Sergio Calvo
miniatures

ENGLISH

LADY SIBILLA

VOL IV

SUMMARY

LADY SIBILLA 03

NMM 03

BRACELET 14

BONE 18

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GALLERY 36

Water Carmine

NMM

We start this fourth tutorial focusing on the NMM. Although I know that many times you use brown, blue and white to create the reflectance, this time we are going to give the effect that the metal is aged by the passage of time.

We start working with red to recreate the maximum light at the bottom.

1

2

3

06 LADY SIBILLA

Water

Carmine

NMM

06/62

And we clean the area once we have done this first phase.

1

2

3

4

Water — Carmine

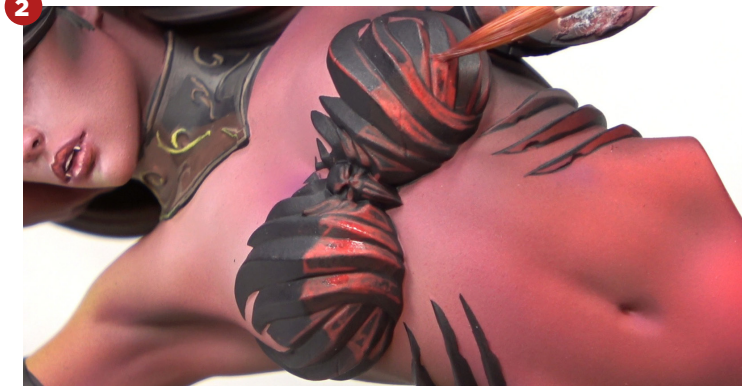
NMM

06/63

Using this color, we mark the zone where the light is projected. And if necessary, clean the transitions or cuts that have been left.

1

2



3

4

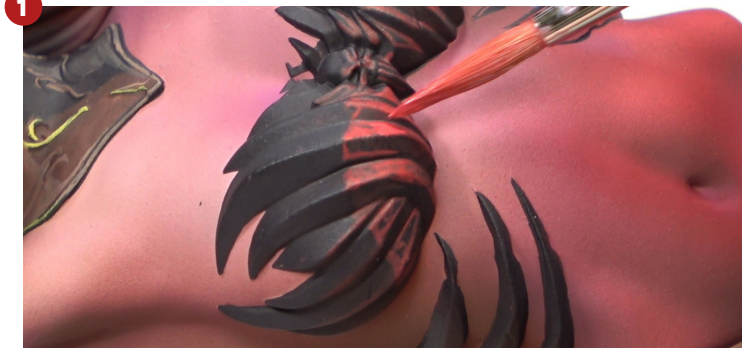
06 LADY SIBILLA

Water Carmine Dead Red

NMM 06/64

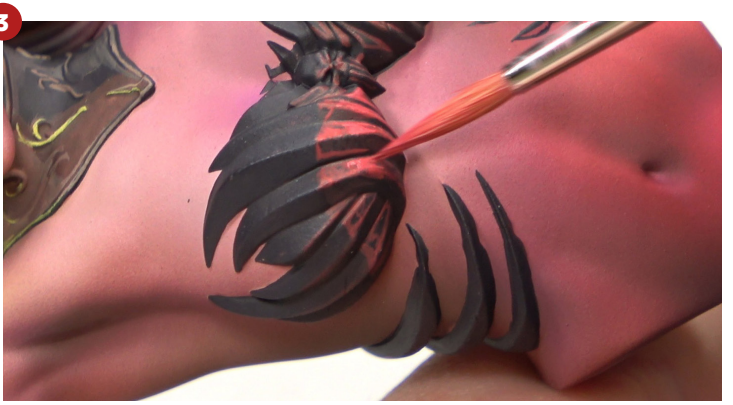
And now, let's look for that contrast through color (instead of using white). For example, we will use very intense colors to frame the lower part of this NMM. In this way, we will reflect that the light comes from below.

