

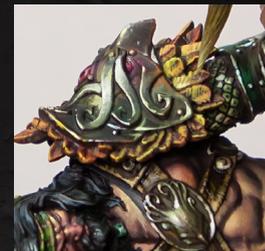


Sergio
CALVO
miniatures

ESPAÑOL



VIMIR



VOLVI



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06 VIMIR



Water

Lizard Green

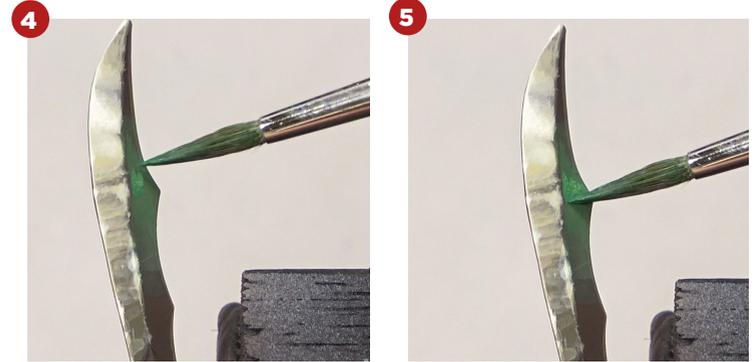
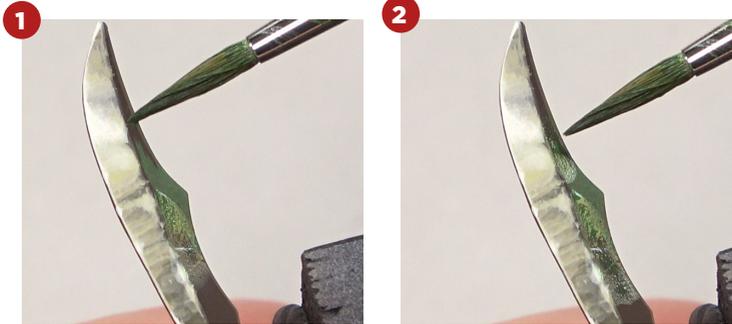
Us Dark Green

ESPADA

06/45

Continuamos con la pintura de la espada.

En primer lugar limpiaremos esta parte añadiendo más agua a la nueva mezcla de color.



En el otro lado de la espada, vamos a realizar algo parecido a lo anterior pero jugando con tonos verdosos (Mix y Lizard Green).



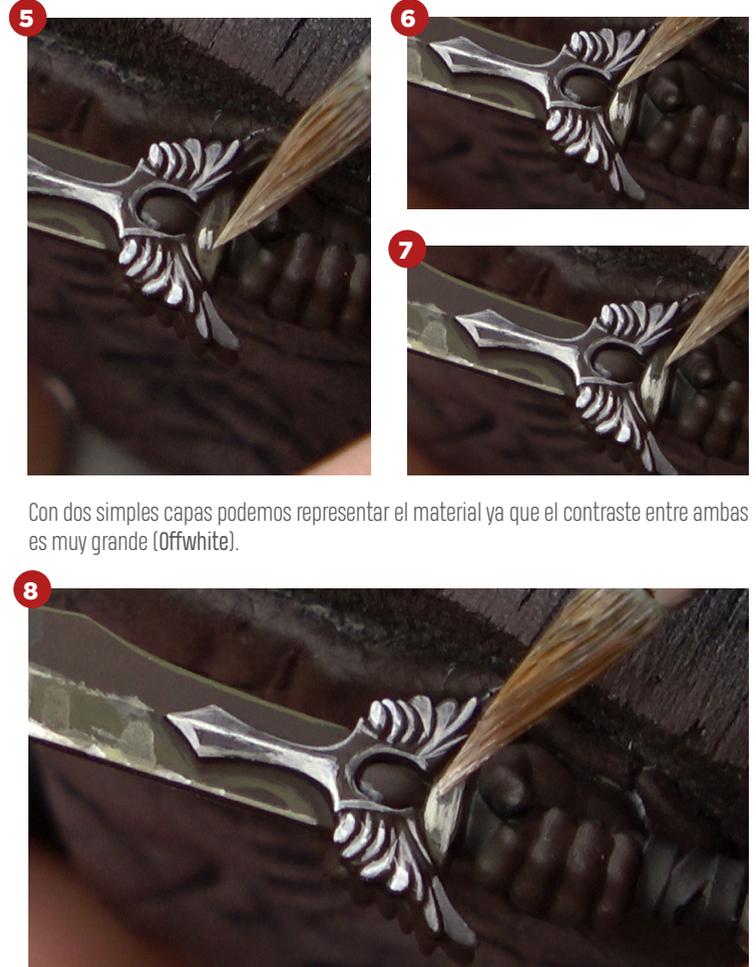
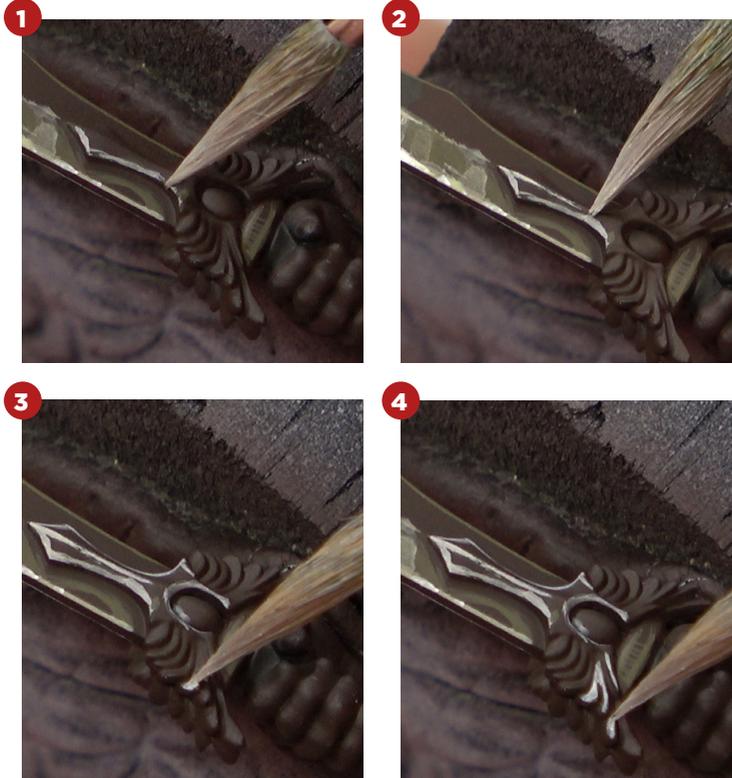


06 VIMIR

ESPADA

06/46

En la zona de la empuñadura tenemos que crear un NMM de forma muy sencilla (ya que queremos que el filo del arma sea quien tenga mayor protagonismo).



Con dos simples capas podemos representar el material ya que el contraste entre ambas es muy grande (Offwhite).



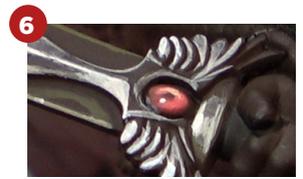
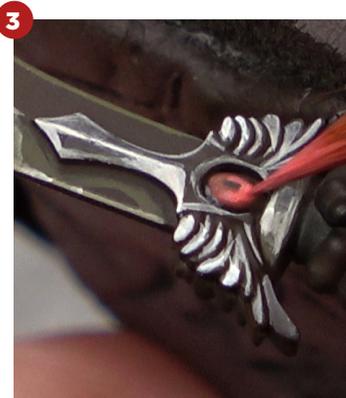
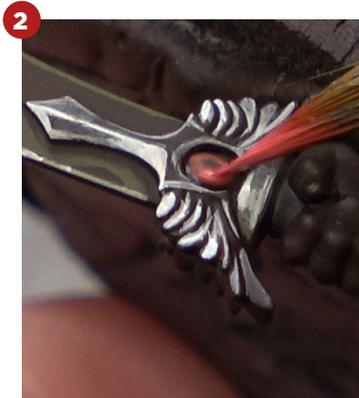
06 VIMIR



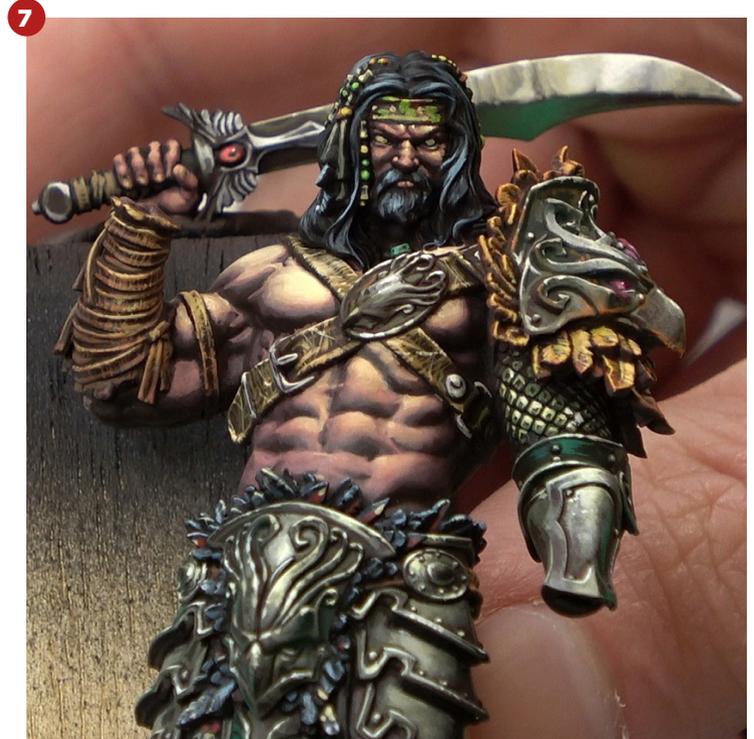
ESPADA

06/47

Para rematar esa gema o joya que tiene la empuñadura, podemos crear un círculo alrededor de la superficie a pintar. Subir hacia la luz con la saturación (Vermillion y Dead Red).



Y colocar un pequeño brillo para recrear el efecto de que es una joya (Offwhite).

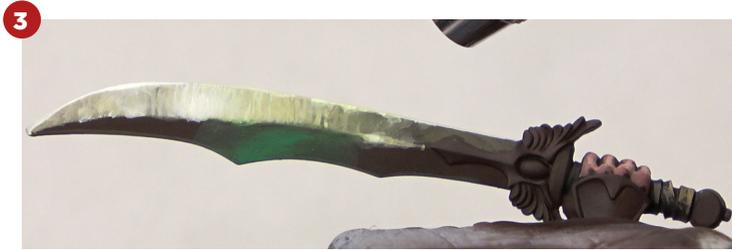




06 VIMIR

AERÓGRAFO _____ 06/48

Pasemos ahora al aerógrafo. Usaremos nuevos colores o filtros. No se trata de aplicar en un mismo punto los diecisiete colores, sino de introducirlos en diferentes zonas de nuestra miniatura (piel, armadura, barba...).

