

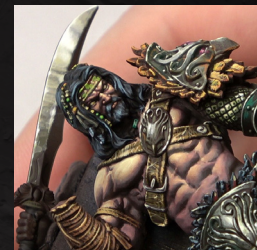
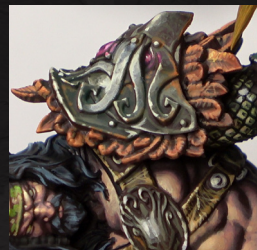


Sergio
CALVO
miniatures

ENGLISH




VIMIR



VOLV



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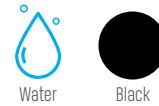
06 VIMIR

HAIR

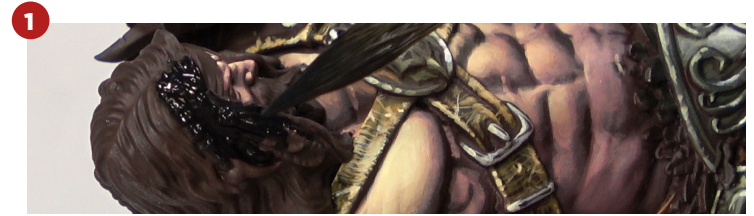
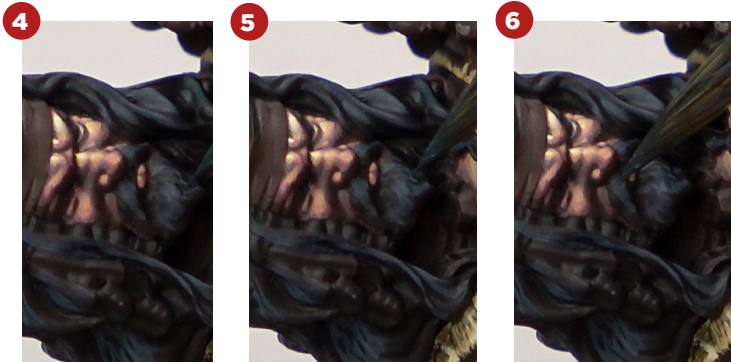
06/35

We start this tutorial painting the hair of the miniature.

Painting the color black usually gives a lot of headaches. It is as simple as adding blue or pink to our mix. In this case, I have opted for the blue color to create a darker hair.



Starting from this base we have to understand that at the root we will find our maximum shade and from there, we will play with desaturated colors to recreate the light and brightness of the hair itself (Black X 2, Turquoise X 2 and Sickly Pink X 2).



The best trick for black is always to use colors that contain a lot of white and help us control where we want to place the highlights (as in shampoo ads). We can create a sort of crown around the head to place the mid-tones and on the sides the light. With two lights and a small shine very close to white, our representation of the hair would be done (Mix, Sickly Pink and Black).



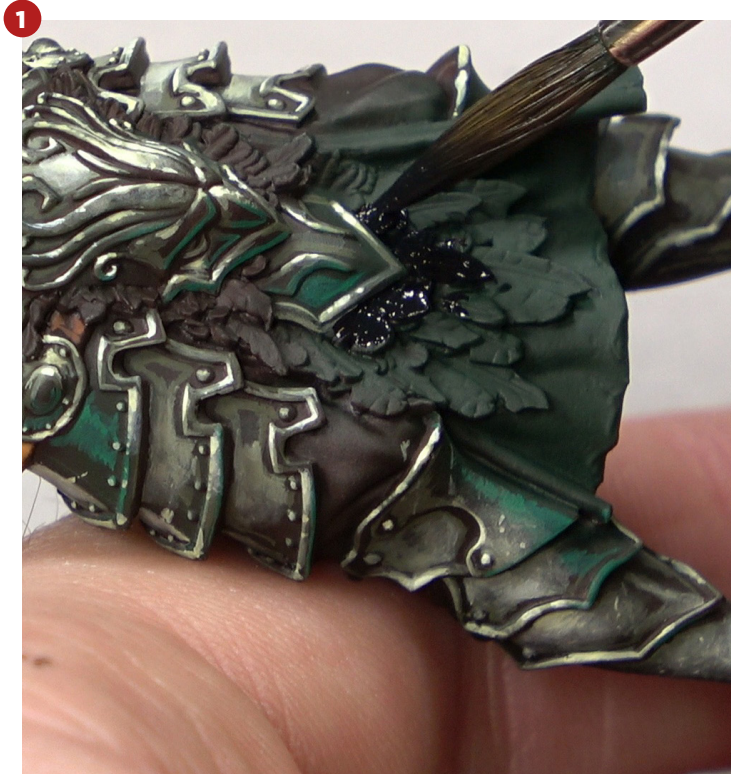
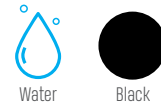


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FEATHERS

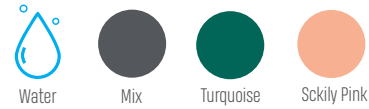
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In the area of the feathers, we are going to do something similar; layer by layer we will place more light in the upper part and in the lower part, the shadow (Black X 2, Turquoise X 2 and Sickly Pink X 2).