1



2

3



4

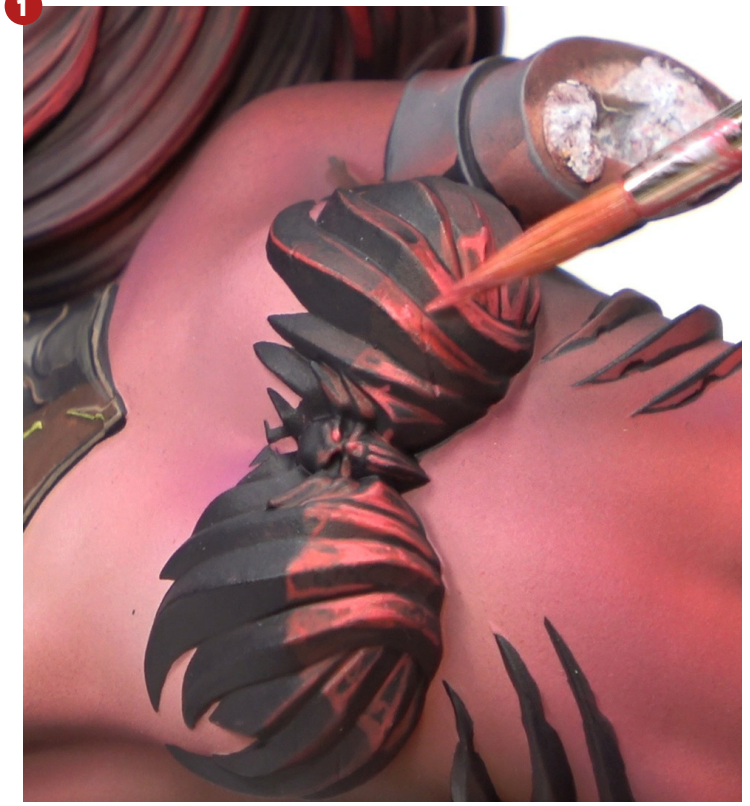
06 LADY SIBILLA

NMM

06/65

Therefore, the key will be to play with these shades of red.

1



2

3

Water

Tenebrous Grey

Russian Green

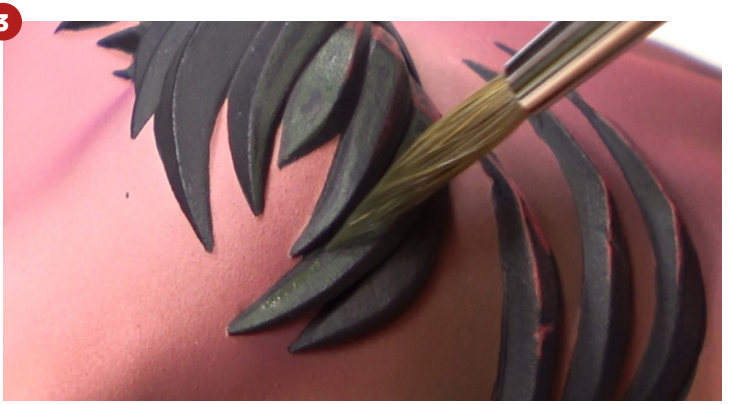
NMM

And in the upper part of our NMM, we are going to use complementary colors to that red, i.e. a desaturated green. This contrast between saturation (bottom) and desaturation (top), is what will reinforce even more the light that we have created in the lower part of the NMM.

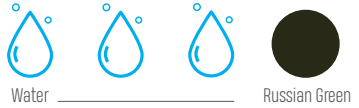
1

2

3



4



NMM

And we clean again the area using the same green that we have used in the previous layer.