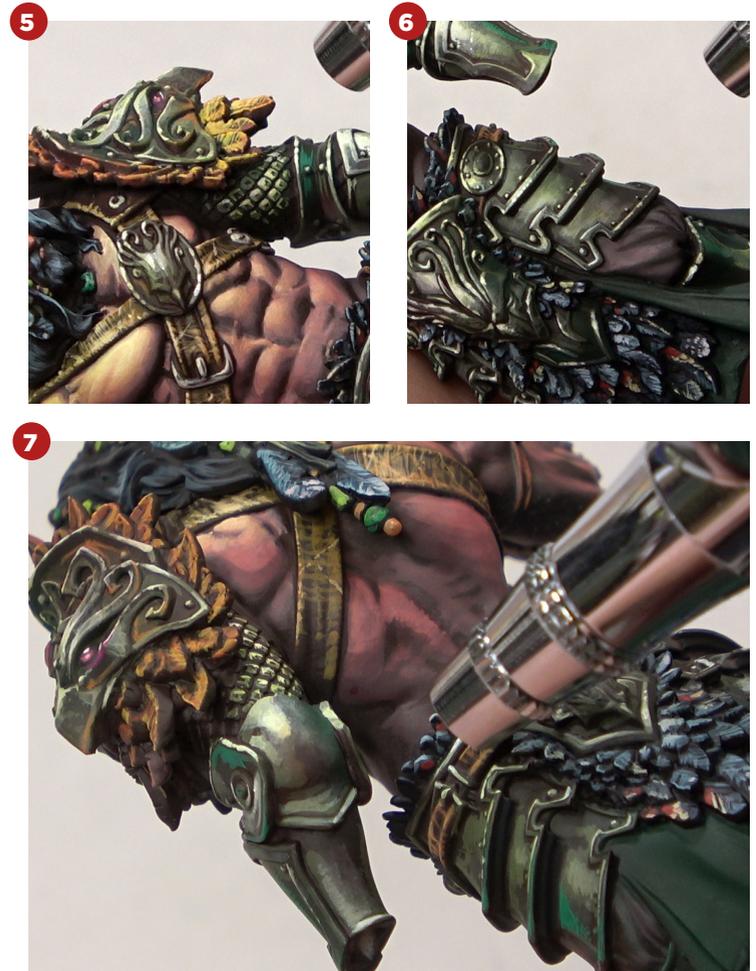
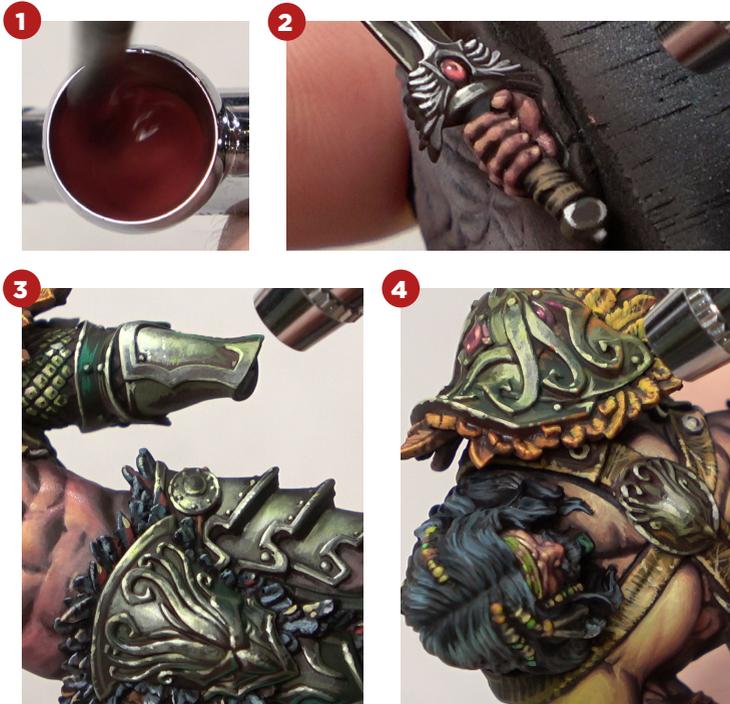




06 VIMIR

AERÓGRAFO _____ 06/49

También tenemos que recortar la superficie que vamos a trabajar, es decir, que iremos cada vez pintando en partes más pequeñas. De esta forma, lo que haremos será crear en las zonas de sombra una profundidad con colores más oscuros (marrones, morados...) y en las que estén más cercanas a la luz recrear el reflejo de la misma (como el verde que hemos utilizado al inicio).

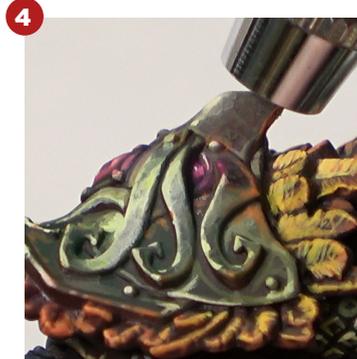
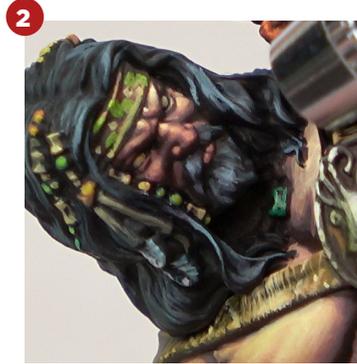




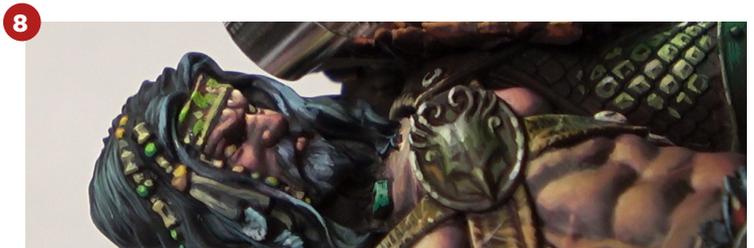
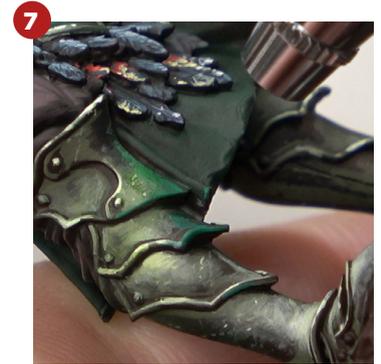
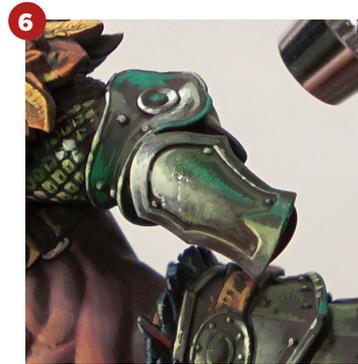
06 VIMIR

AERÓGRAFO _____ 06/50

Para la piel podemos usar este color en zonas como la nariz, las mejillas y en las sombras de los músculos. Si siempre utilizamos una opacidad muy baja podemos insistir en dichas zonas hasta encontrar la tonalidad que queremos. También podría utilizarse para las gemas o piedras que hemos pintado anteriormente.



Por último, podemos utilizar esta combinación de verdes para limpiar superficies (Dark Green y Light Livery Green).



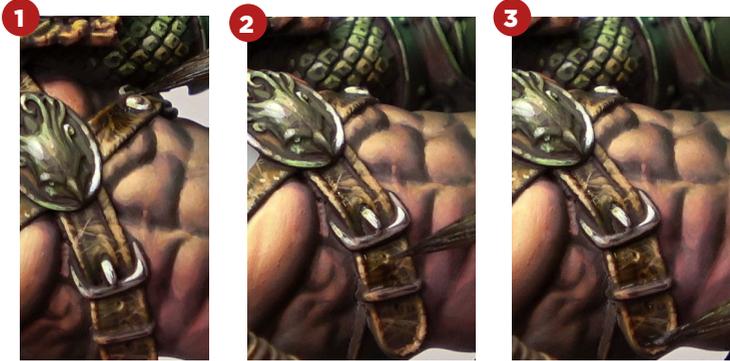


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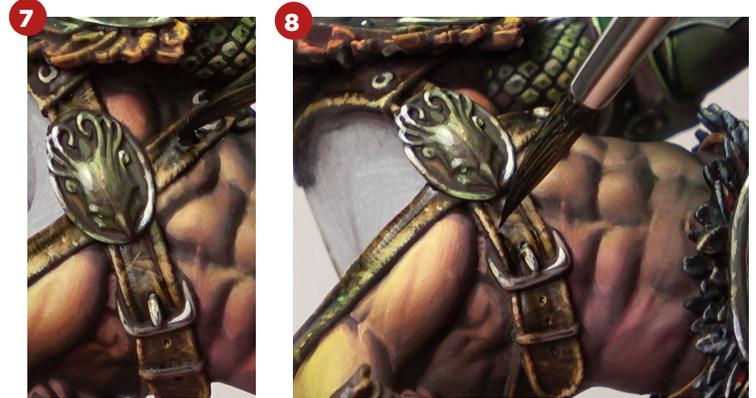
TINTAS

06/51

Vamos a comenzar con las cintas de cuero que atraviesan el pecho.



En la zona del brazo podemos utilizar un color completamente diferente para crear una profundidad mayor en las sombras y darle otro acabado distinto (Yellow Shade).



(Transparent Raw Umber y Carbon Black) Para seguir aportando más sensación de cuero aplicamos esta nueva mezcla a las cintas del pecho.

En las plumas, podemos utilizar un color más vivo como este morado para trabajar algunas de ellas (Muted Pink).





06 VIMIR



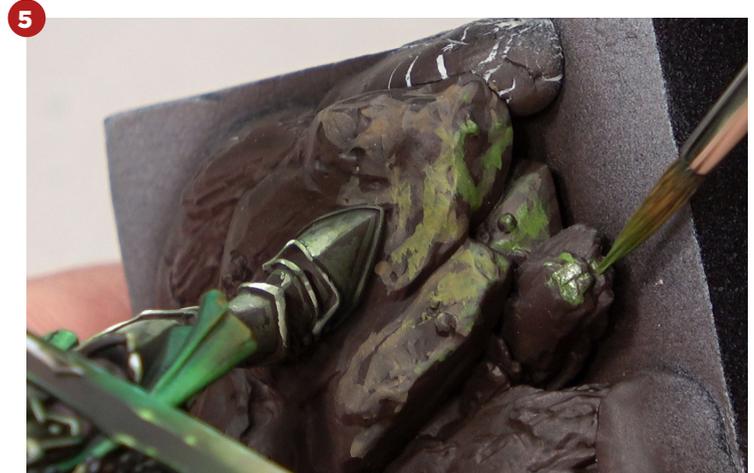
PEANA

06/52

Ahora vamos a dar los primeros toques a la peana. Iniciamos con tonos marrones con tendencia a verdosos (Middle Stone).



Posteriormente añadiremos una tonalidad más verde (Alga Green).





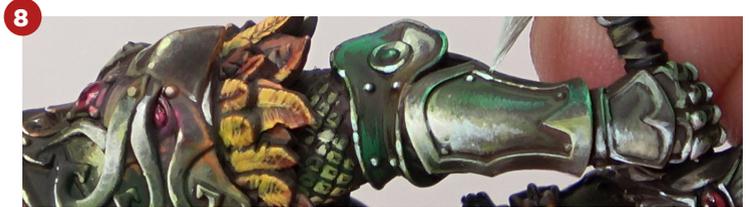
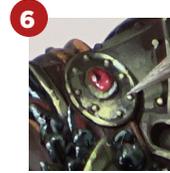
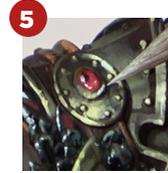
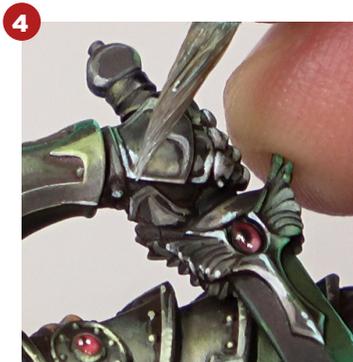
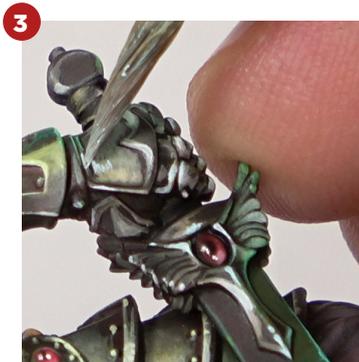
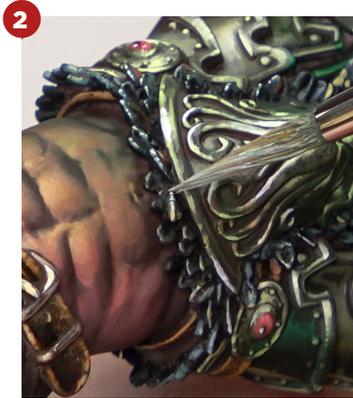
06 VIMIR



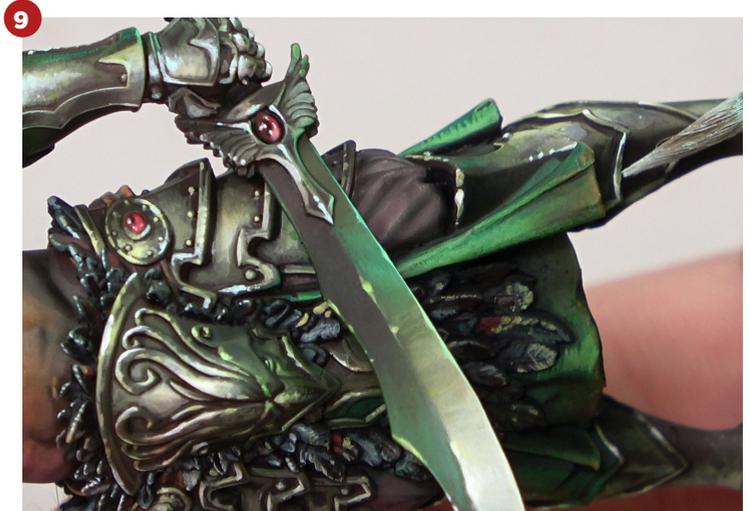
RETOQUES

06/53

Al haber utilizado el aerógrafo anteriormente, muchas zonas se pueden quedar más oscuras de lo que planeábamos. Para eso, podemos recuperar parte de la luz que hemos perdido utilizando colores que contengan mucho blanco.