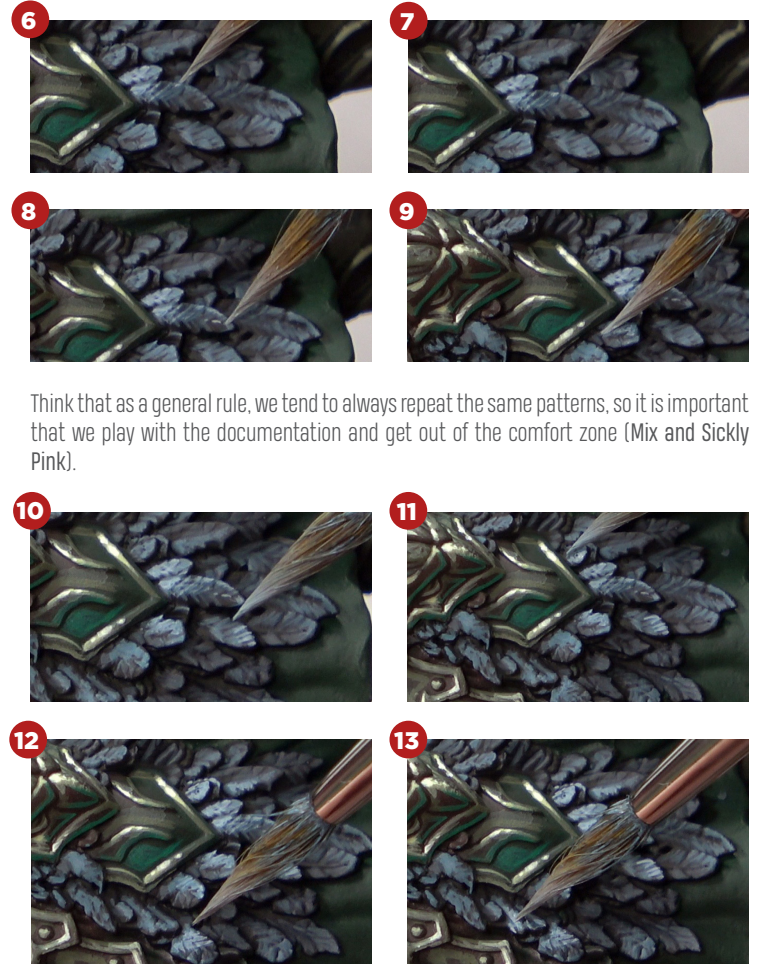
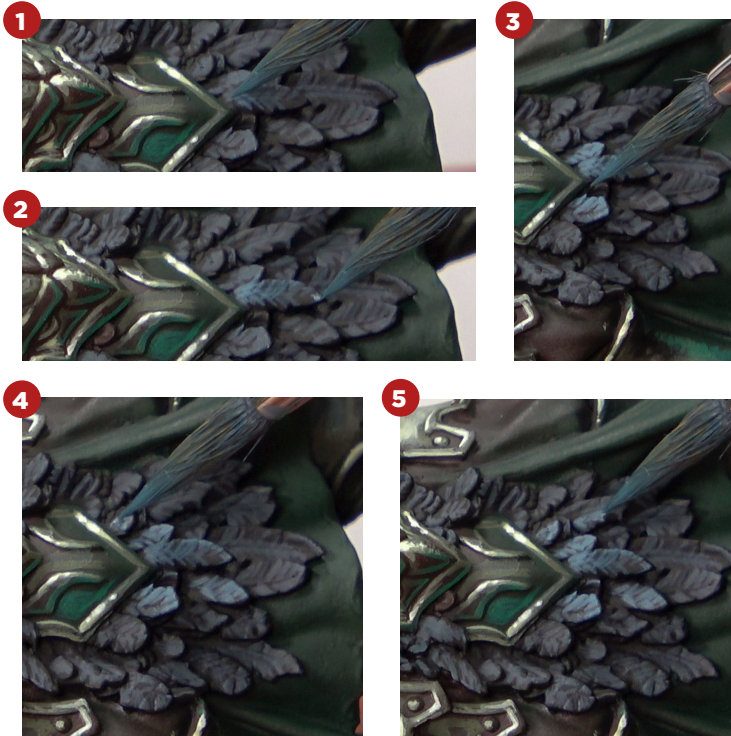
06 VIMIR



FEATHERS

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We can make lines along them to create the effect of very fine hair. And as we go up towards the light, introduce small areas in the lower part of some of these feathers so they don't look exactly the same. This will give a much more natural look.



Think that as a general rule, we tend to always repeat the same patterns, so it is important that we play with the documentation and get out of the comfort zone (Mix and Sickly Pink).





