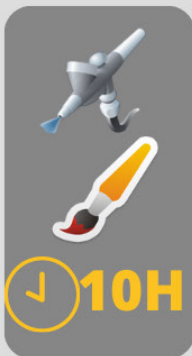



Horus heresy, Imperial fists

1.3 Kratos, armor

Step by step



 Become a patron

INTRO

Model : Kratos

Brand : Games Workshop

Painting time : around 10h

The huge Kratos heavy tank is an essential addition to any self-respecting Horus Heresy army. It was therefore necessary to add one for the studio's Imperial Fist army and of course it is converted with a turret and Salaise print Studio bitz. In this series of step by step we will see how to treat the huge armored whether it is the aero armor and its weathering with the brush but also the details such as tempera, blue flames or battle damages.



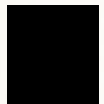
Hansa Yellow,
Com-Art



Gryph Hound
Orange, GW



Blanc,
Com-Art



Black,
Vallejo



Titan Dark
Blue, Vallejo

PRÉPARATION



Voile



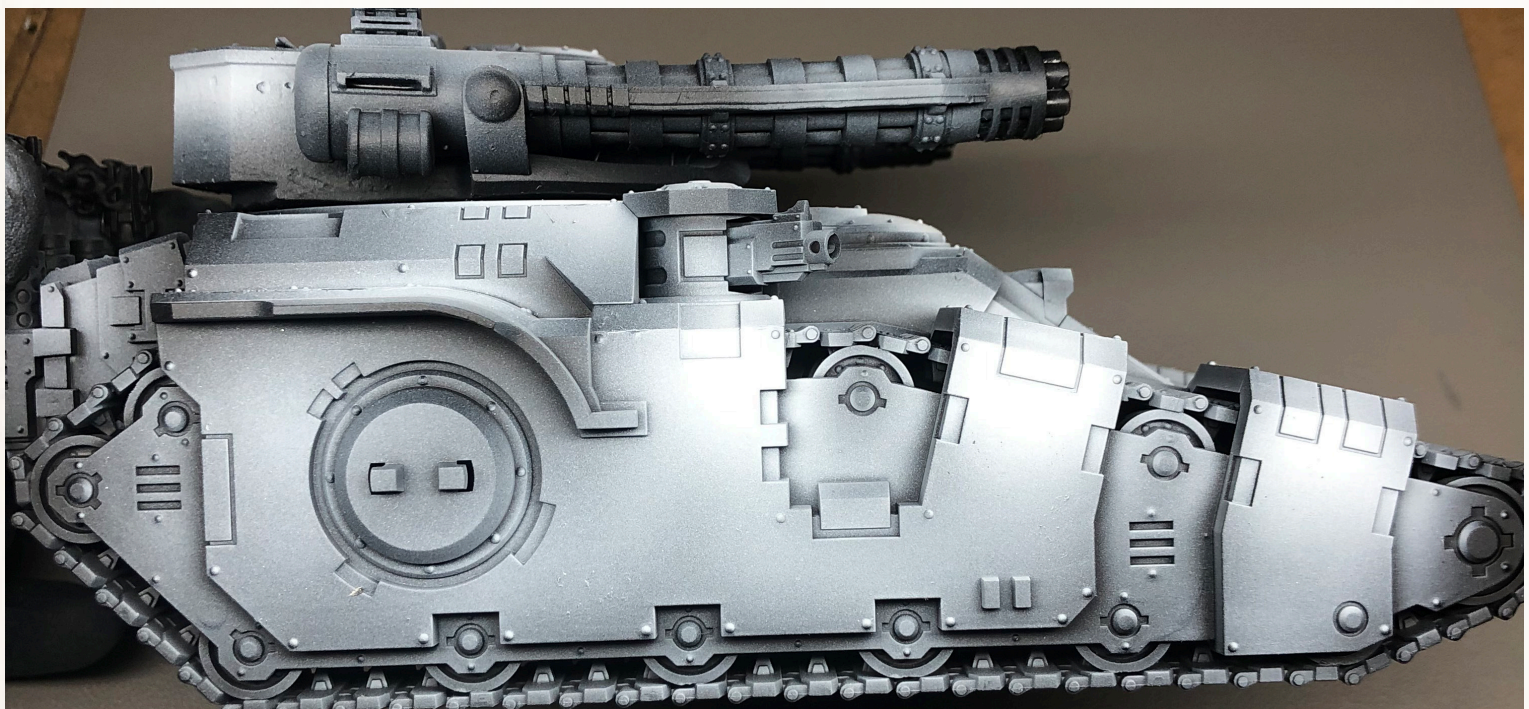
Surface primer
black, Vallejo



Blanc,
Com-Art



We perform a classic pre-shading with *white* com-art on a *black* undercoat.