También podemos diluir más la pintura añadiendo 2 gotas de agua.





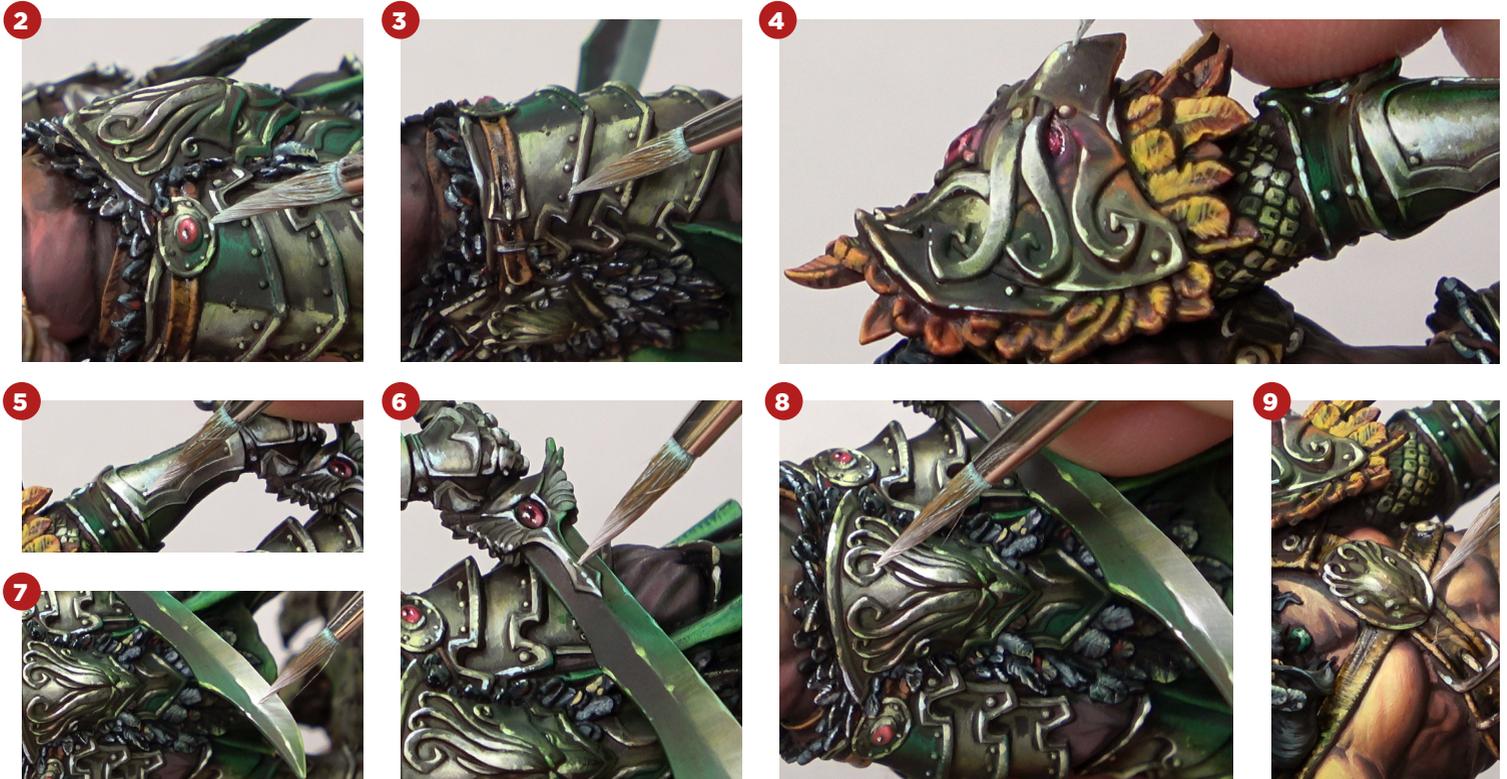
06 VIMIR



RETOQUES

06/54

Si es necesario, añadimos más agua a la pintura. (Pastel Green) Jugar con estos últimos toques nos permite aportar un brillo extra a los perfilados del NMM que los separará visualmente del resto de los elementos que componen nuestra miniatura (White).





06 VIMIR



Water

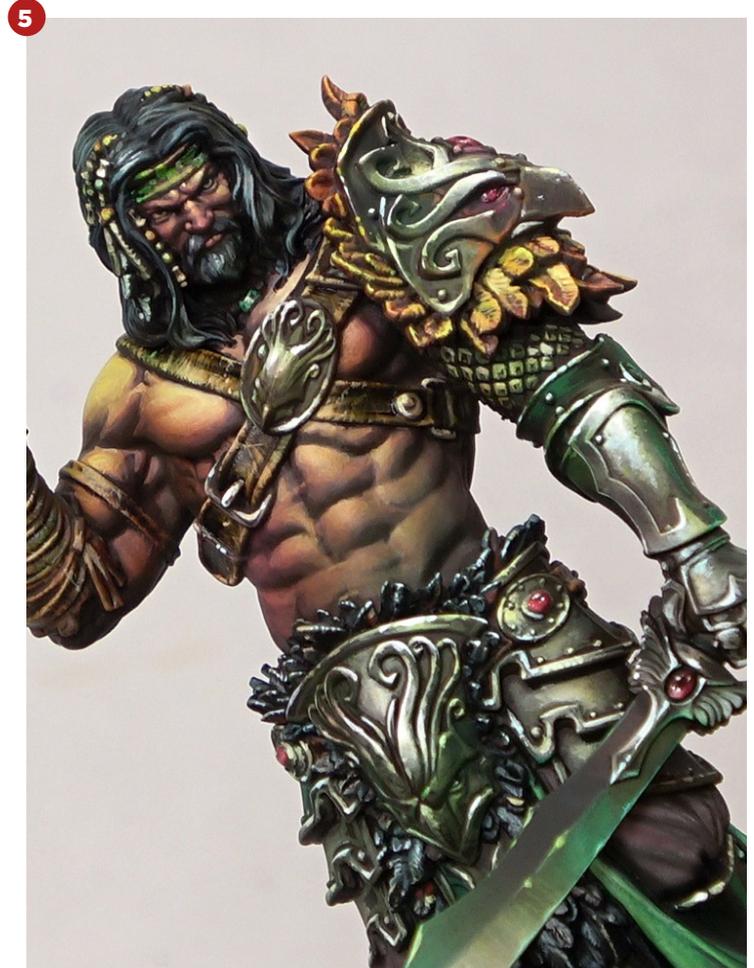
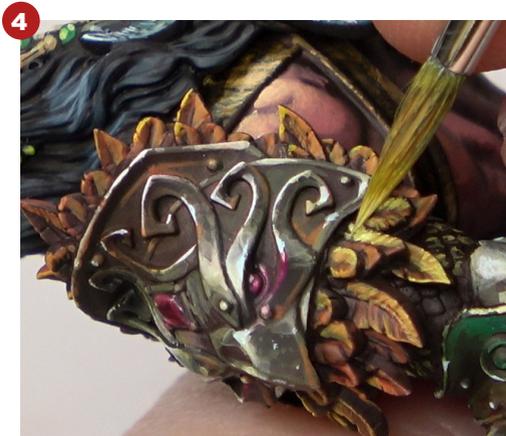


Luminous
Green

PLUMAS

06/55

Lo mismo podemos realizar con un color muy saturado para las plumas. Y cambiar tanto el tono, como el acabado (Volcanic Yellow).



Igualmente, aportar estas últimas pinceladas nos permite darle una apariencia más natural además de recuperar parte de esa luz que hemos podido perder con el aerógrafo (Pale Yellow). Espero que os haya gustado mucho este tutorial. ¡Nos vemos en el siguiente!



07 COLORES

Lizard Green (AK)	Us Dark Green (AK)	Reddish Grey (AK)	Offwhite (AK)	Vermillion (AK)
Dead Red (AK)	Light Livery Green (AK)	Gory Red (VGA)	Mahogany (VGA)	Warlord Purple (AK)
Dark Green (AK)	Transparent Raw Umber (L)	Yellow Shade (L)	Carbon Black (L)	Muted Pink (L)
Tan Earth (AK)	Middle Stone (AK)	Alga Green (AK)	Pastel Green (AK)	White (AK)
Luminous Green (AK)	Volcanic Yellow (AK)	Pale Yellow (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)

* Colores utilizados en el Volumen VI.