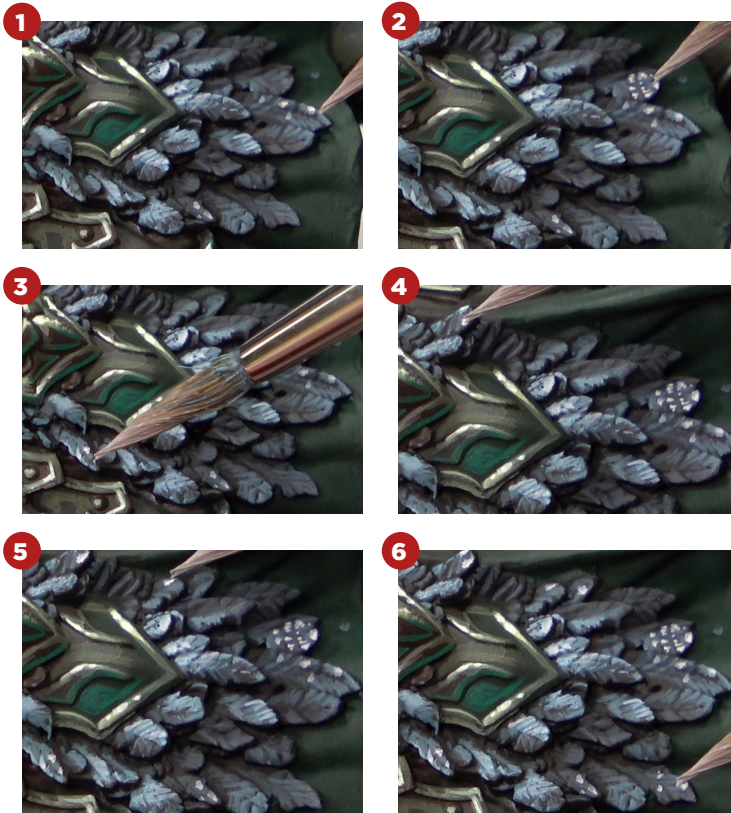
06 VIMIR



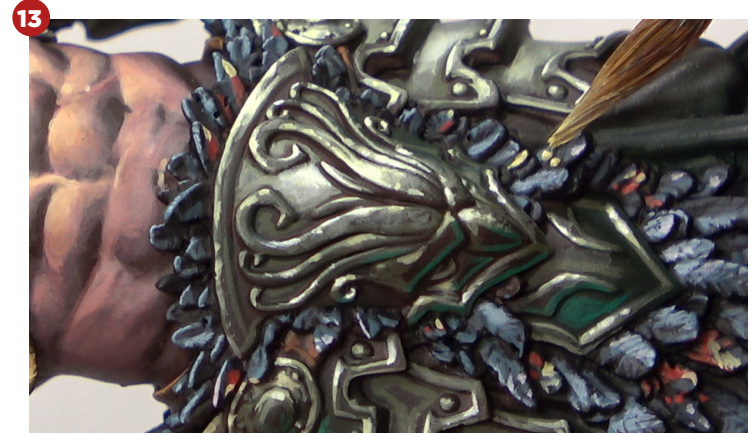
FEATHERS

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To generate this change of pattern I have added to the last mix a little stippling.

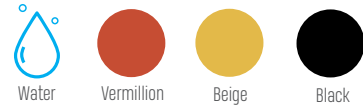


And following this same process I also play with the color Vermillion and then a more neutral tone like this Beige.





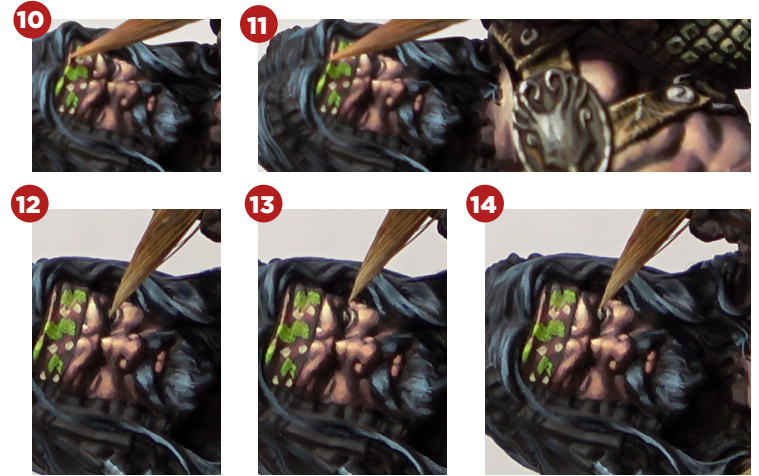
06 VIMIR



FACE

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To the headband we are going to create a texture in this reddish tone and later we will add Frog Green to create a very evident contrast between both colors. And as we have introduced in the feathers, we can add that Beige again. We can also make a new mix so that it is not only those three colors (Vermillion and Luminous Green).