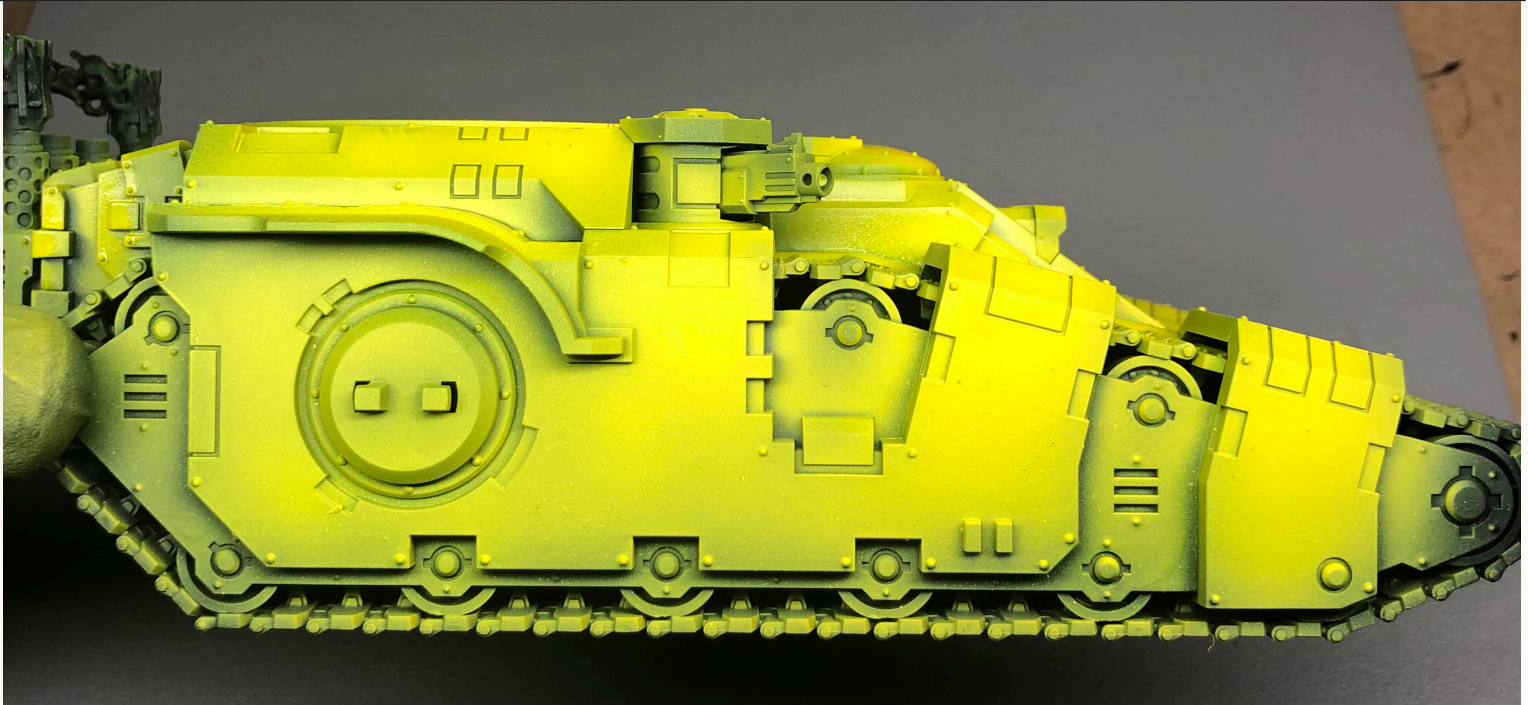
STEP 1



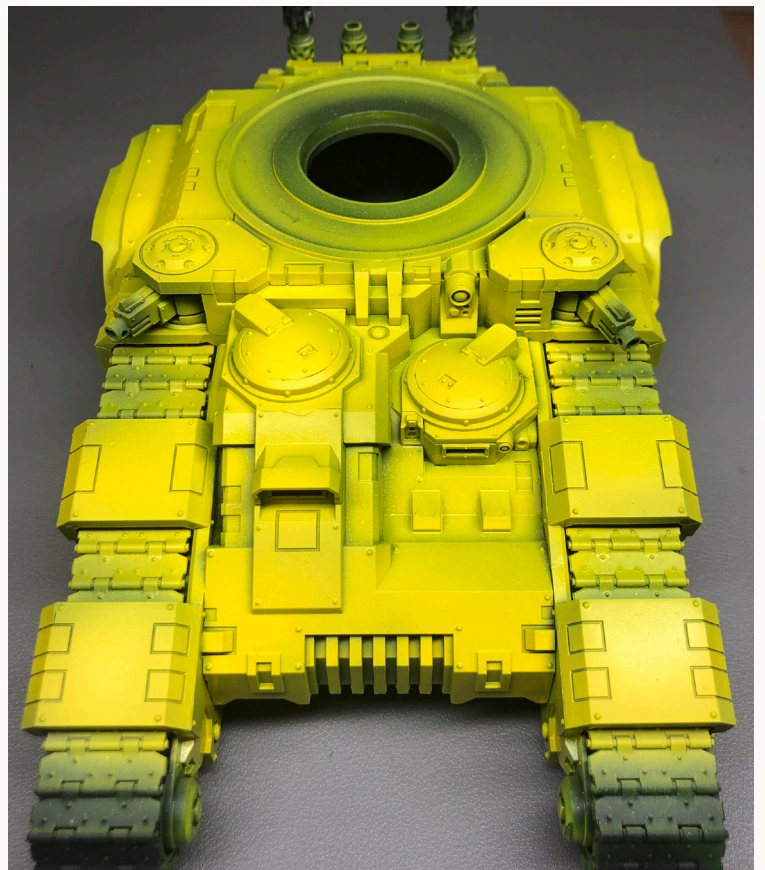
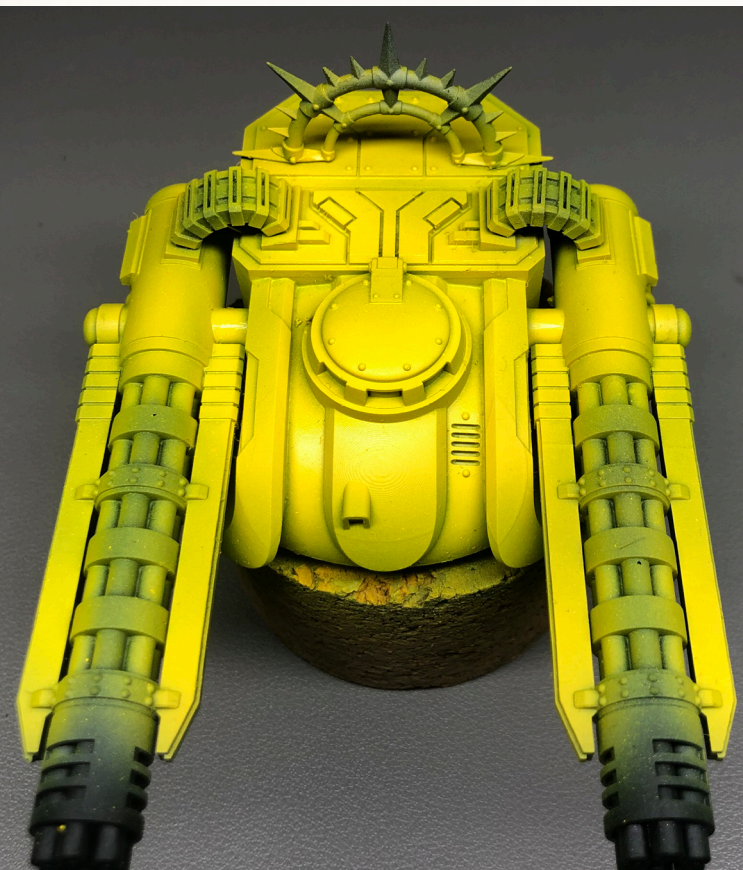
Voile



Hansa Yellow,
Com-Art



First, we apply a base layer of *hansa yellow* in veils on the plates that we want yellow.