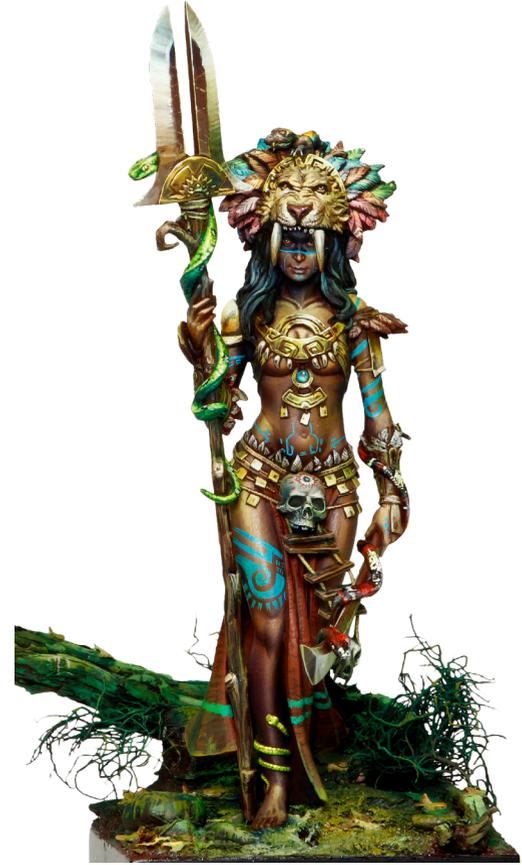
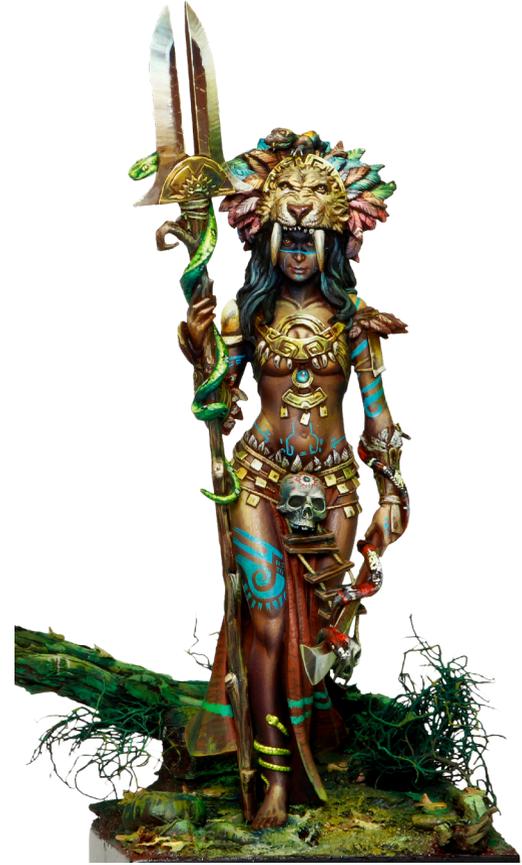
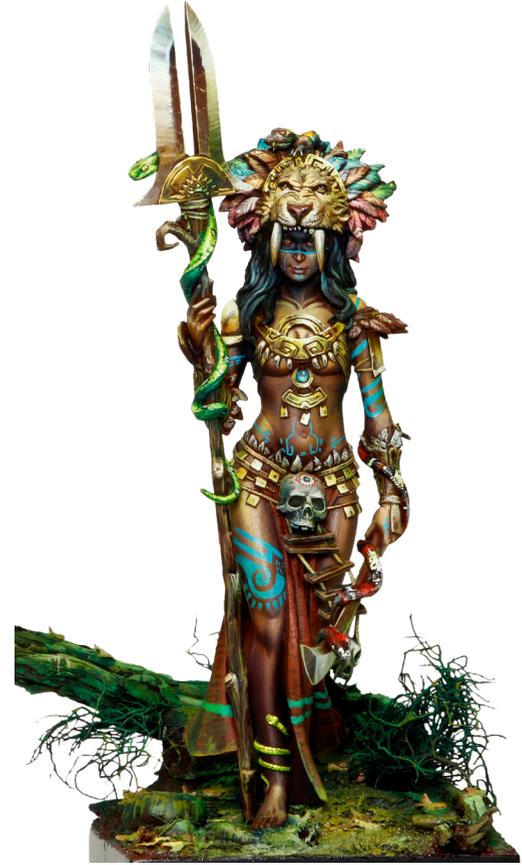
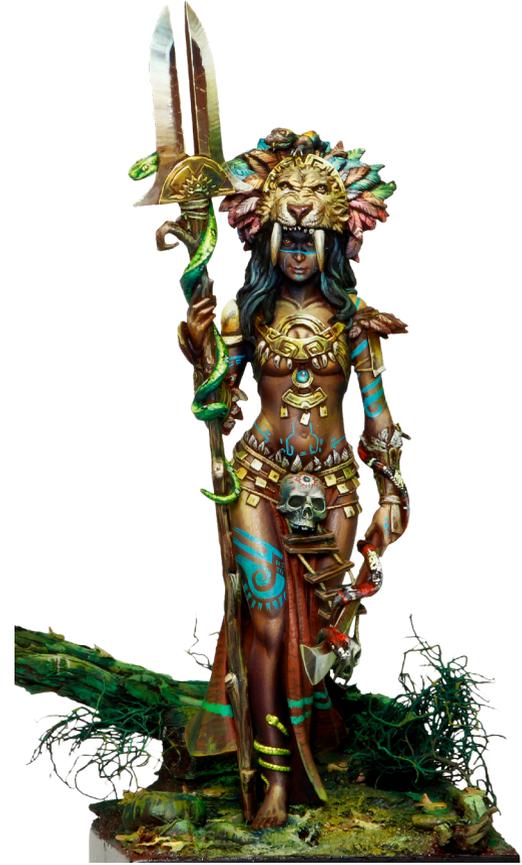
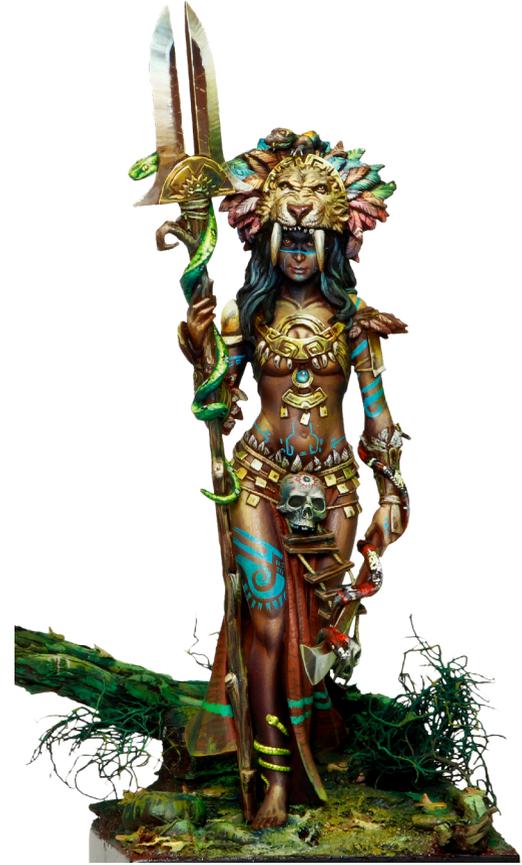
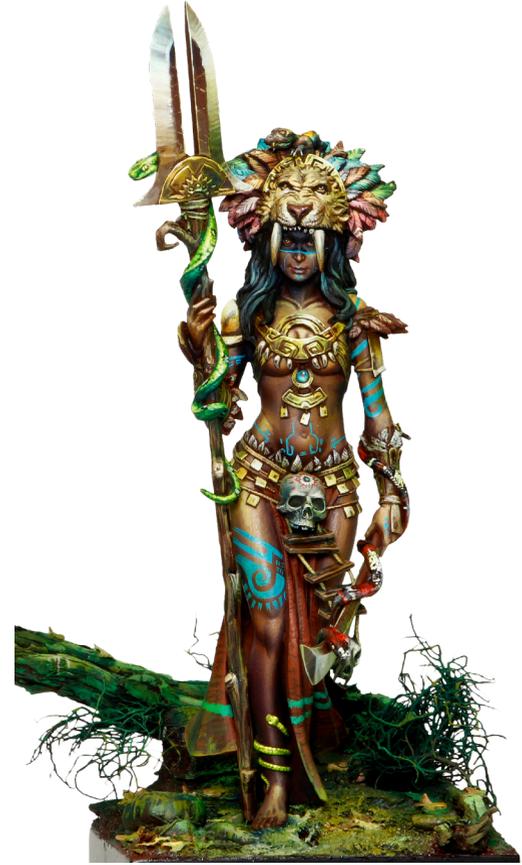
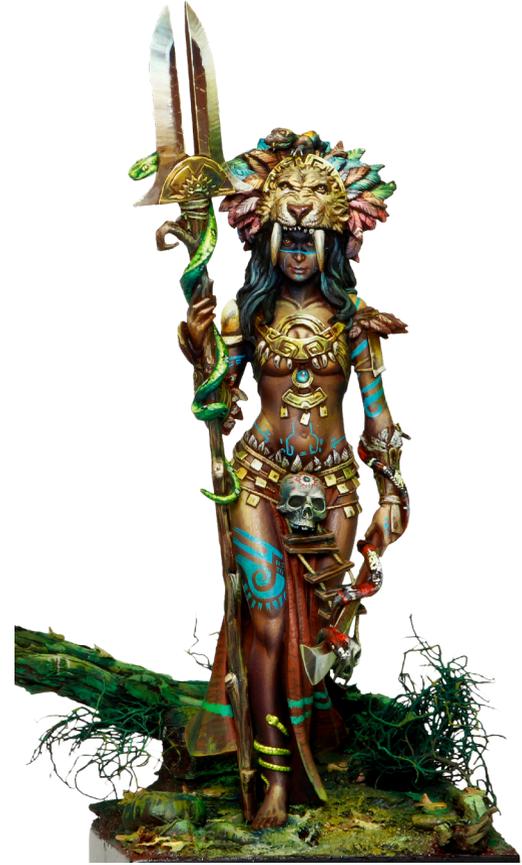
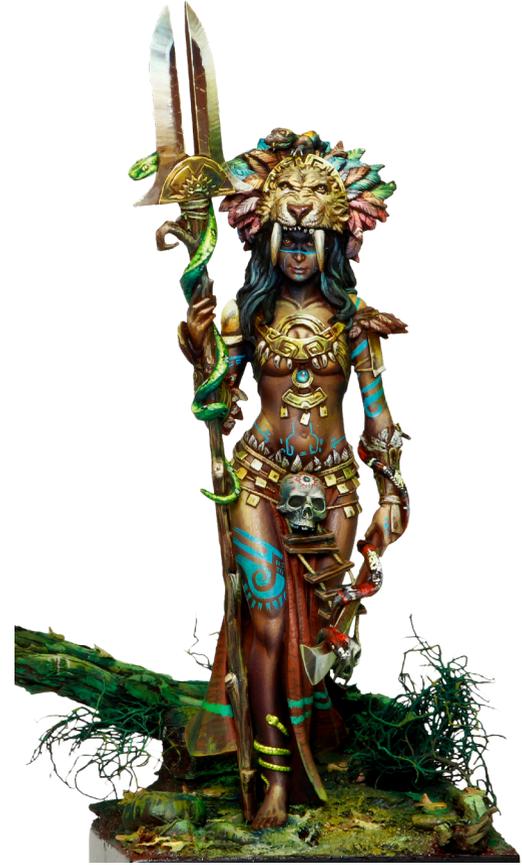
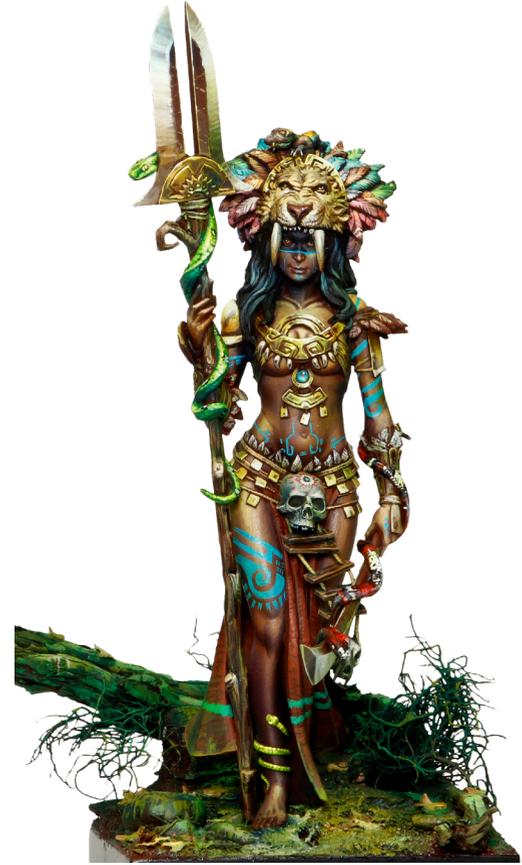