1

2

3

06 LADY SIBILLA

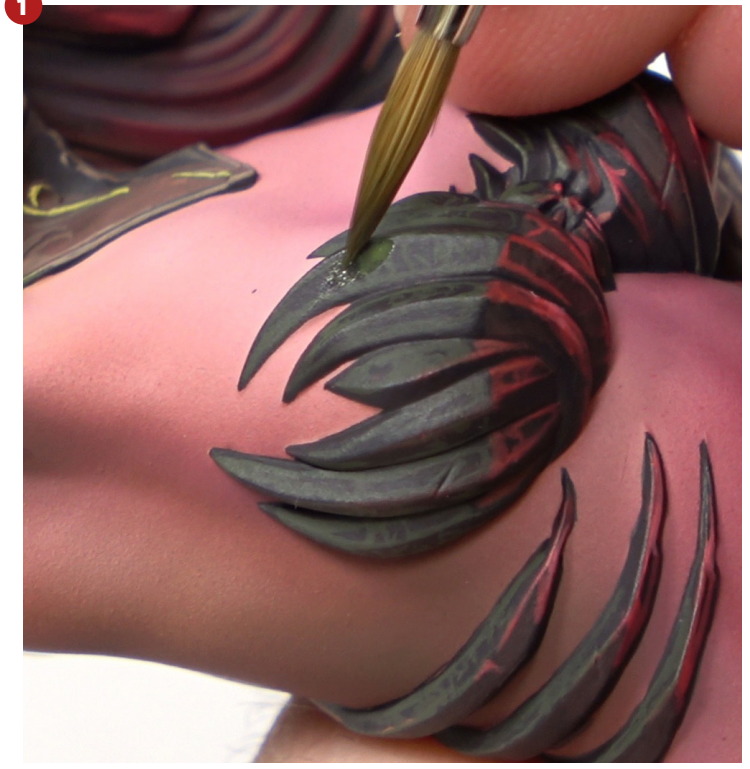
Water Russian Green Grey Green

NMM

06/68

Then, we can introduce to our mixture a grayish color to begin to introduce texture and the outlines in light.

1



2

3

Water

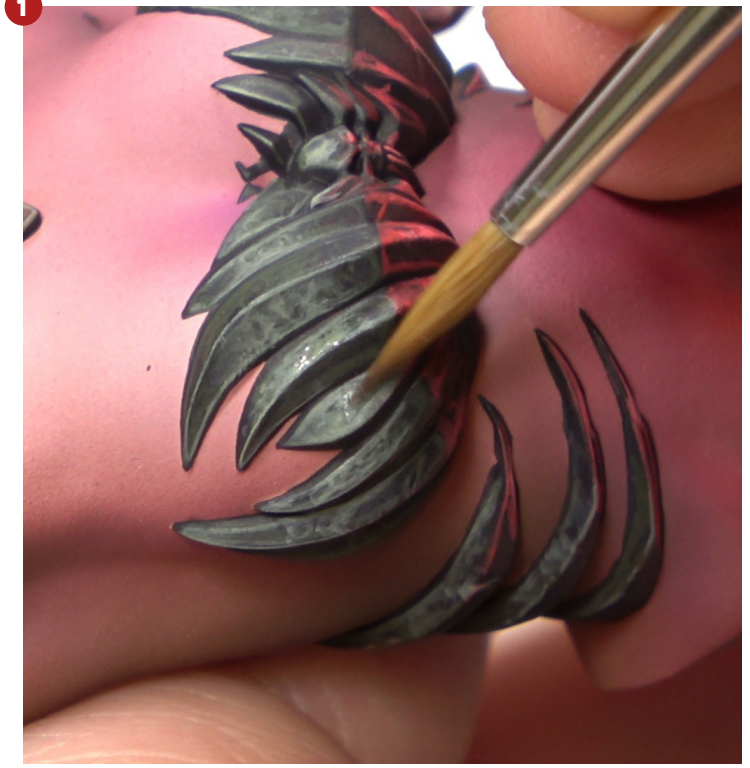
Grey Green

NMM

06/69

If necessary, we will clean the area so that the transitions are not so marked.