If some elements seem to remain in shadow, we can retouch them again as in the case of the face with Beige.





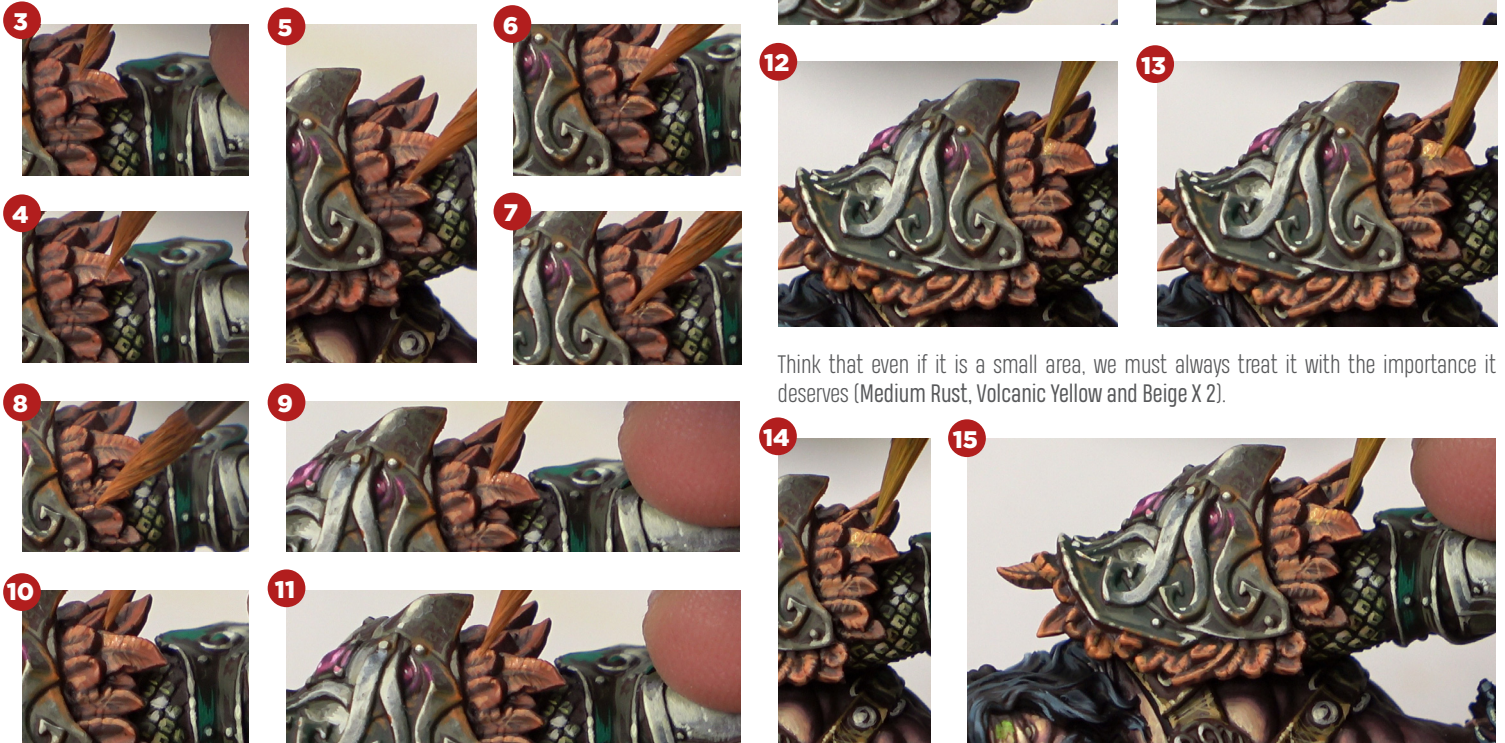
06 VIMIR



FEATHERS

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Starting from this base tone we are going to do those feathers that are in a different area. We can replicate what we have done in the others but with new colors (Medium Rust, Medium Orange, Luminous Green and Beige X 2). And remember to give it a certain random look to create a more natural look (Mix and Beige).



Think that even if it is a small area, we must always treat it with the importance it deserves (Medium Rust, Volcanic Yellow and Beige X 2).