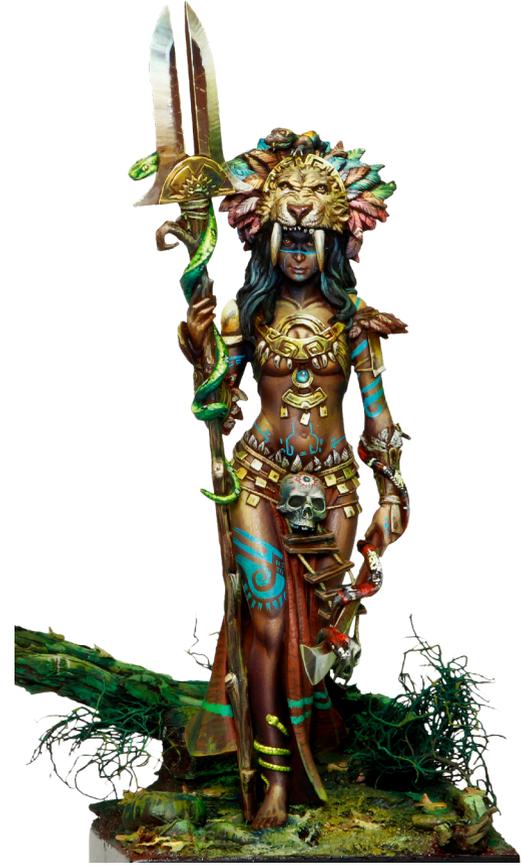
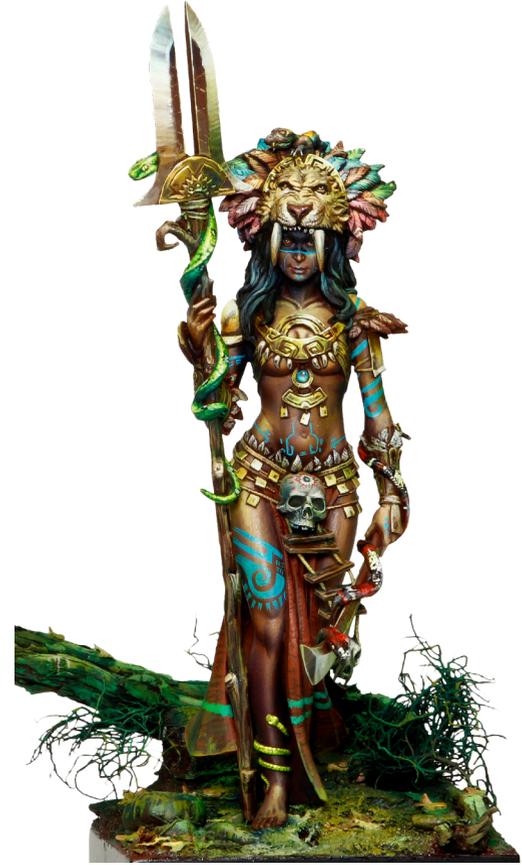
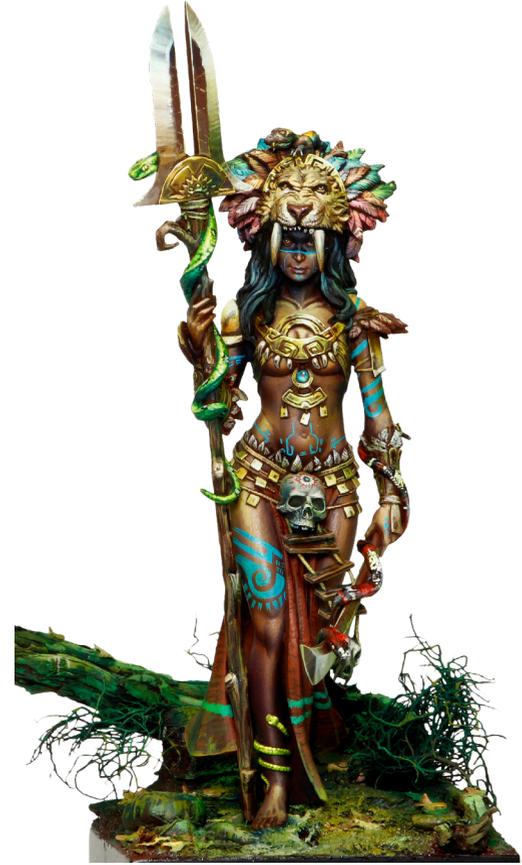
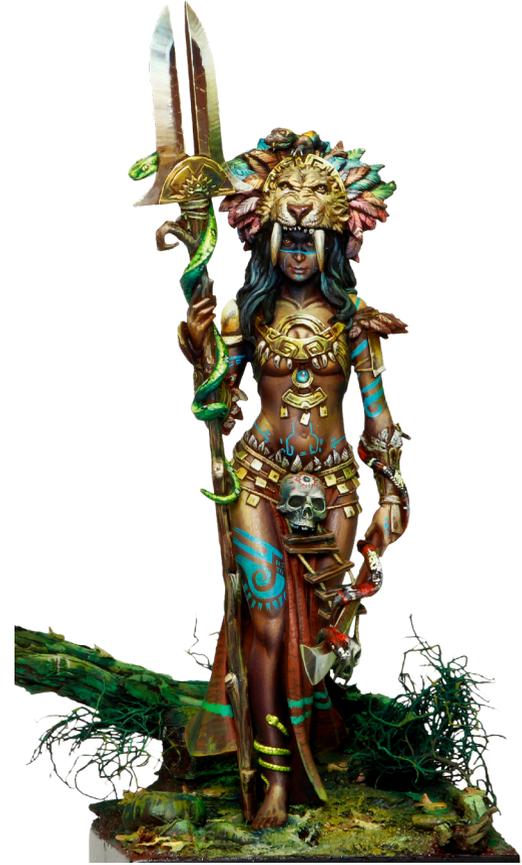
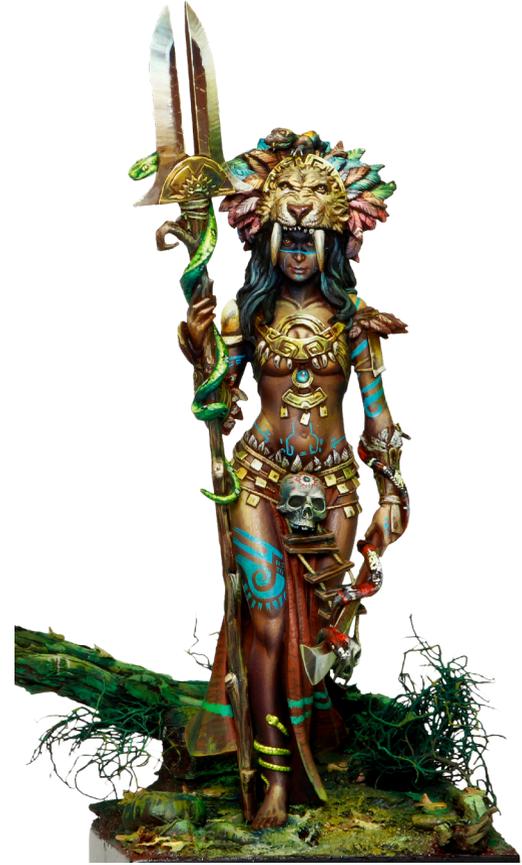
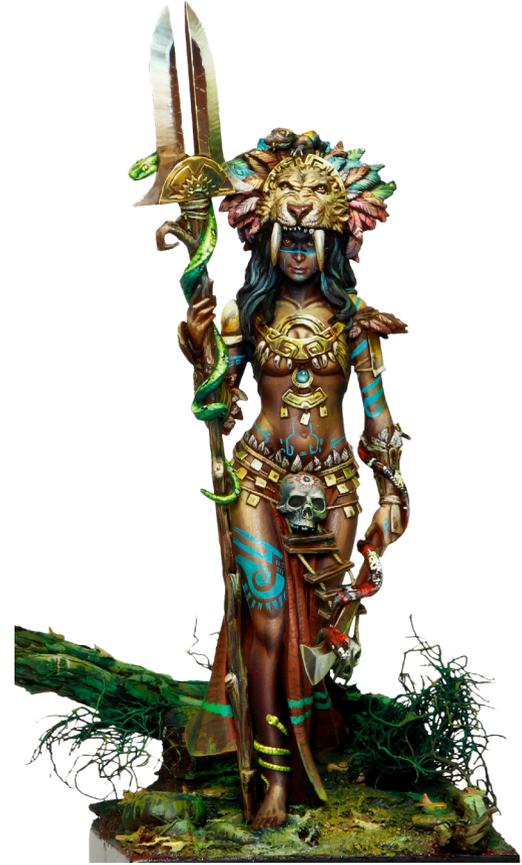
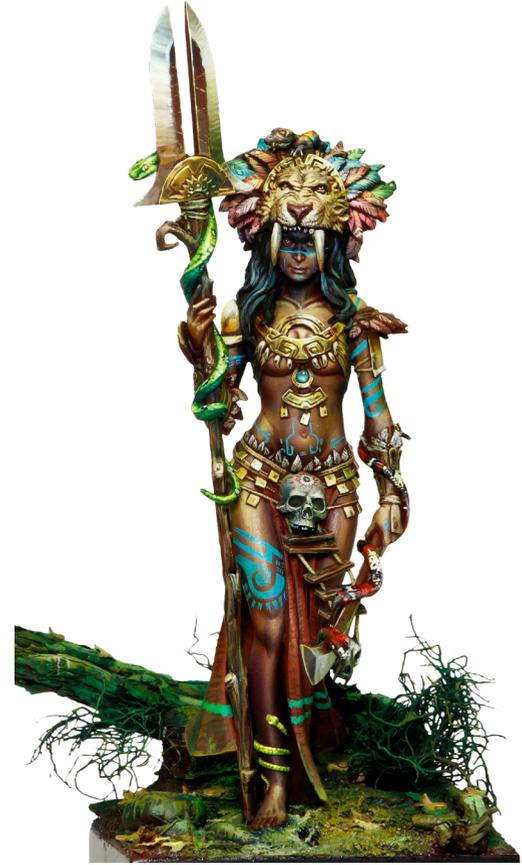
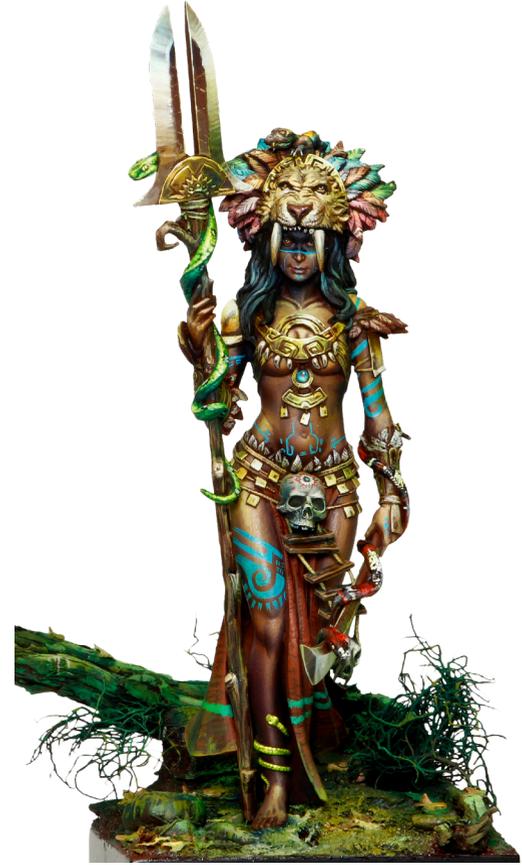
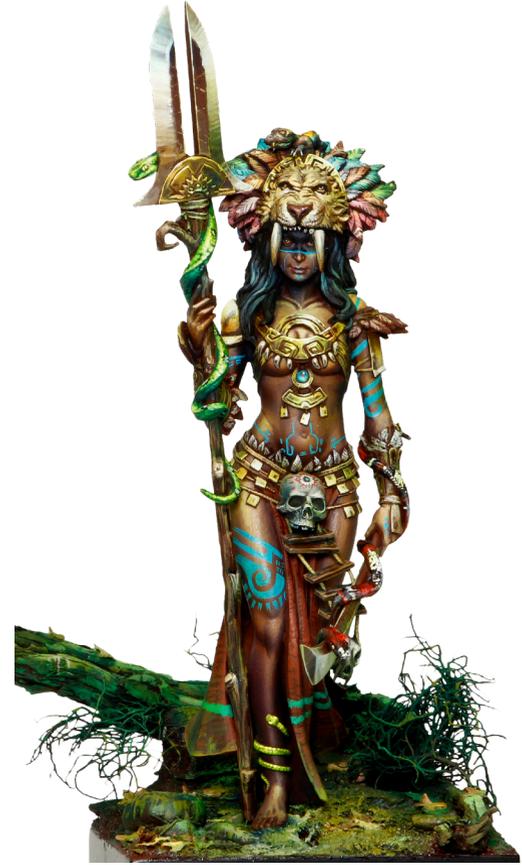
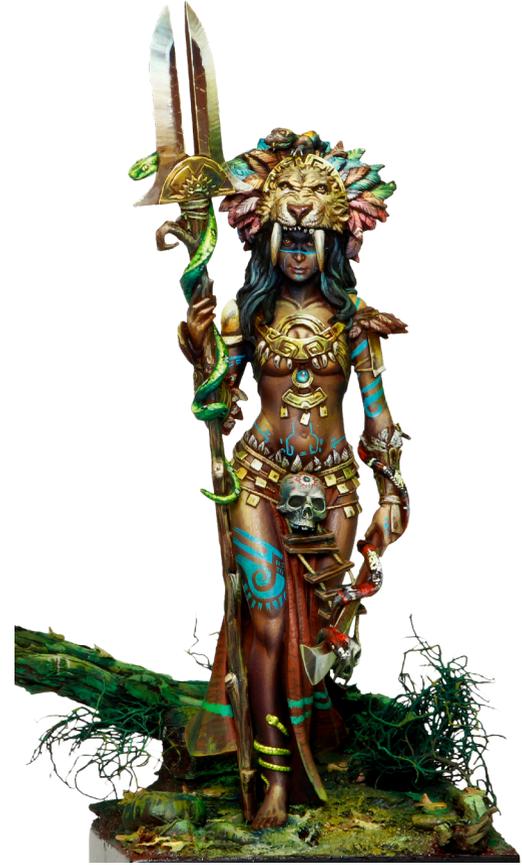