1



2

Water

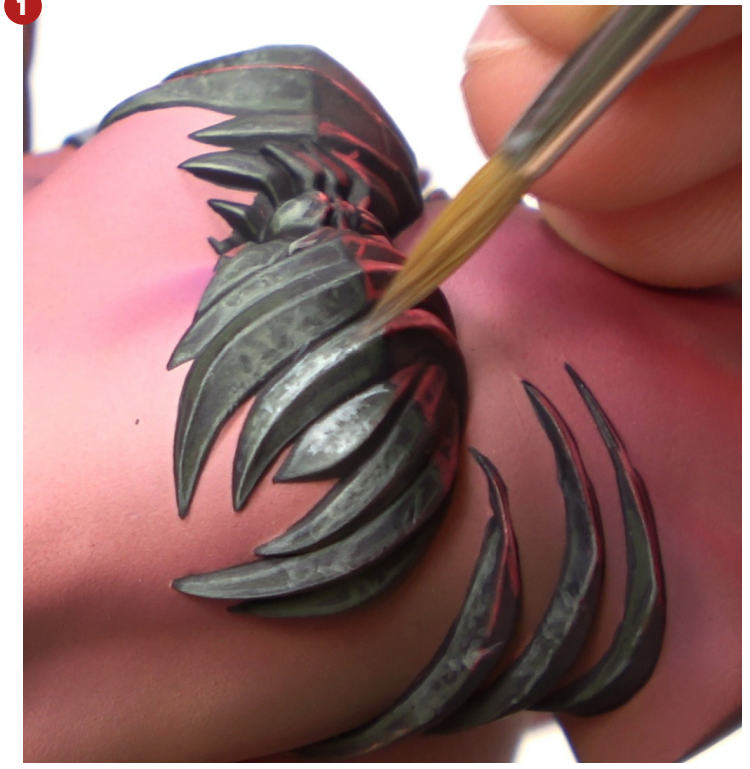
Medium Sea Grey

NMM

06/70

And now we introduce a gray to directly contain the effect of the NMM in very concrete points.

1



2

3

06 LADY SIBILLA

Water — Medium Sea Grey

NMM

06/71

And again, we clean the area.

1

2

Water | Medium Sea Grey | Tenebrous Grey

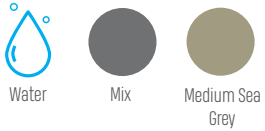
BRACELET 06/72

Play with the contrast of the complementary (red vs. green) and the light value (dark vs. light) and the temperature (warm vs. cold). These are three different values to generate the NMM effect. In the case of the bracelet, we are going to do it in a very simple way using the sculpture itself.

1

2

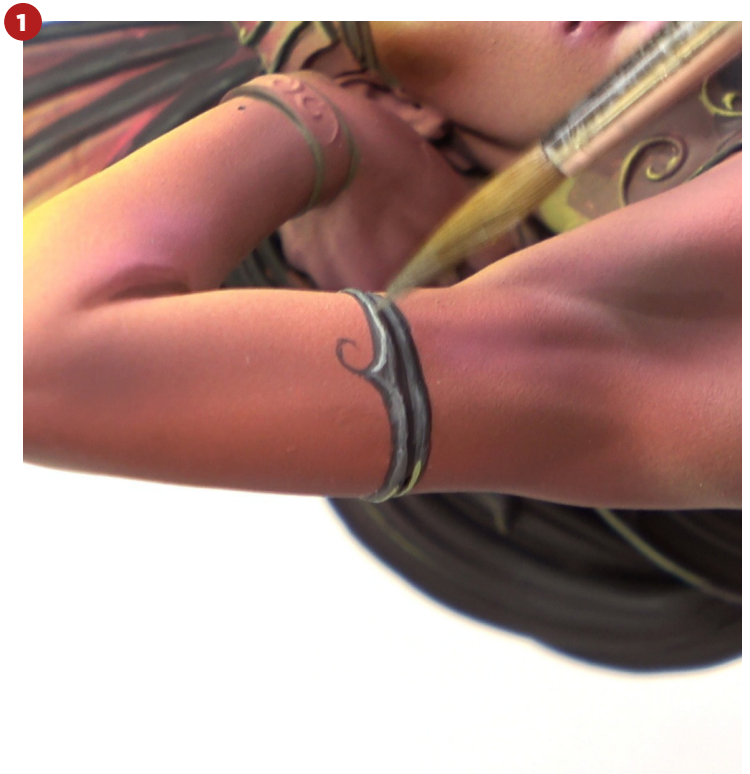
3



BRACELET 06/73

We work with those green colors that we have used before. And then we take it towards more grayish tones.

1



2

3

Water Lemon Yellow

BRACELET 06/74

And then, we can introduce in the lower part a color that reflects the light.

1

Water

Medium Sea Grey

BRACELET 06/75

And in the upper part, we will use a gray to create the same contrast that we did before.

1

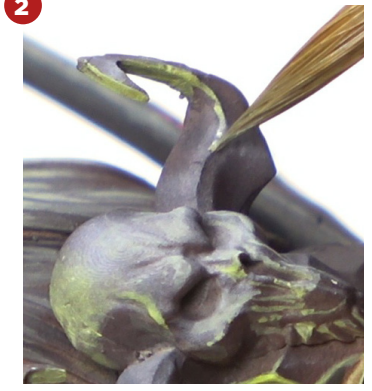
2

BONE

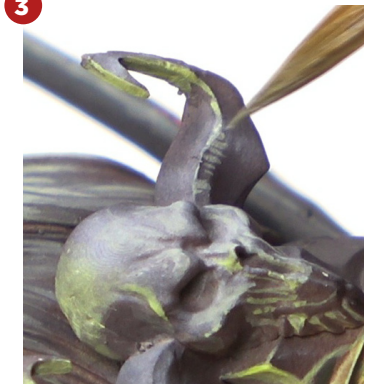
We will now move on to a more delicate section to represent a bone effect (and differentiate it from the NMM).

