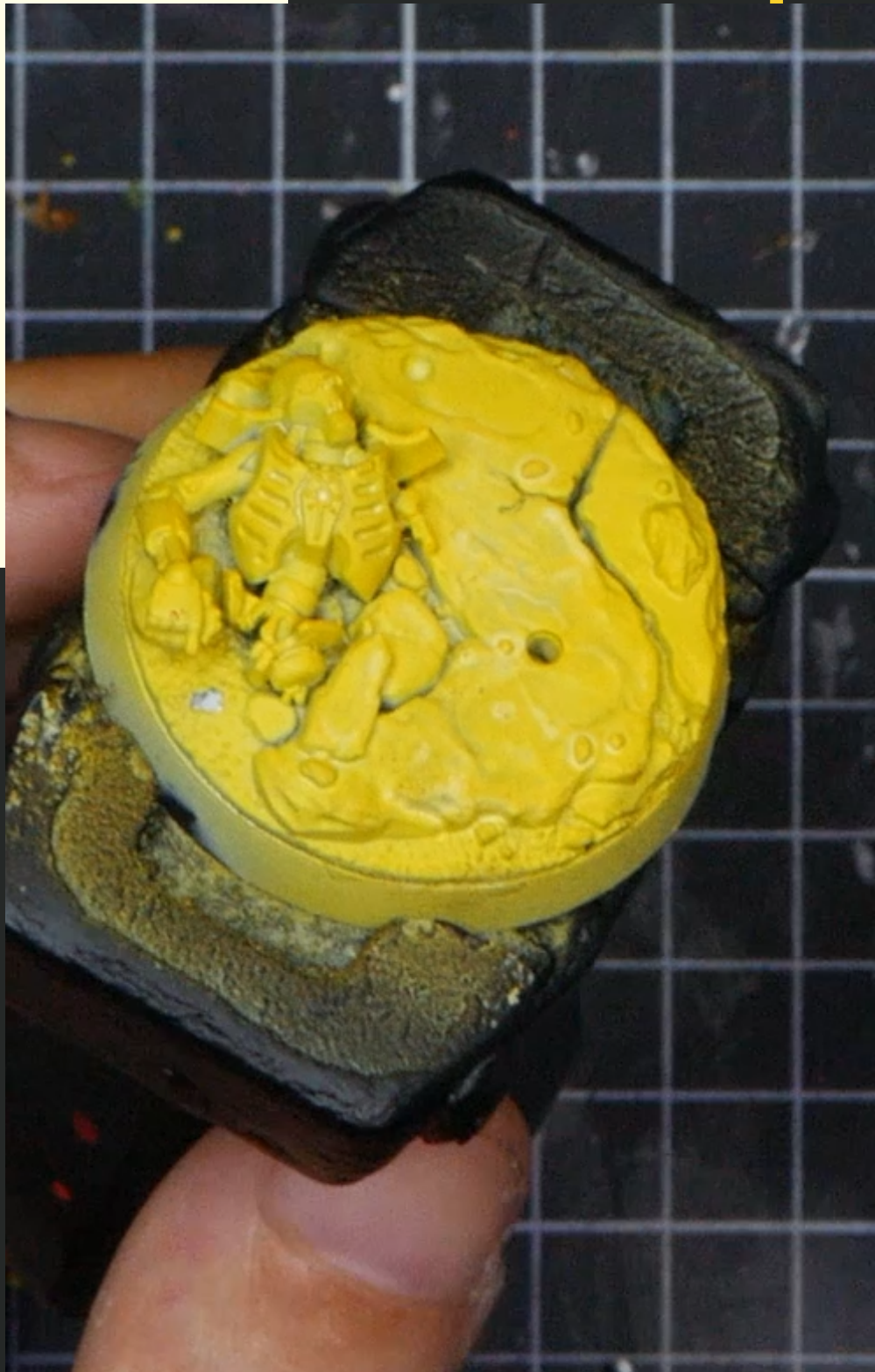
Painting Space Marines is fun to me, when done seldomly, and I enjoyed this paintjob a lot!

PAINTS USED IN THIS GUIDE

Kimera: Cold Yellow, White, Orange

Vallejo Model Color: Black, Light Flesh

BASECOAT



I decided to start this serie of guides from the base, as it generates an OSL, albeit not very strong. The reason why I started from it was to give you a nice "source" for the light later placed on the model.

The base was primed in grey and then airbrushed with a very bright yellow (Kimera Cold Yellow + White) to allow me to more easely set up the bright yellow-orange colors that would go on it.

Starting from a black primer to paint yellow is almost never a great idea, as yellow is a very low-coverage color and would take forever to cover unless preshaded with a brown, but in this case I wanted a very bright yellow, so the airbrush choice was a no-brainer.

If you don't have an airbrush, you can always prime in a grey and then paint the canary yellow with a brush, don't worry!

FIRST STEP



The top of the rocks was painted with VMC Black while their sides were painted with Kimera Orange with a little bit of Black in it to create a "glowing" effect from the lava.

I also dotted the "ground" with spots of thick white paint and, once dried, I glazed over the whole ground with the same orange I mixed for the sides of the base.

The different dilution of the orange (basecoat for the sides of the rocks, glaze for the lava) generated two different results.

In the first case we had coverage, and a strong, dark orange. In the second the glaze interacted with the yellows and whites beneath it, creating a quick, but effective, lava.

THE NECRON



I basecoated the Necron with a dark grey resulted from a mix of VMC Black and Light Flesh and then highlighted the areas facing the lava with a grey-orange tone, which I later glazed with orange to bring back its vibrancy.

When working with Oranges, I always prefer to use grey-orange colors to sketch in the highlights, and then glaze a more vibrant orange on top, once done, to avoid having to deal with the abysmal coverage these paints usually have.

I added more VMC Light Flash to the basecoat grey and highlighted the necron in the areas where the OSL would not reach, namely the top of it, on the areas most exposed to the sky.

LAST TOUCHES



Once I blended the highlights of the Necron NMM with its basecoat, I placed another highlight (more Light Flesh added) in the areas INSIDE the previous highlight, without covering and focusing on the edges.

I added a bit of Light Flesh to Black, creating a very dark grey, which was still brighter than the black basecoat used on the top of the rocks, and used it to highlight it with random, inconsistent brushstrokes to create a bit of a texture. After adding a little bit of Light Flesh to the mix, I edge highlighted the rocks.

In the areas where the rocks were being highlighted by the magma, I made an orange-grey mix using Kimera Orange and mixing it with VMC Light Flesh+Black and used it to edge highlight.

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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