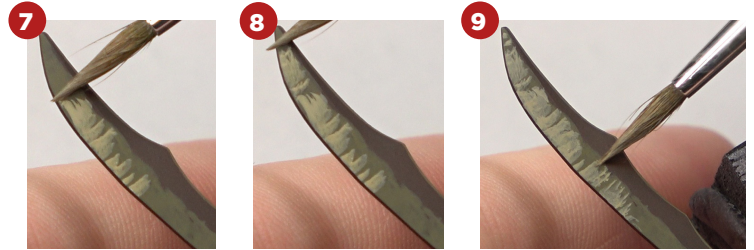
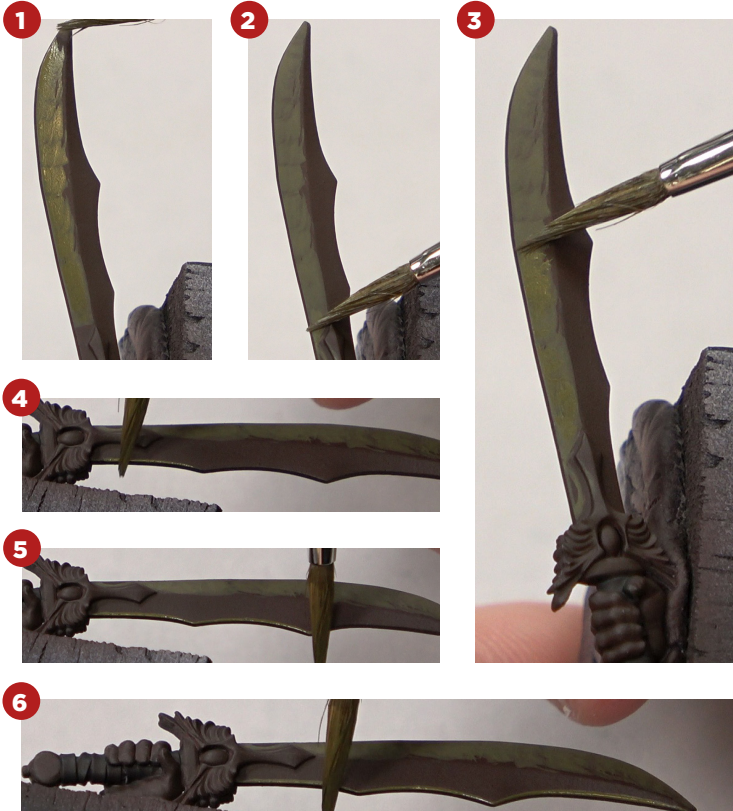
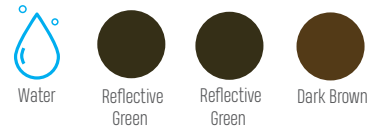


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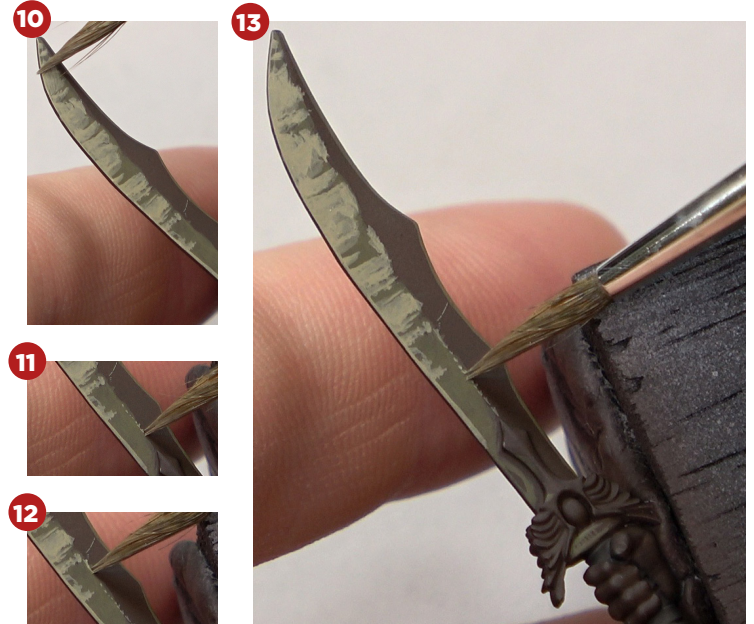
SWORD

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Now let's focus on the sword of our miniature. We start with one of the blades creating a practically smooth surface.

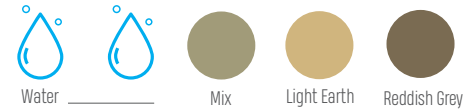


Once we have the base to work with, we are going to add texture all over the edge making big lines more or less thick (Mix, Light Earth and Reflective Green).