1

2



3



4

5

Water Mix Medium Sea Grey

BONE 06/77

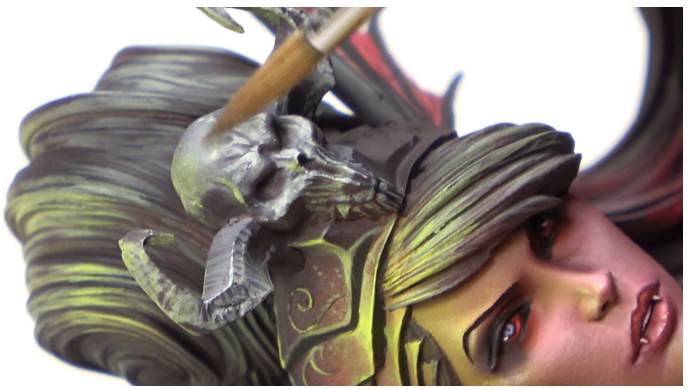
Likewise, we have to take into account the light itself that is being reflected in the area.

1

2

3

4



Water | Bordeaux Red | Rusian Green | Grey Green

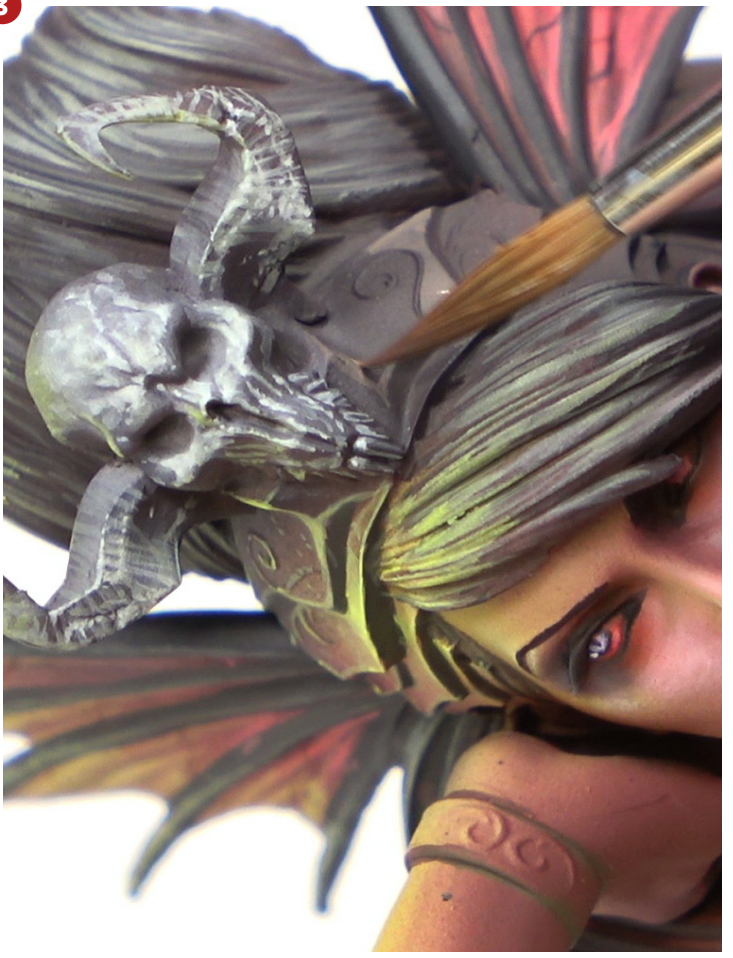
CROWN 06/78

Notice that we are adding texture, both in the area of the skull and the horns; it has been drawn in a very simple way.