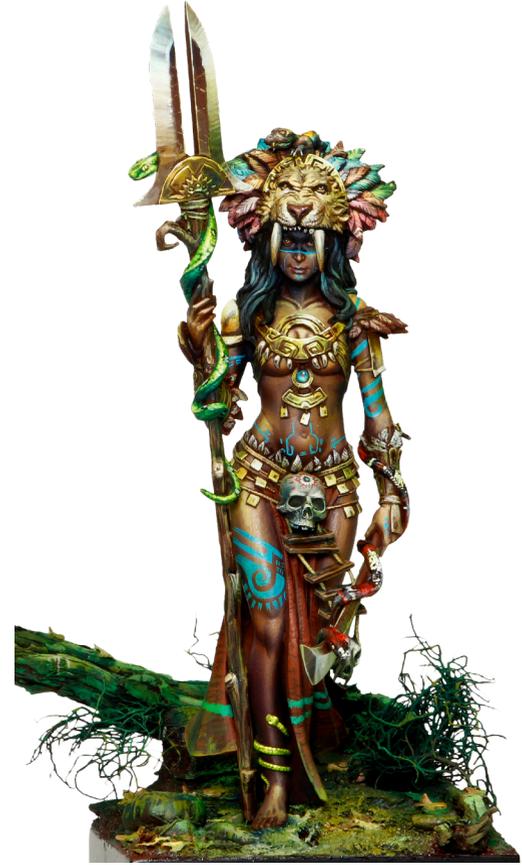
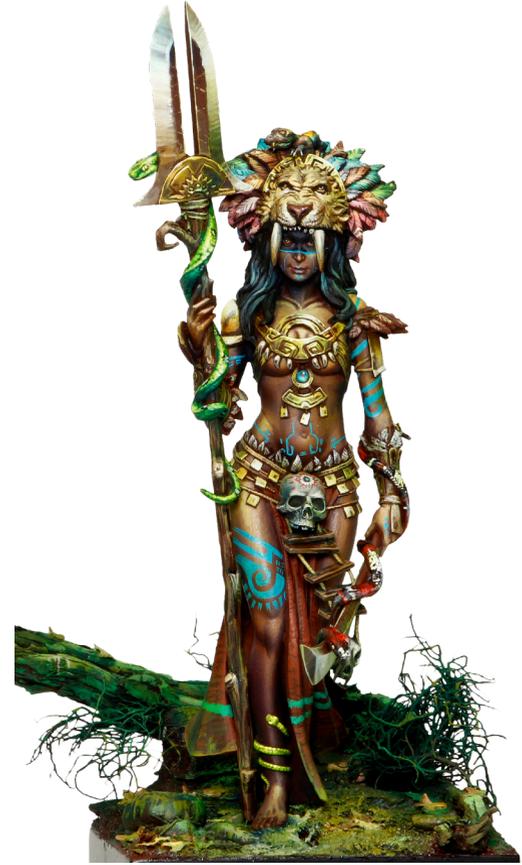
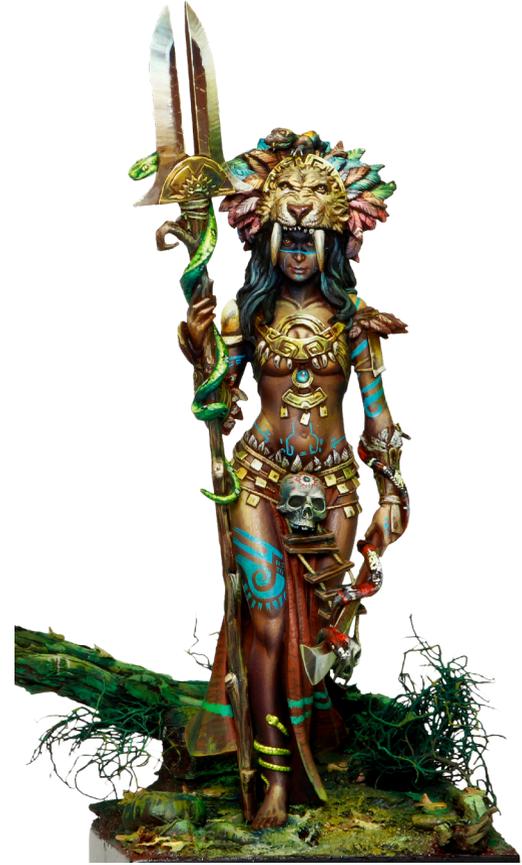
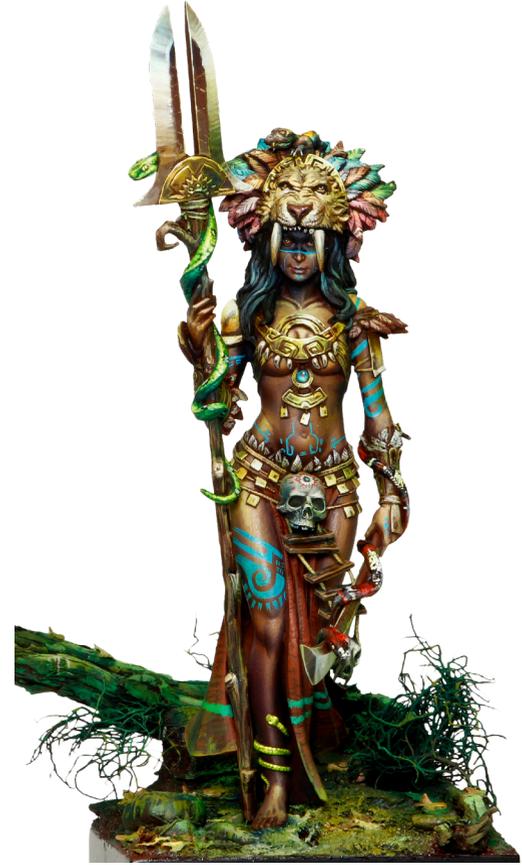
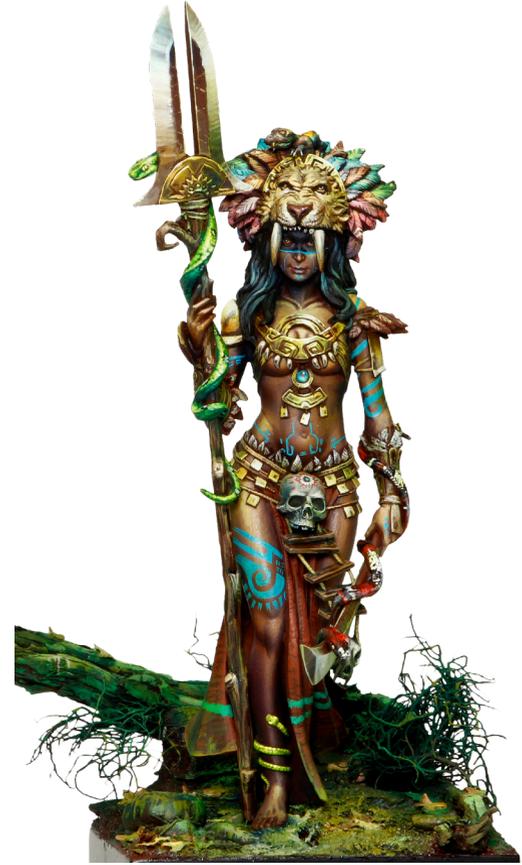
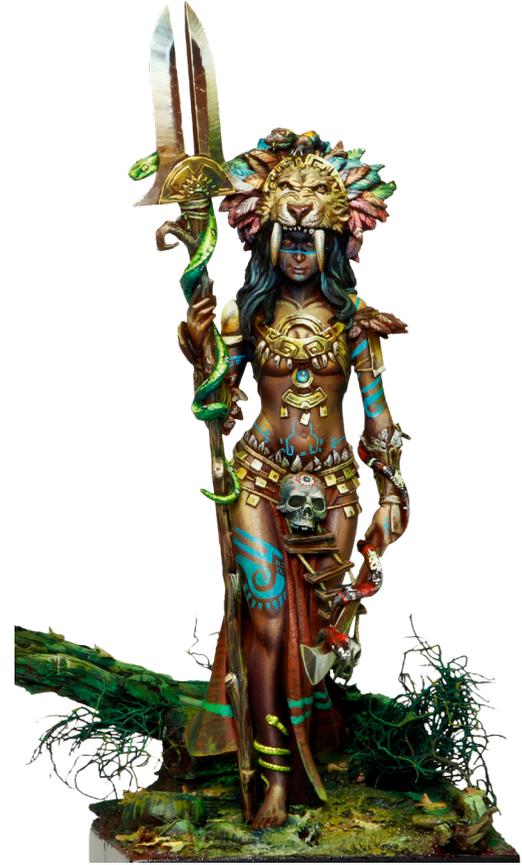
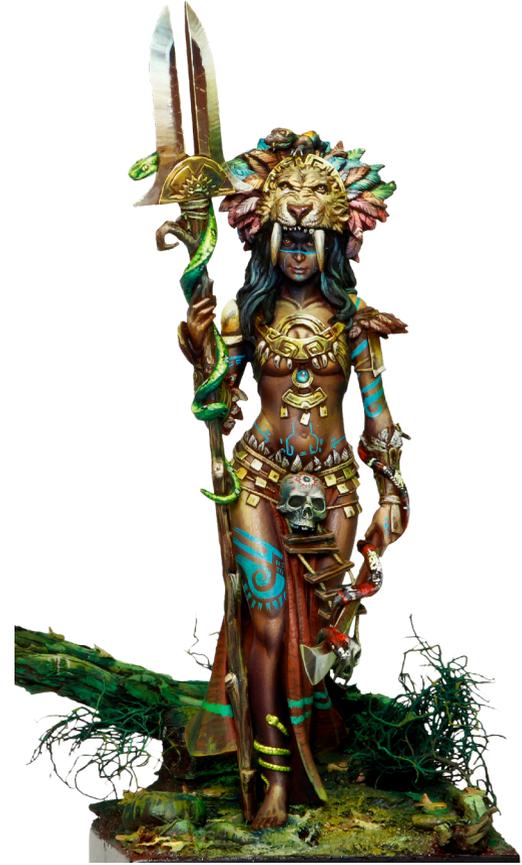
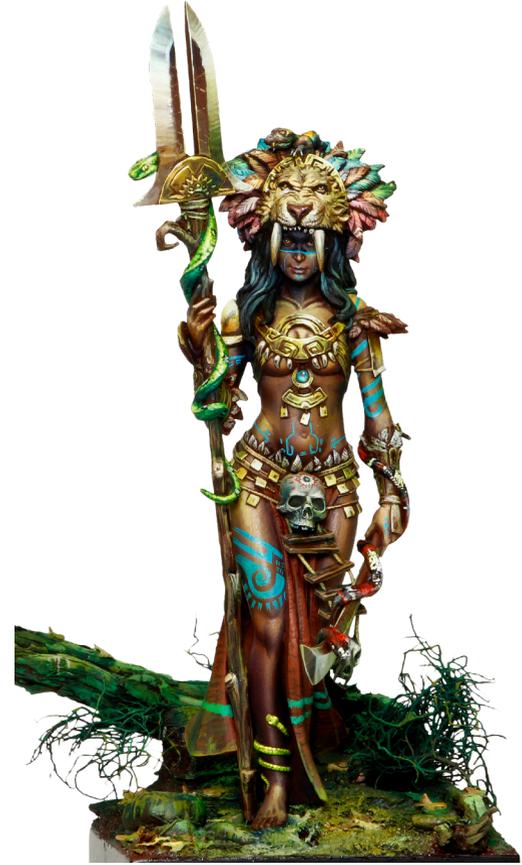
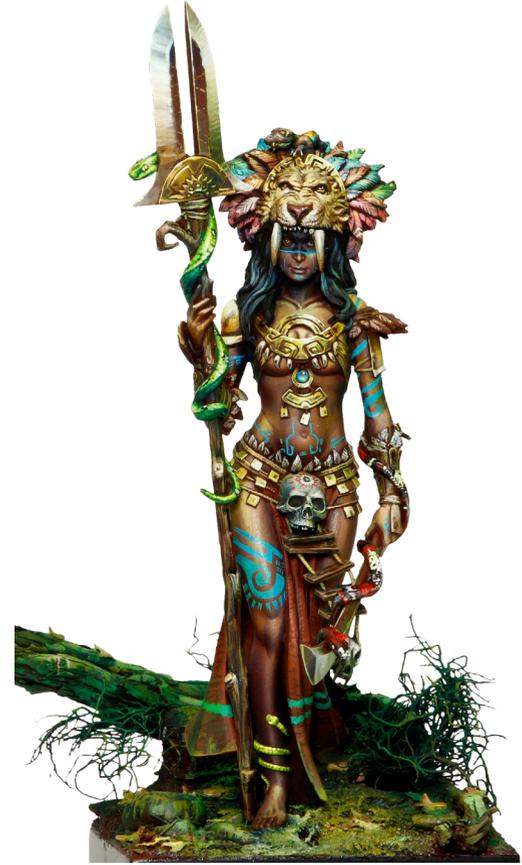
