Salamander space marine green armour – extra detailsPDF tutorial

Paints used :
- Moot green (Citadel)
- Black green (vallejo mc)
- Pale grey (AK)

After the video tutorial, i realized the armour came out quite cold in tone, & matched more a dark angel armour, where the goal was a Salamander one – so with a couple of steps, it got more chapter accurate ☺

We start by giving all the reflection areas, a "filter" of thinned down moot green – add 3-4 parts of water was added, & about 2 layers is enough.

We now add a bounce light on the lower parts of the armours, facing downwards, by glazing with a 1:1 mix of black green & moot green. Add 1-2 parts of water. We can add about a ½ part of pale grey to the previous mix, & highlight the lowest edges on the previous glazed areas. We now make a 2:1 mix of ivory & moot green, & glaze the very center of the light reflections once again & edge highlight the sharpest edges facing upwards, as we did in the video. Done ☺