1

2

3



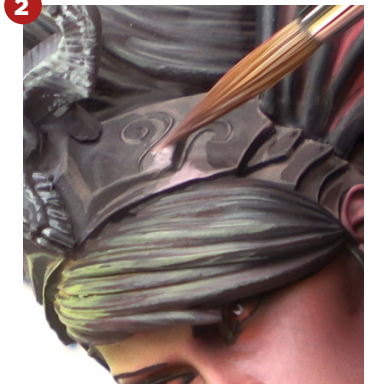
Water Mix Medium Sea Grey

CROWN 06/79

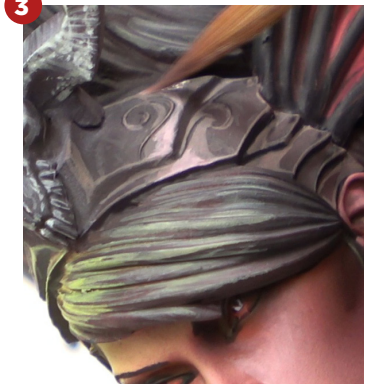
And for the crown, we are going to use a NMM. Although this time, using colors that are more brown. These browns will be more desaturated in the chest area to avoid drawing too much attention (i.e. we don't want it to be a focal point).

1

2



3



4

5

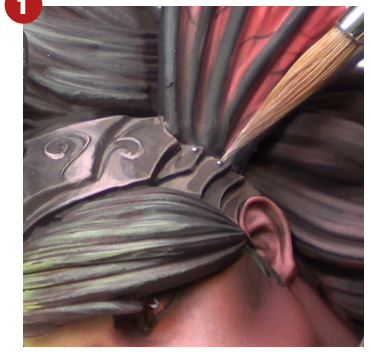
06 LADY SIBILLA

Water Mix Medium Sea Grey

CROWN 06/80

And we will work on this occasion with grays with a little nuance (since the red loses strength as we move away from the light source).

1



2

3

4

5

Water Medium Sea Grey

CROWN 06/81

This is precisely a way to create gradients using that initial very grayish red. In this way we will be intensifying the light with the color.

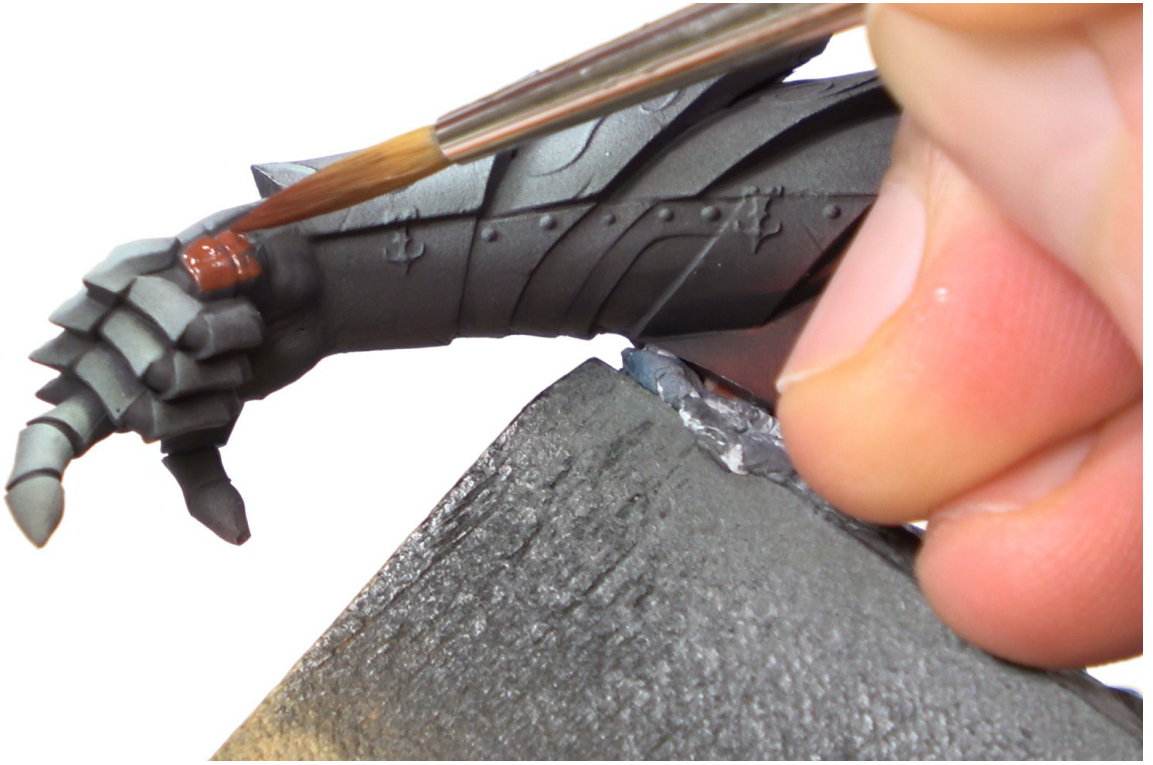
1

Water Hull Red

ARM 06/82

And now that we have worked on the light reflected on the metal, let's add some small glows.

