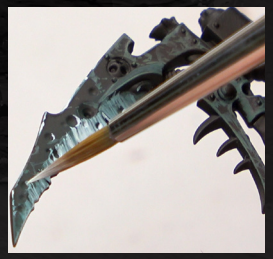
Sergio Calvo
miniatures

ENGLISH

TYPHUS



VOL III

SUMMARY

TYPHUS 03

COMPONENTS 03

SCYTHE 05

COLORS 12

GALLERY 13

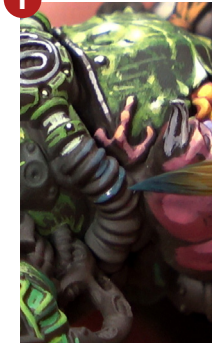
Water | German Grey | Blue Green | Turquoise | Blue Violet

COMPONENTS 06/19

In this tutorial we are going to focus on the NMMs.

But first we will start by painting the tubes.

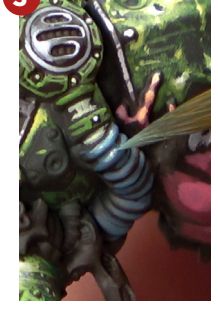
1



2

We will add light with Mix, Pale Yellow and Blue Violet.

3

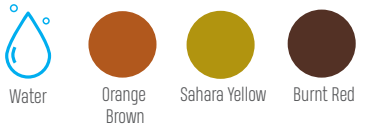


4

5

And finally, we add to the mix a color containing white to finish creating the light (Mix and Pale Yellow).

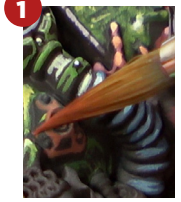
6



COMPONENTS 06/20

We begin by painting this element of the armor with this first layer respecting the outline.

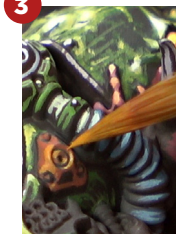
1



2

Next, we will use a more saturated orange to place the light in the upper part of the element (**Orange Brown and Sahara Yellow**).

3



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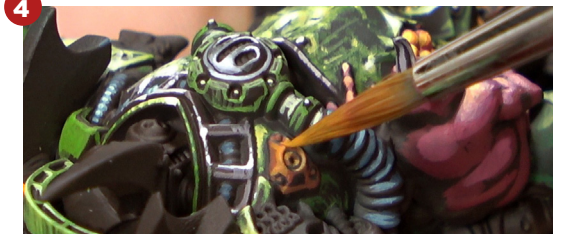

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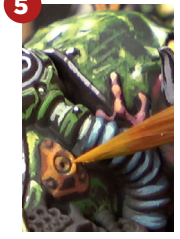


6

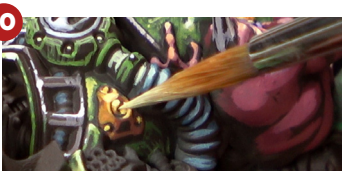
7

8

(**Sahara Yellow and Pale Yellow**) With this new layer we continue adding more light. And with **Pale Yellow** we give the final touch.

9

10



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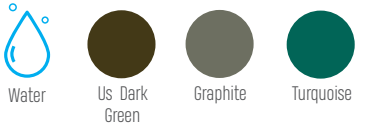
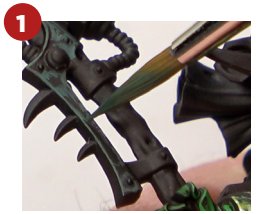
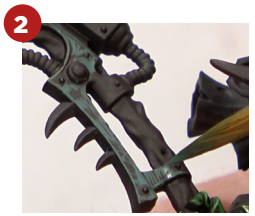


SCYTHE

06/21

To make the NMM we are going to use the scythe. We start by randomly generating texture by marking the edge highlights along the weapon and especially in the blade.



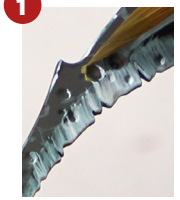


Then, with a more grayish mix (desaturated), we return to the edge of the weapon using the body of the brush to create a different texture and go over some of the edge highlights (Mix ,Pale Blue, Turquoise and Graphite).

(Mix, Greenish White and Pale Blue) With a new mix we repeat the process again making the texture finer. We brush up the lower outlines and notice how that already gives the sensation that it is sharp. We finish by going over both the texture (this time in a specific area) and some of the edge highlights with small touches (Mix and Greenish White).