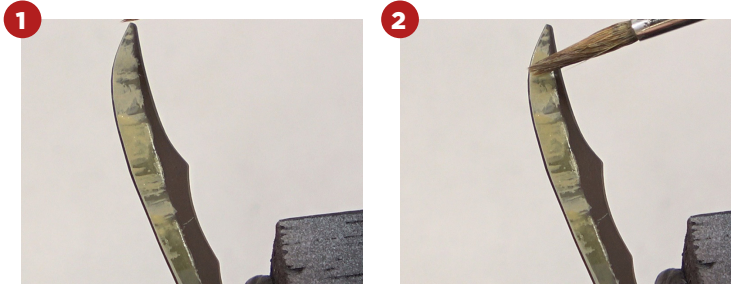
06 VIMIR



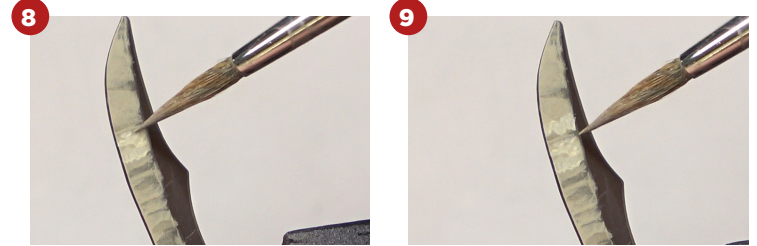
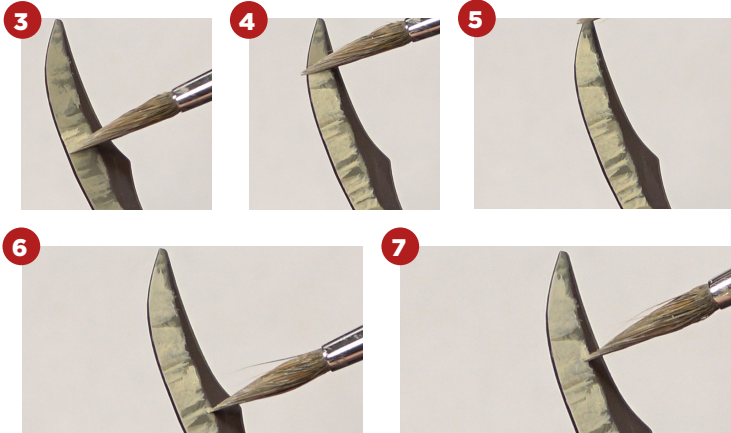
SWORD

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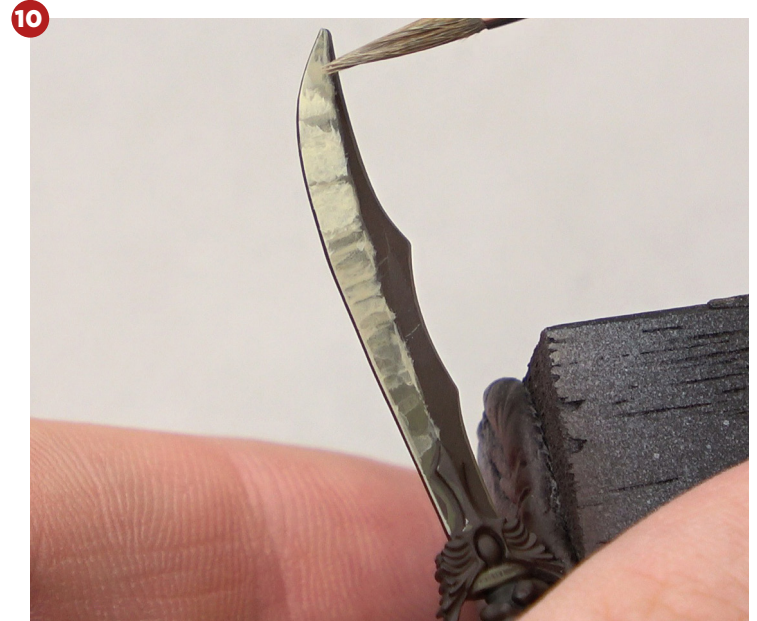
Afterwards, you can wash the area to make the transitions between the two layers less obvious.



Now we have to do the same step but leaving the previous layer visible to create a greater contrast (2 drops of water, Mix, Reddish Grey, Beige and Light Earth).



We can repeat this process two or three times until we have the sensation that the metal, we are representing, looks polished (Beige and Light Earth).