1



Water Middle Stone Hull Red

ARM 06/83

I don't want the area of the arm to be a focal point so its intensity will be lower.

1

2

3

Water Mix Middle Stone

ARM

06/84

That is why we are going to work with brown colors to represent an aged or antique armor.
In this way we will create a contrast between the skin reflectance and the aged armor.

1

2

3

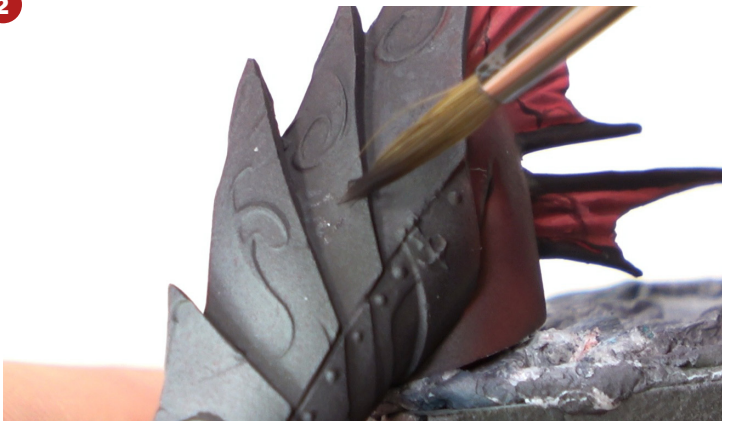
Water Tenebrous Grey Grey Green

ARM 06/85

And we can add texture by way of wear and tear (scratches or bumps).

1

2



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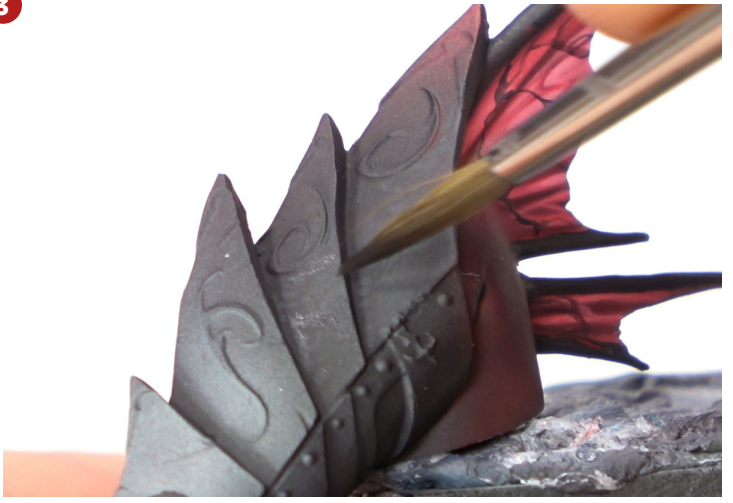


Water Mix Grey Green

ARM

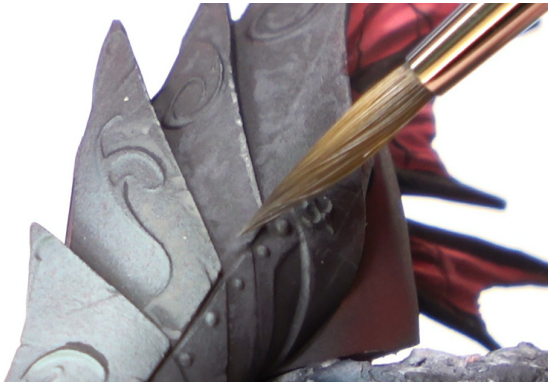
06/86

To reinforce the contrast (instead of using the NMM material itself) we can add light outlines to draw or limit each of the plates.

1

2

3



4

5

Water | Medium Sea Grey | Grey Green

ARM

06/87

And because we are working with greys in the back area, we are going to work with a lot of saturation (to play with the contrast again).