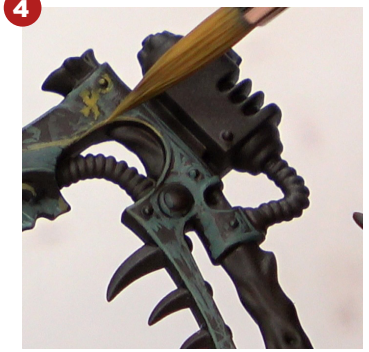
SCYTHE

Now, we are going to use ocher tones to create dirt on the weapon.

1


2

3

4


5

6

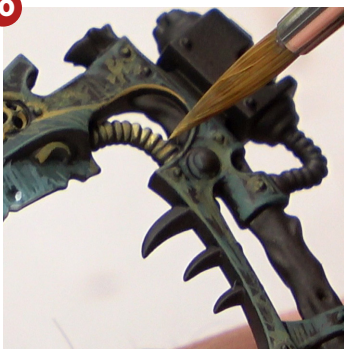
7

(Mix and Light Brown) Over this base, we incorporate a new mix to give texture. Note that I am using the volumetry itself to paint and thus give the appearance that it is old, that it is worn.

8

9

(Mix, US Dark Green and Light Brown) Afterwards we'll paint the tubes of the weapon. And we will add light with Mix, Light Brown, Brownish Green, Pale Blue and Greenish White.

10


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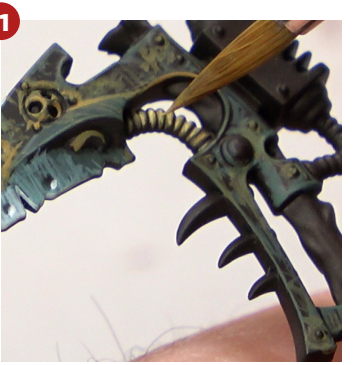


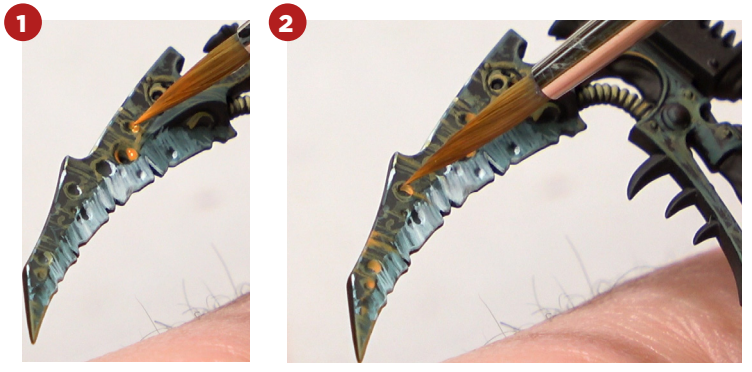
Water

Light Rust

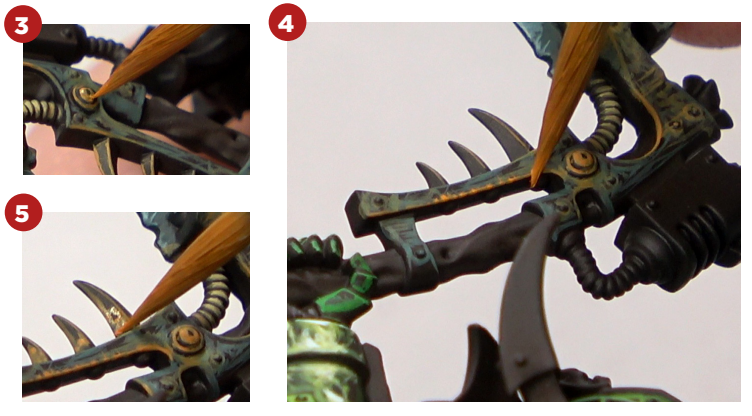
SCYTHE

06/23

And now we will add rust to the entire surface randomly using orange tones.