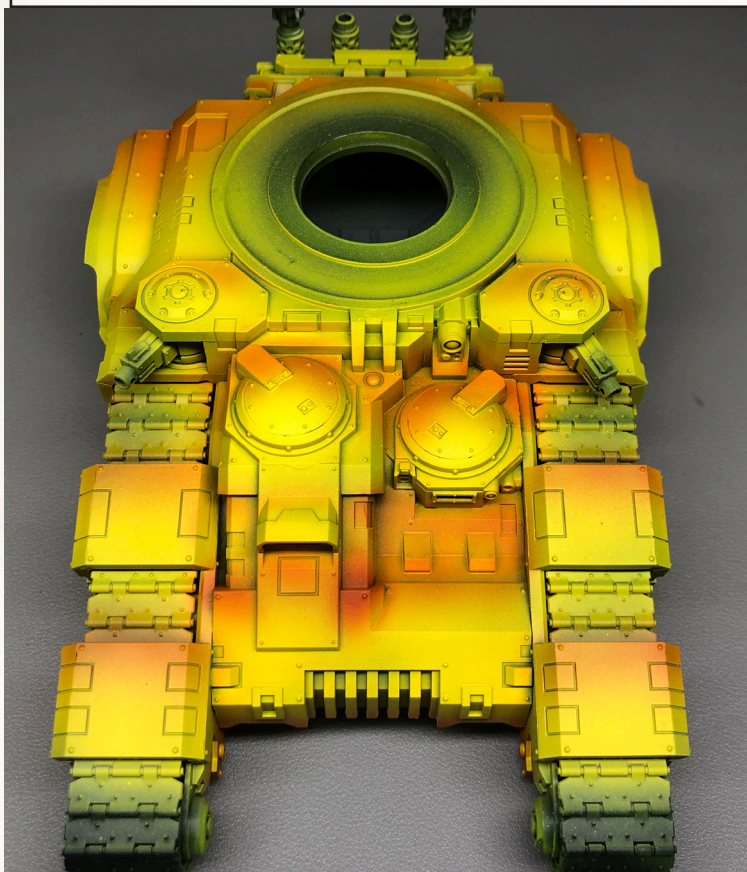
STEP 2



Voile



Gryph Hound
Orange, GW



We darken with *orange gryph hound*. The shadows must be orange and not green.