1

2

3

Water

Medium Sea Grey

ARM

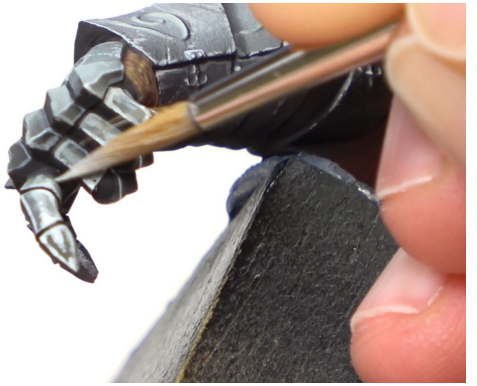
06/88

And we begin to outline each of the plates that make up the fingers.

1

2

3



4

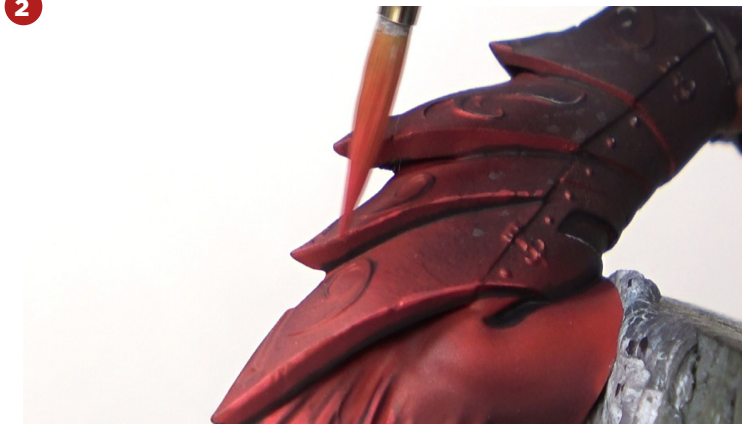
Water Dead Red Carmine

ARM 06/89

On the other side, we will have to make the effect that the light is reflecting (i.e. that same intense eye color that we have used in the area of the chest).

1

2



3

4

ARM

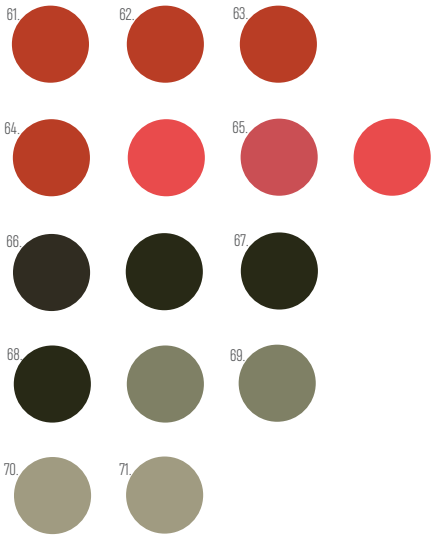
And again, we outline with reds and perform the same process that we have seen previously in the chest (i.e. intensifying the texture and outlines). I hope you liked this video, see you in the next one!

1

2

3

07 COLORS



61. Carmine
62. Carmine
63. Carmine
64. Carmine and Dead Red
65. Mix and Dead Red
66. Tenebrous Grey and Russian Green
67. Russian Green
68. Russian Green and Grey Green
69. Grey Green
70. Medium Sea Grey
71. Medium Sea Grey

07 COLORS

72. 73. 74.

75. 76.

77. 78.

79. 80.

81.

72. Medium Sea Grey and Tenebrous Grey
73. Mix and Medium Sea Grey
74. Lemon Yellow
75. Medium Sea Grey
76. Russian Green, Grey Green X 2 and Medium Sea Grey
77. Mix and Medium Sea Grey
78. Bordeaux Red, Russian Green and Grey Green
79. Mix and Medium Sea Grey
80. Mix and Medium Sea Grey
81. Medium Sea Grey

07 COLORS

82. Hull Red
84. Mix and Middle Stone
86. Mix and Grey Green
88. Medium Sea Grey
90. Mix and Dead Red

83. Middle Stone and Hull Red
85. Tenebrous Grey and Grey Green
87. Medium Sea Grey and Grey Green
89. Dead Red and Carmine

08 GALLERY

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CREDITS

Paint
Sergio Calvo

Edition and Correction
Vanessa Sáez y Marta Torres

Design and Layout
Antonio García

Translation
Garin Liu