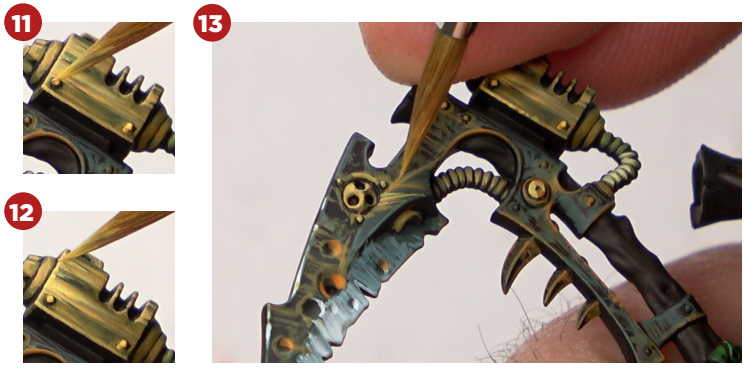


For the rivets and outlines use **Light Rust and Light Brown**.



(**Light Brown, Brownish Green and Light Rust**) We use this mixture to create a yellowish color that helps us to recreate the metal in that area of the gun. Through lines that recreate the sensation that the whole piece is rusted we will use colors like **Light Rust, Pastel Peach X 2 and Golden Yellow**.

Using these lines that are still textures, will help us to visually vary the finish (**Mix and Golden Yellow**).



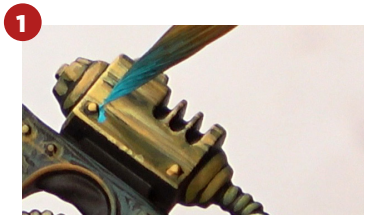
Water

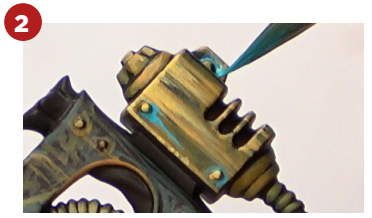
Blue Green

SCYTHE

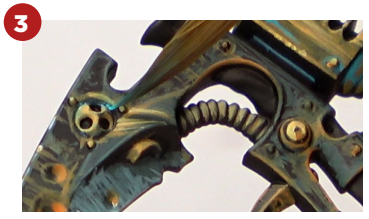
06/24

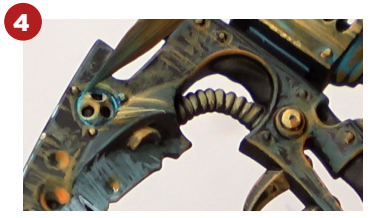
You can add a bluish color to recreate the bronze.

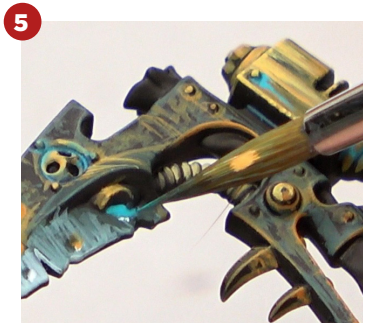


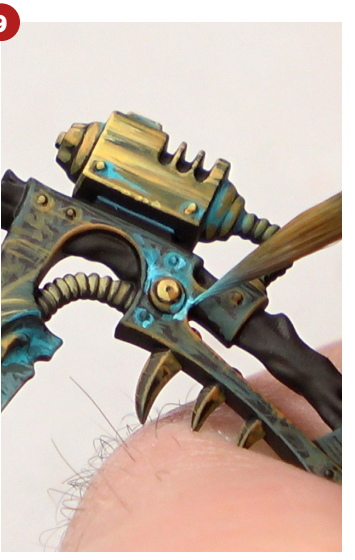


And if necessary, you can dilute the paint further by adding **two drops of water**.

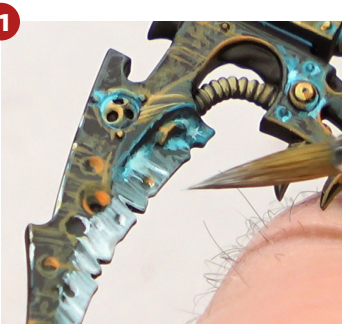








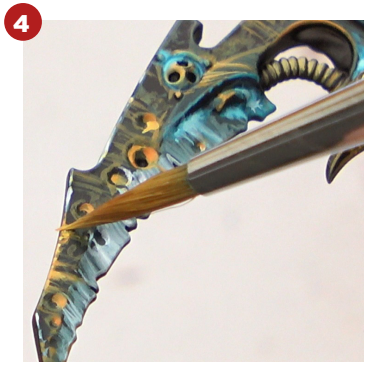
(Blue Green and Greenish White) If needed, add to the same mixture colors closer to white (Blue Green and Greenish White X 2).