STEP 3

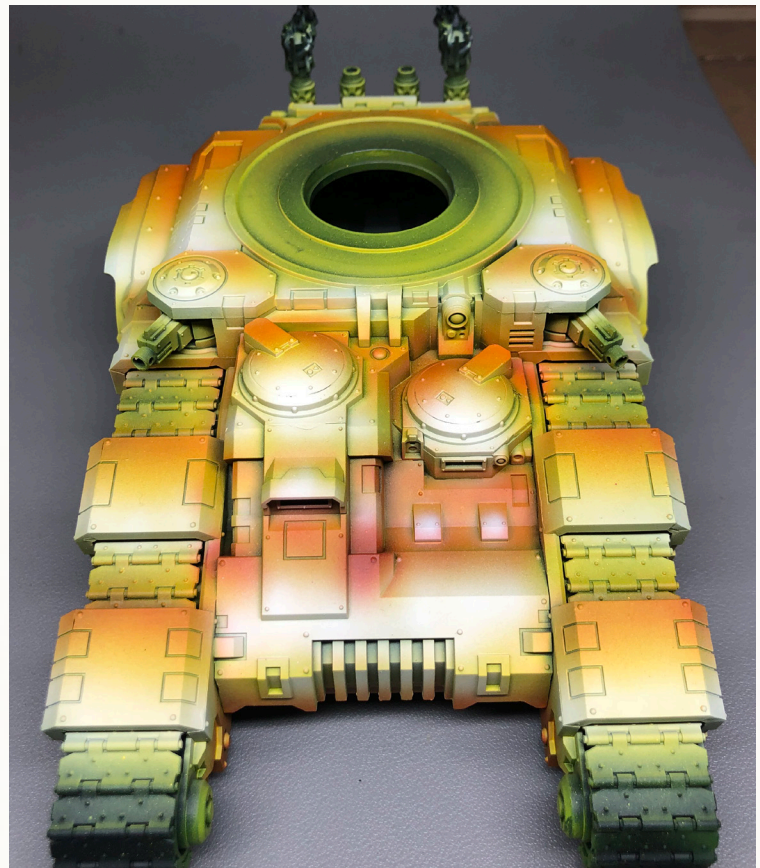
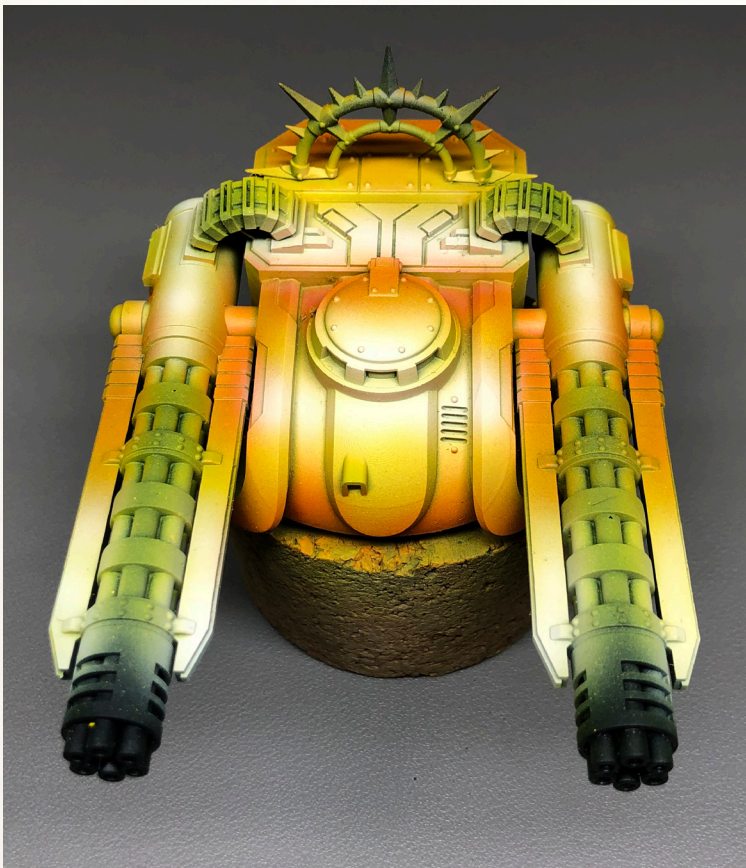


Voile

Blanc,
Com-Art



To lighten we use pure *white* always in sails.



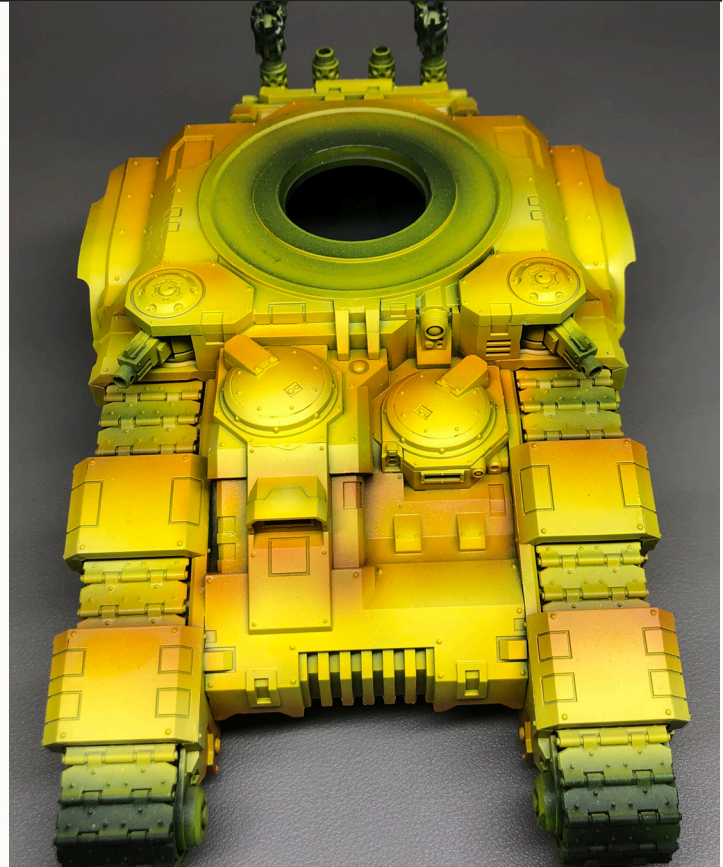
STEP 4



Lissage



Hansa Yellow,
Com-Art



The previous steps are smoothed aero with *hansa yellow* diluted in 1/4.