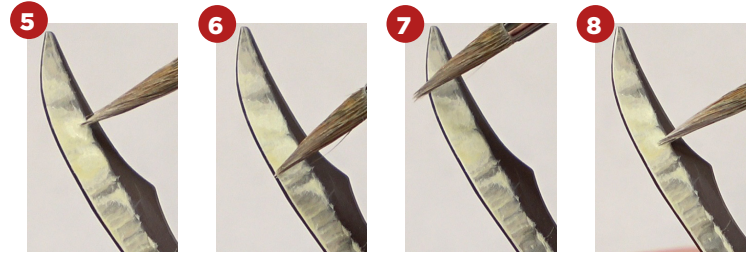
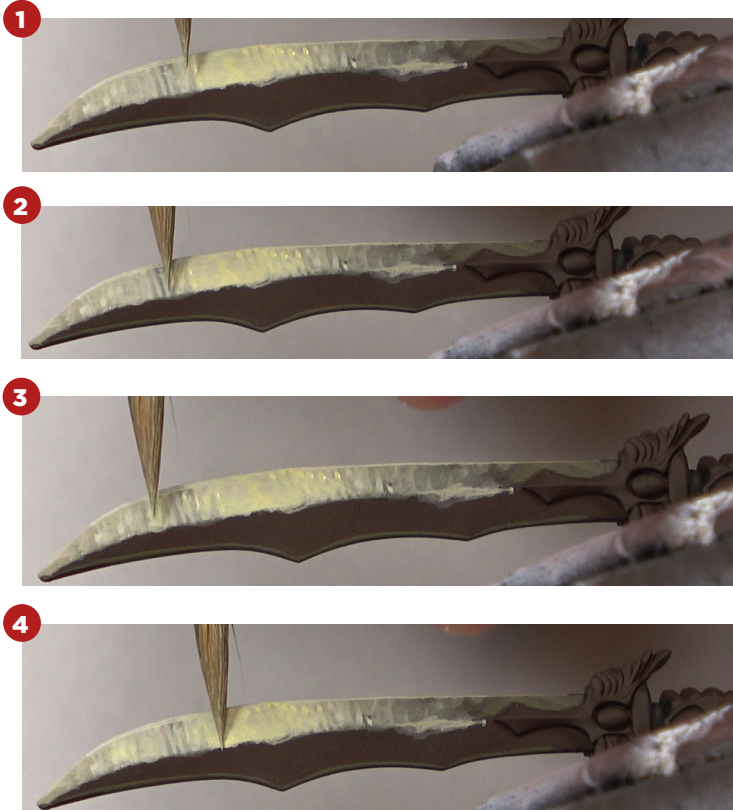


06 VIMIR

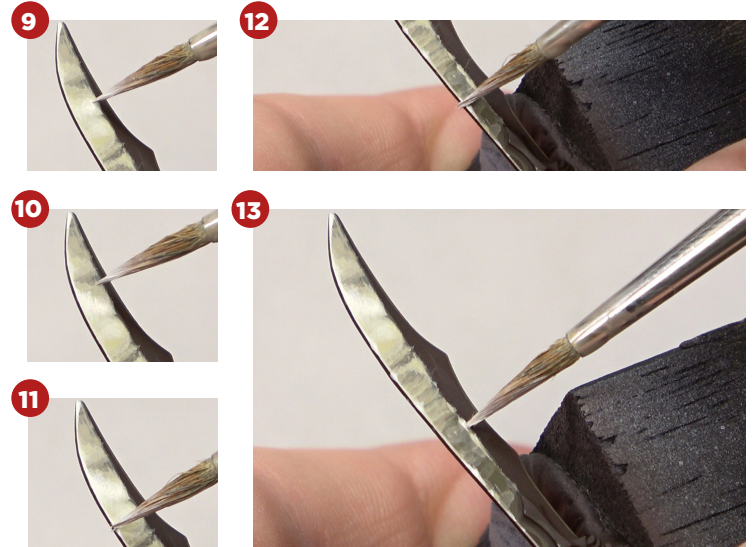
SWORD

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We can add a more saturated color in our mixture so that not all the edge is exactly the same.



And now, we build the shine of the sword. We can concentrate in the edge highlights and in small areas near the next side of the sword even if it is only with the base layer (Mix and Light Earth). To the initial mixture we can first add a color close to white and later, directly add a color very similar or white (Mix and Offwhite).