SCYTHE

To finish the weapon, we can add more light using yellowish colors (as we did before).

Also, add saturation to some areas to play with the color value (saturation-desaturation) and the color temperature itself (**Mix and Golden Yellow**).

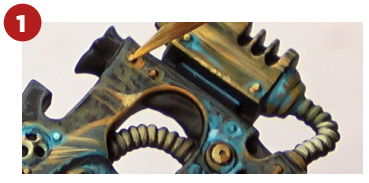


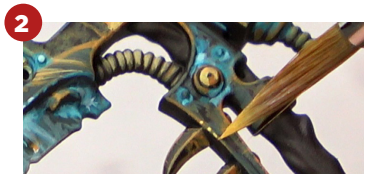
(**White**) We begin to include some highlights in the edge highlights (**White and Golden Yellow**).

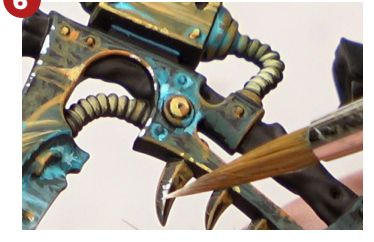
SCYTHE

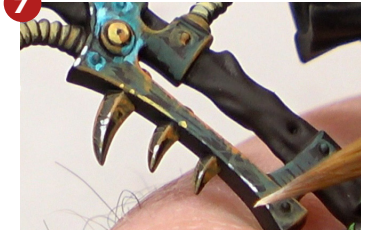
06/26

It is about creating texture throughout our scythe adding noise.

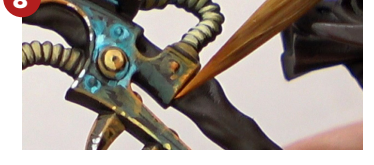


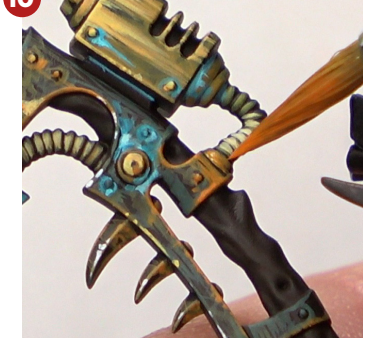


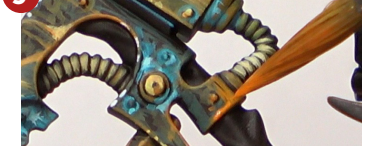




(White) Again we add maximum light in certain areas and with this tone we continue recreating the appearance of rusty material (Light Rust).







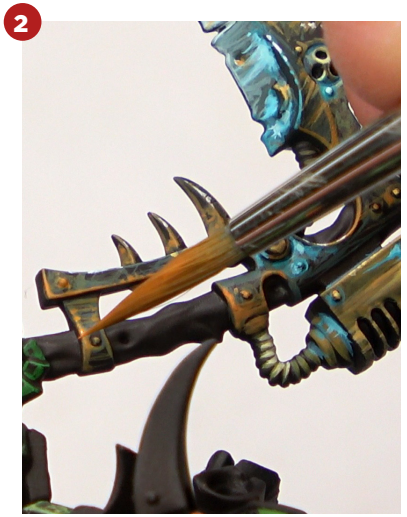
Water Light Rust Golden Yellow

SCYTHE 06/27

And we finish with this last mixture. I hope you liked this tutorial, see you in the next one!

1

2



3

07 COLORS

German Grey (AK)
Blue Green (AK)
Turquoise (AK)
Blue Violet (AK)
Pale Yellow (AK)

Orange Brown (AK)
Sahara Yellow (AK)
Burnt Red (AK)
Us Dark Green (AK)
Graphite (AK)

Pale Blue (AK)
Greenish White (AK)
Golden Yellow (AK)
Brownish Green (AK)
Light Brown (AK)

Light Rust (AK)
Pastel Peach (AK)
White (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 Air - (VMA)
Vallejo Model Color - (VMC)
Vallejo Nocturna - (VN)

* Color Recipe Volume III.

08 GALLERY

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ENGLISH

Sergio Calvo
miniatures

TYPHUS
VOL III

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