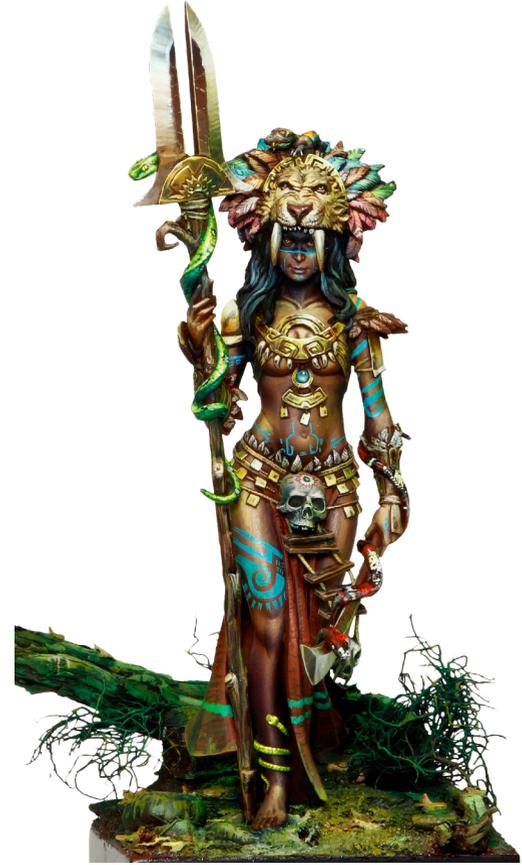
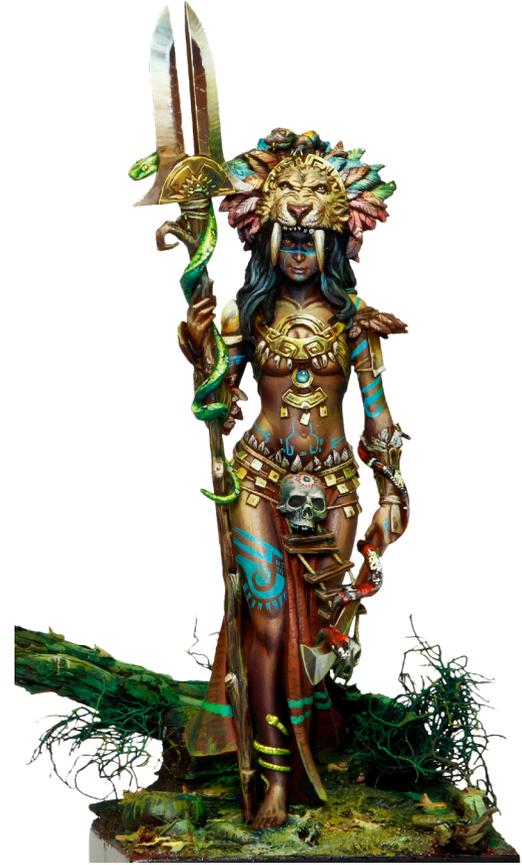
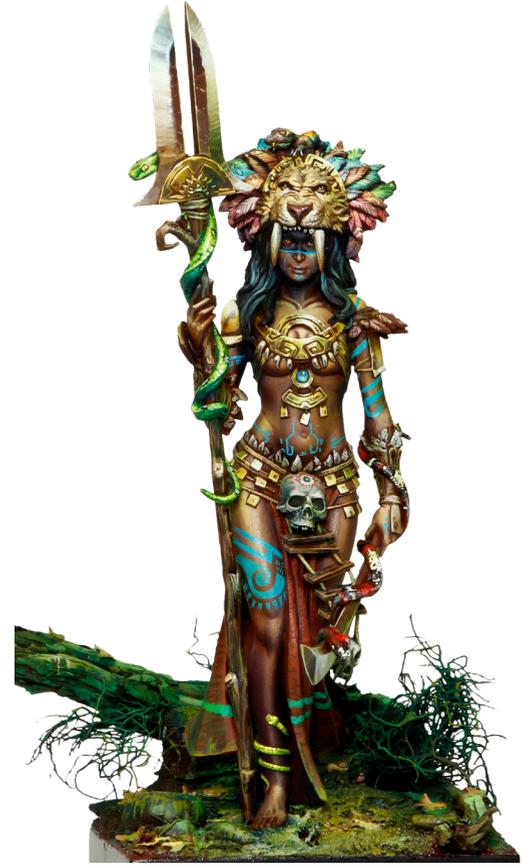
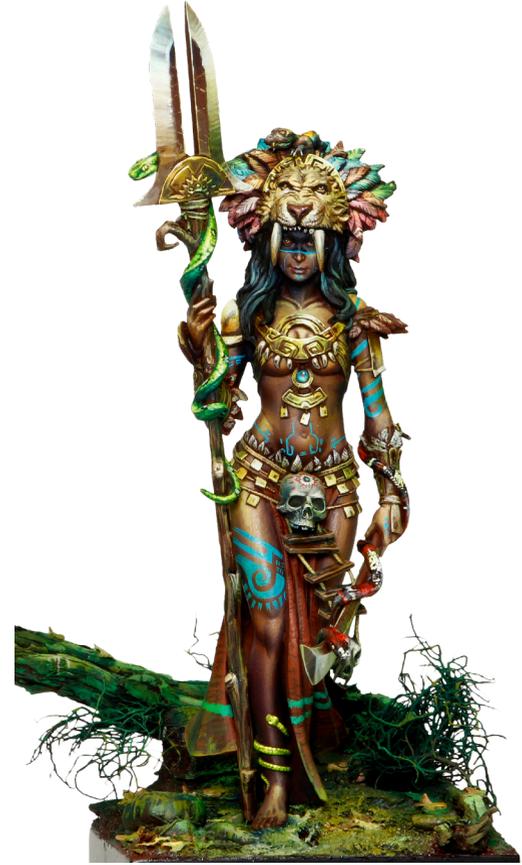
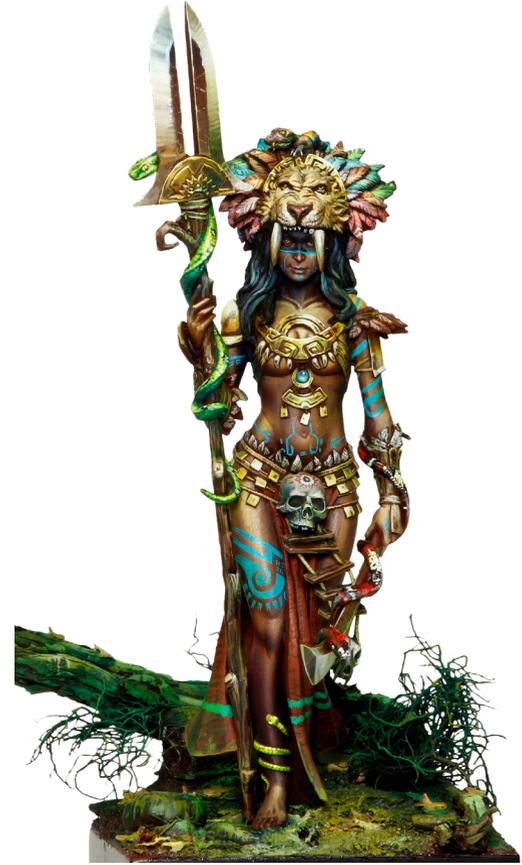
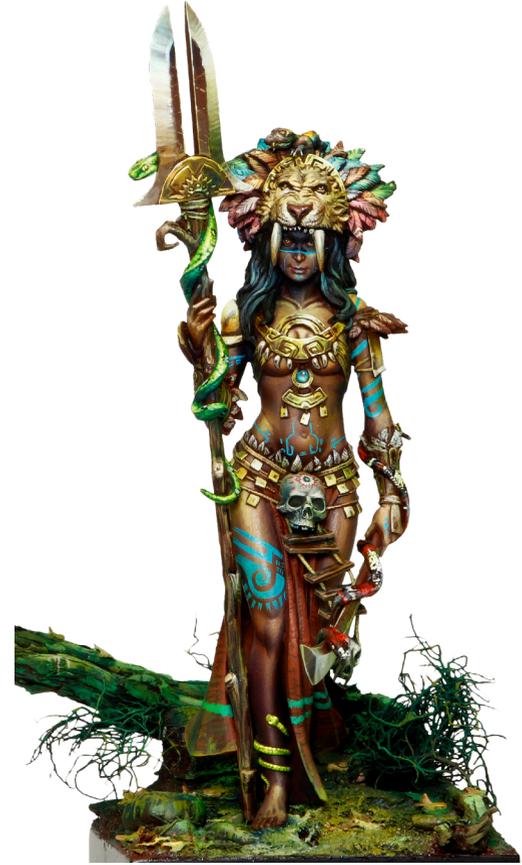
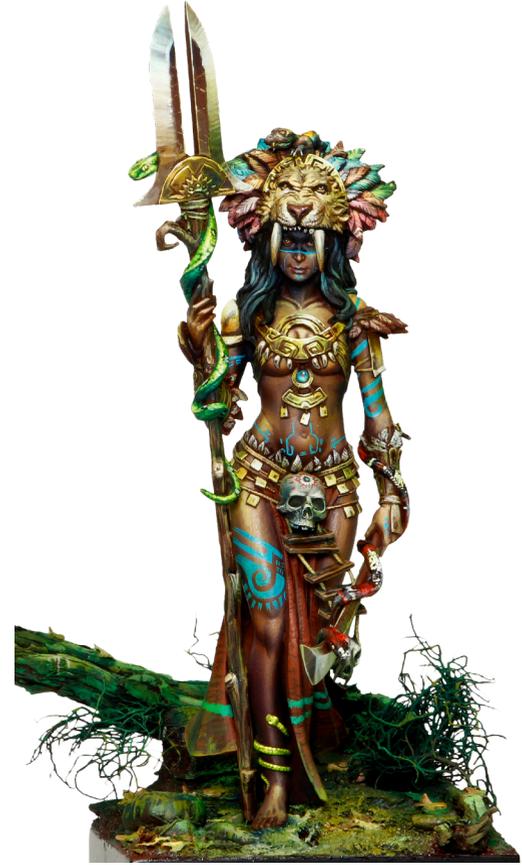
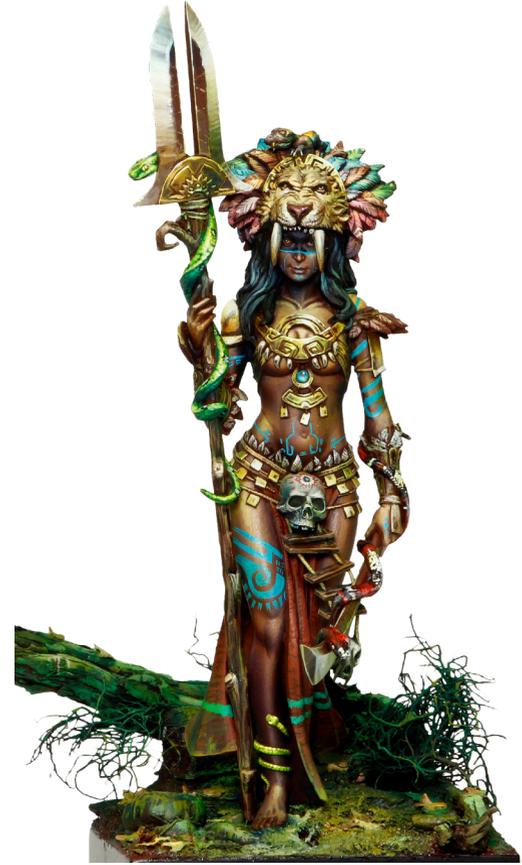
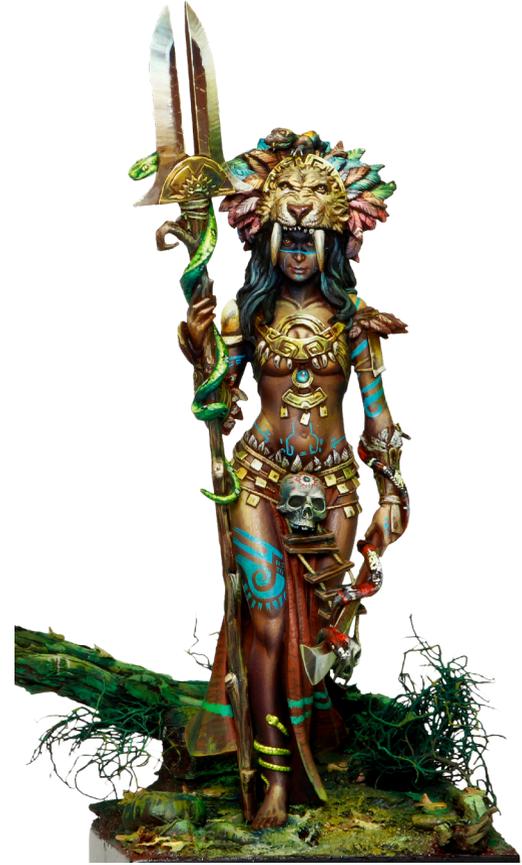
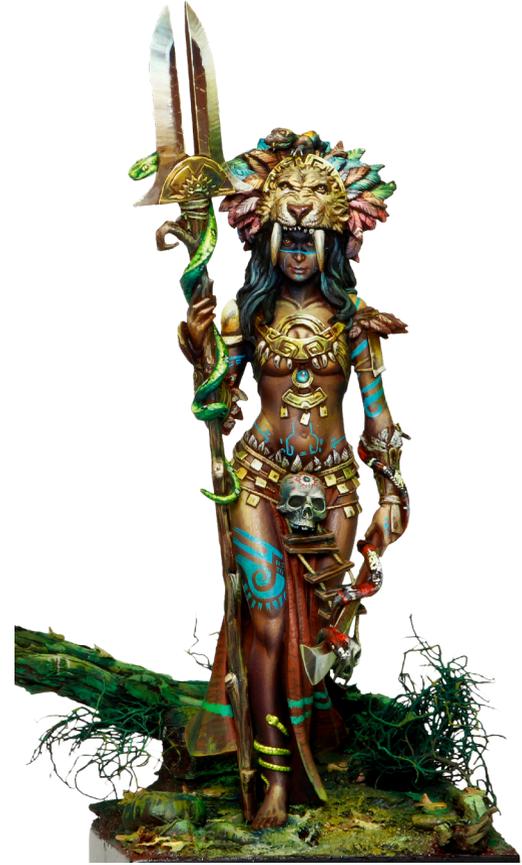