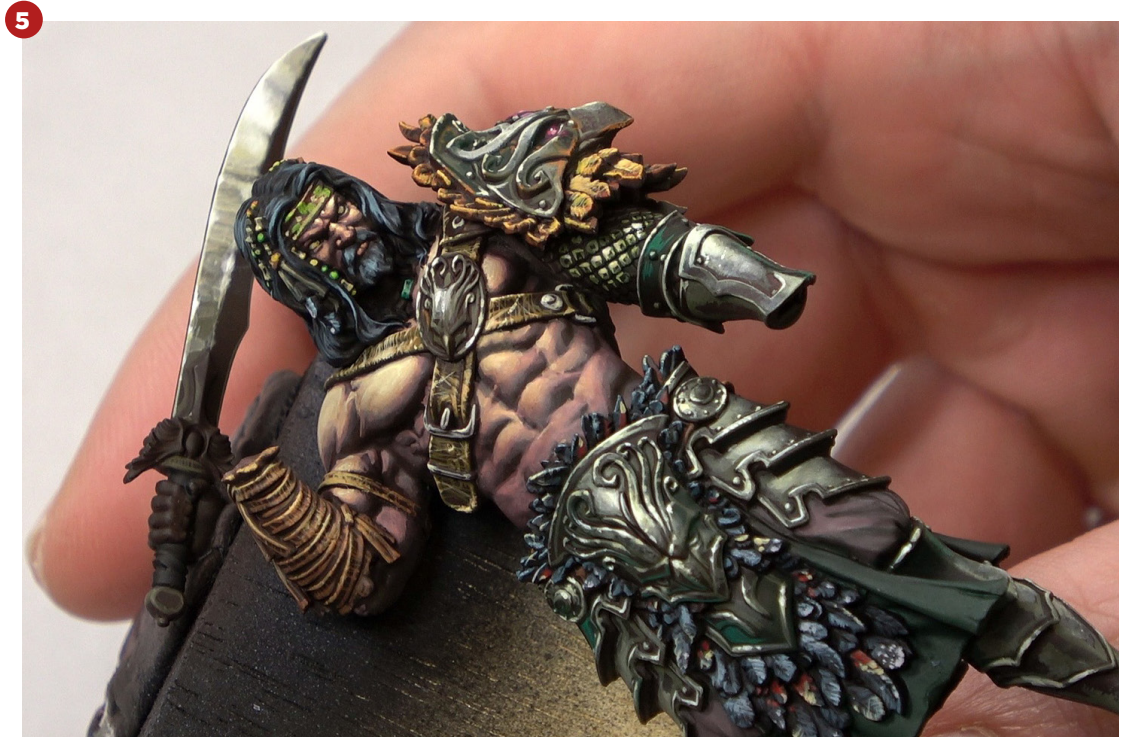
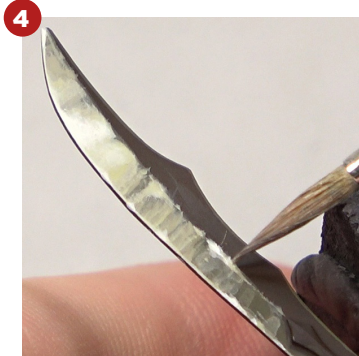
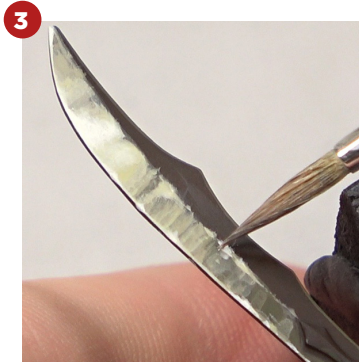
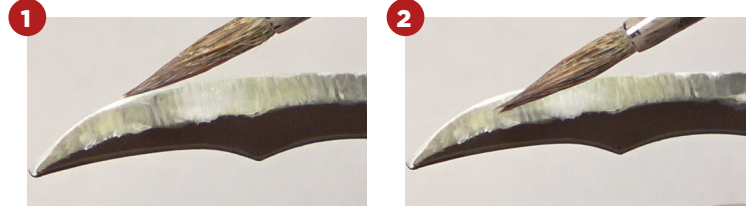
06 VIMIR



SWORD

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And to finish, we can wash our weapon by adding a little more water to the mixture. Look carefully at the areas where I have placed the glitters along the entire plane of the sword. I hope you liked this tutorial, see you in the next one!





07 COLORS



Black
(VAD)



Turquoise
(AK)



Sickly Pink
(AK)



Vermillion
(AK)



Beige
(AK)



Frog Green
(AK)



Luminous
Green
(AK)



Medium Rust
(AK)



Medium
Orange
(AK)



Volcanic
Yellow
(AK)



Reflective
Green
(AK)



Dark Brown
(AK)



Light Earth
(AK)



Reedish Grey
(AK)



Offwhite
(AK)



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



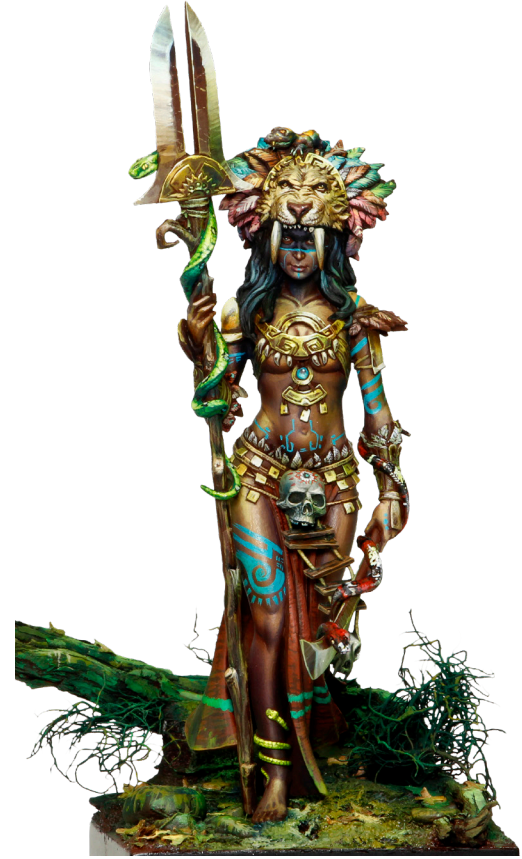
08 GALLERY





08 GALLERY

SERGIO CALVO MINIATURES - VIMIR VOL V





08 GALLERY

SERGIO CALVO MINIATURES - VIMIR VOL V





08 GALLERY





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VIMIR

VOL V

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