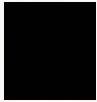
ÉTAPE 5



Base



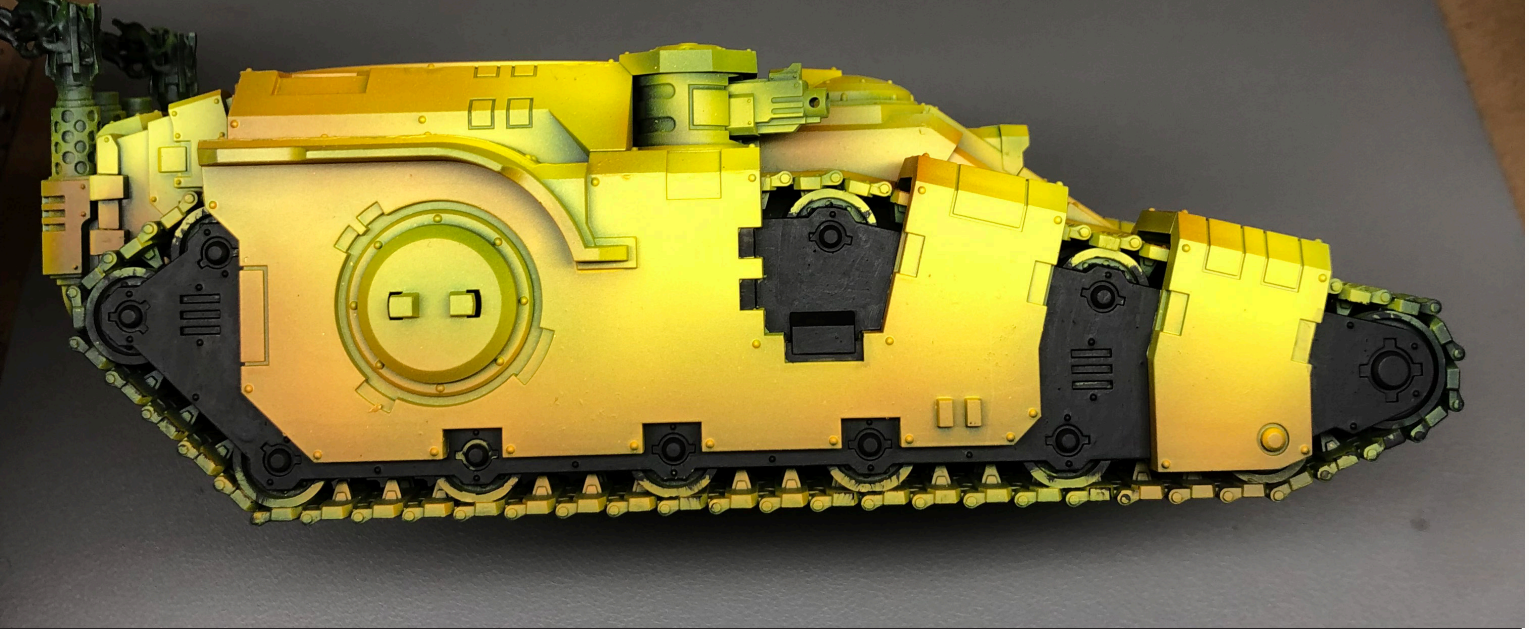
Voile



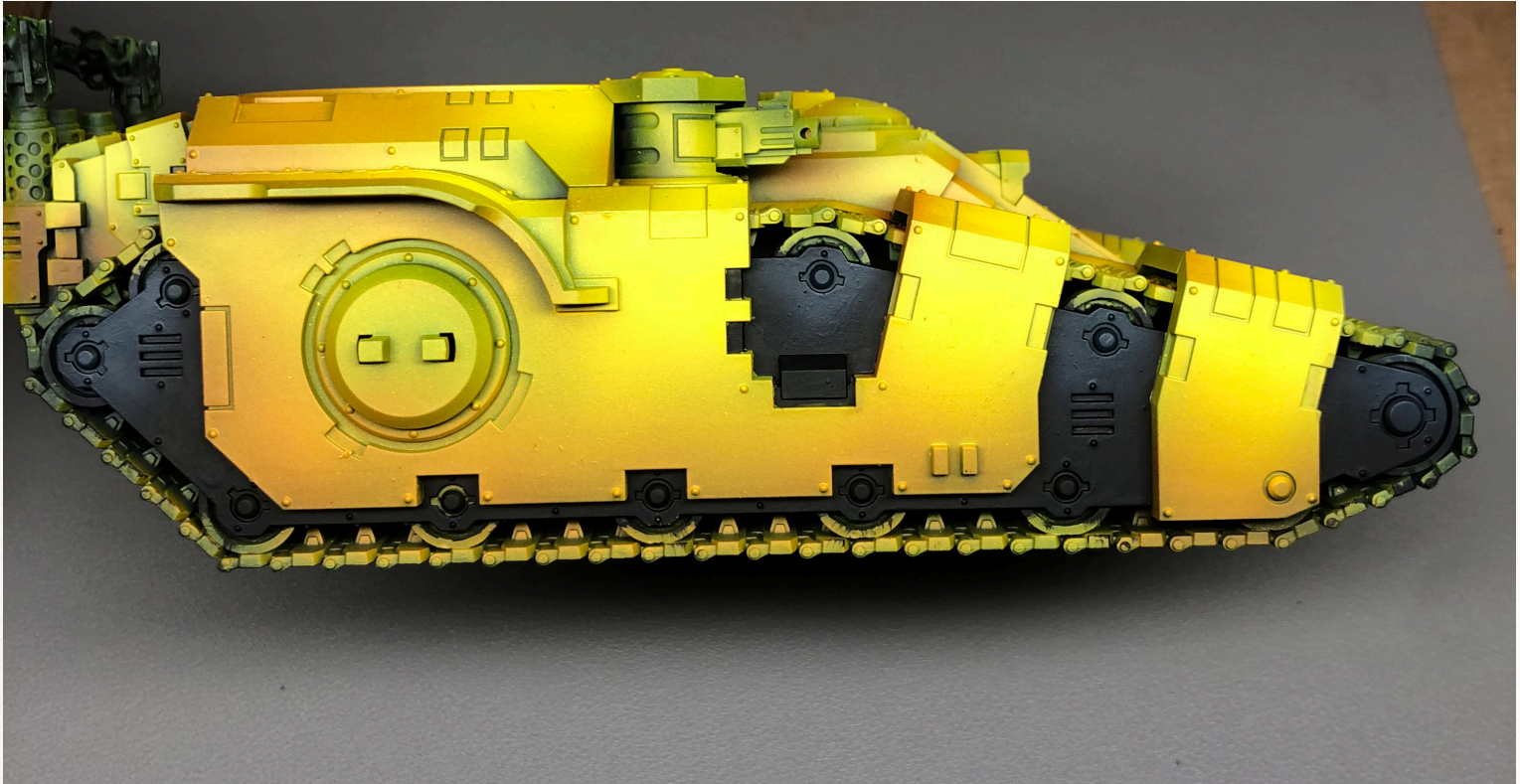
Noir,
Vallejo



Titan Dark
Blue, Vallejo



Once the yellow gradient is complete, we make a base layer in *black* on the remaining armor plates.



We follow with lightening in veils of *titan dark blue*.

GALLERY



LEGEND



Base

Base layer



Texturage

Often called stippling, it is treated many times in live painting (UR025, overlord necron), a basic technique used in the «Quick Step 34: Judicial Leather».



Blending

Advanced gradient technique, mainly darkening, discussed in «Webinar #11: Blending».



Layering

Advanced gradient technique, mainly in brightening, discussed in «webinar #12: layering».



Glazing

Advanced gradient technique, or balancing phase discussed in «webinar#1: glazes», and in the «webinar: glazing».



Lavis

Darkening or tinting technique, discussed in webinar #1: glazes, and in «webinar #6: washes», as well as in «training booklet #4: wash»



Brossage

Lightening technique, discussed in the booklet «Brush painting: the basics» and in the «Webinar: dry brushing»



Détourage

Volume clipping technique, discussed in «Webinar #4: Volume Clipping» and «Training Booklet #4: Clipping»



Wet-blending

Gradient technique by fresh overlay of 2 different colors, discussed in the «webinar: wet blending»



Voile

Basic aero technique, discussed in «Webinar #8: Aero gradient»



Lissage

Aero technique, discussed in «Webinar #8: Aero gradient»



A target indicates that this step requires high precision