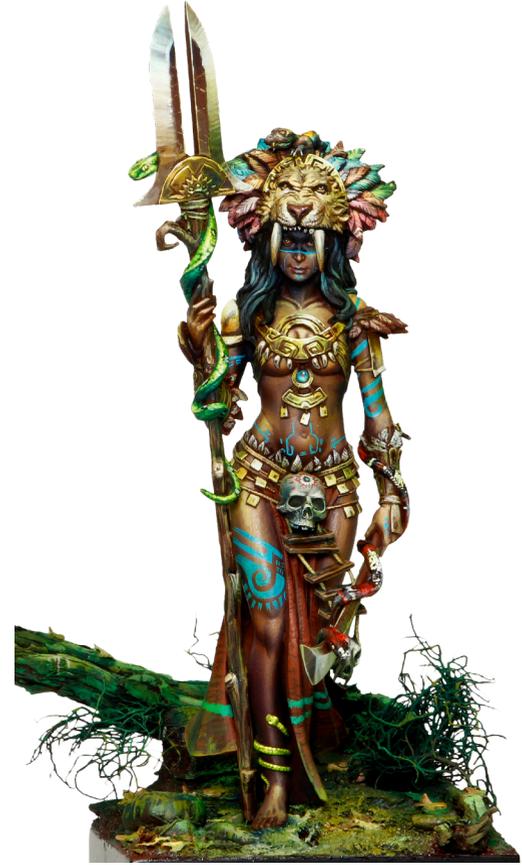
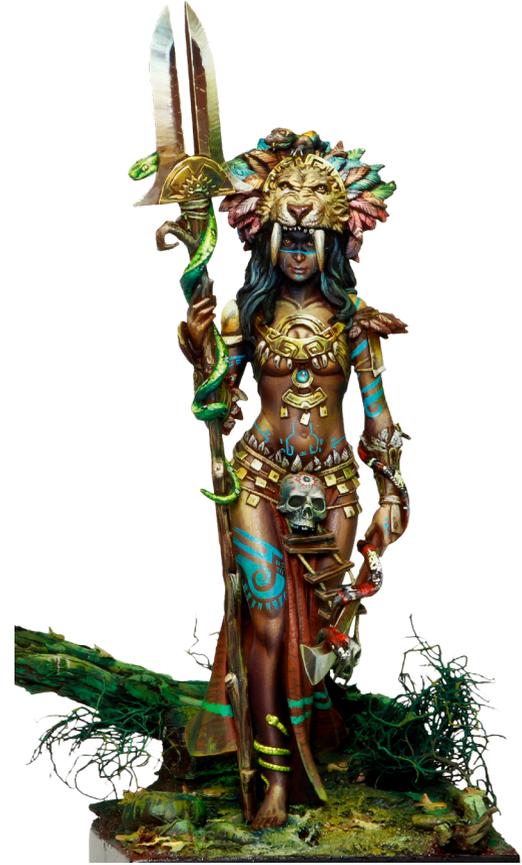
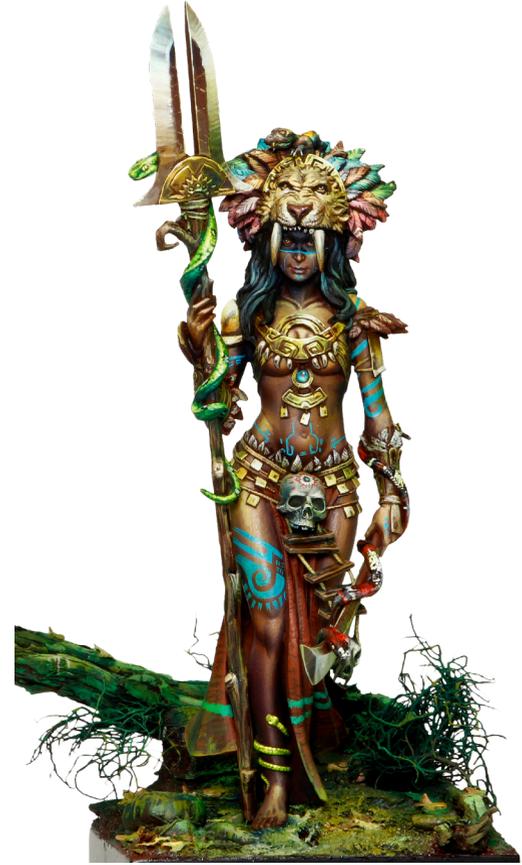
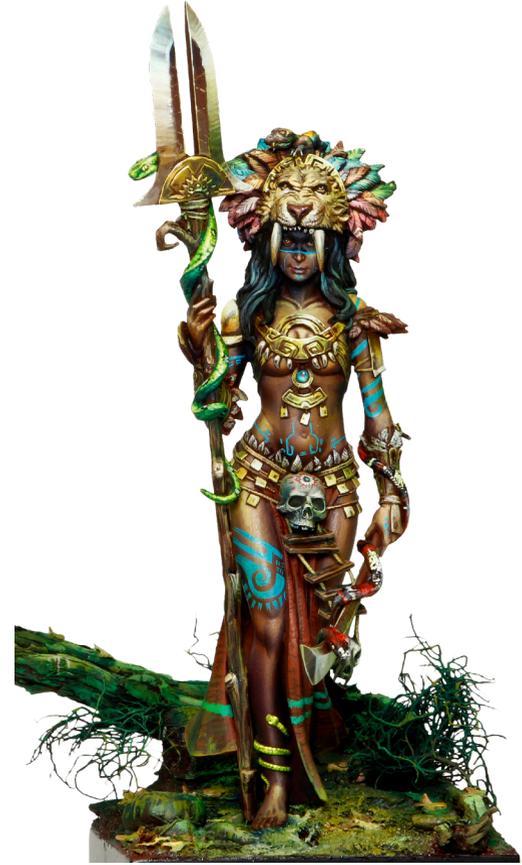
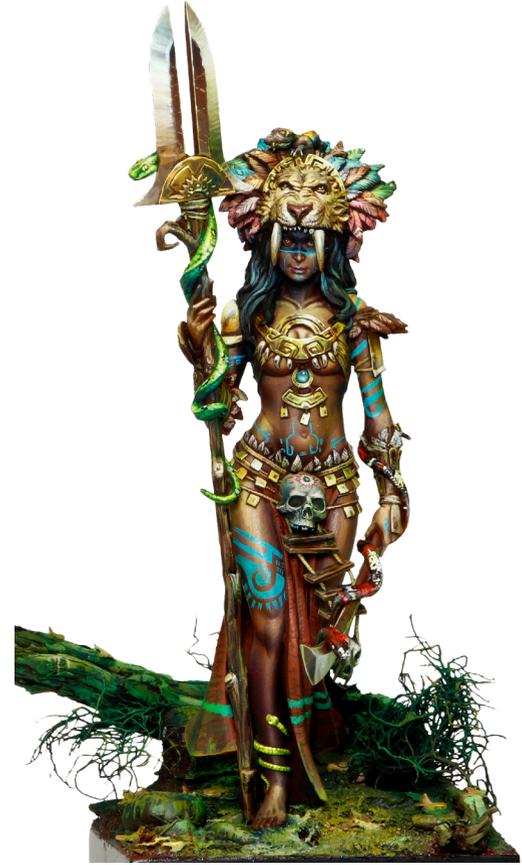
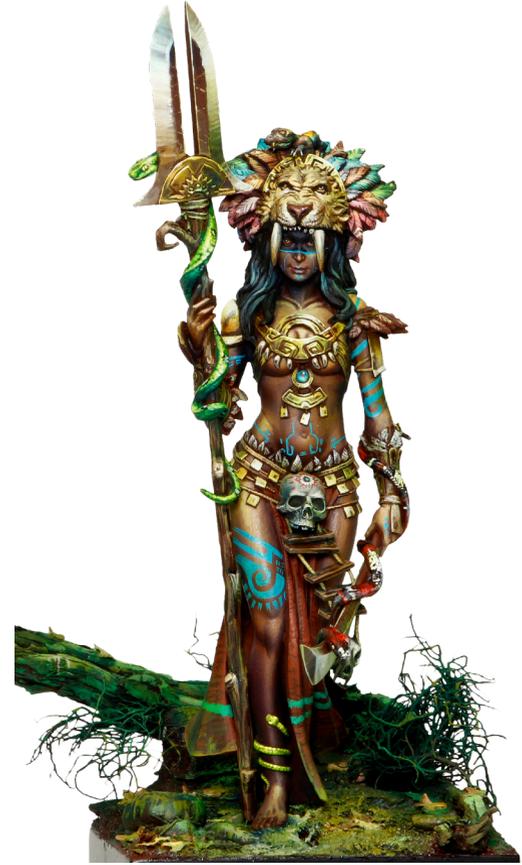
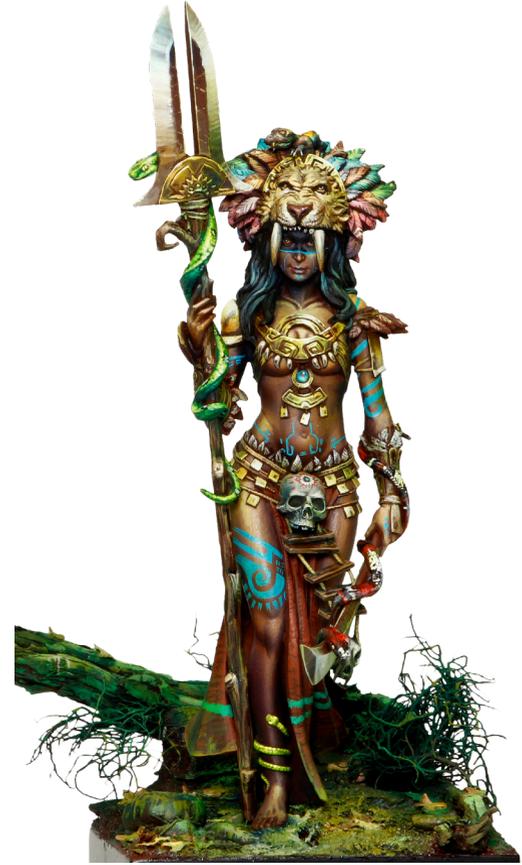
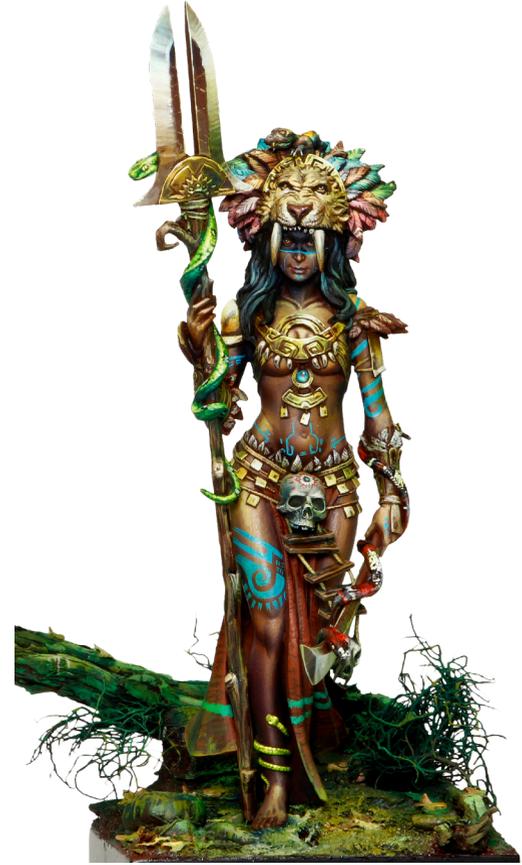
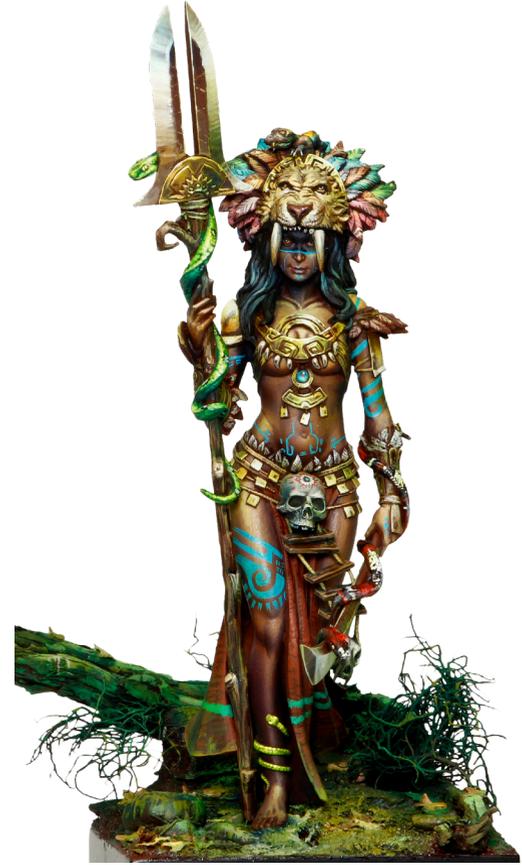
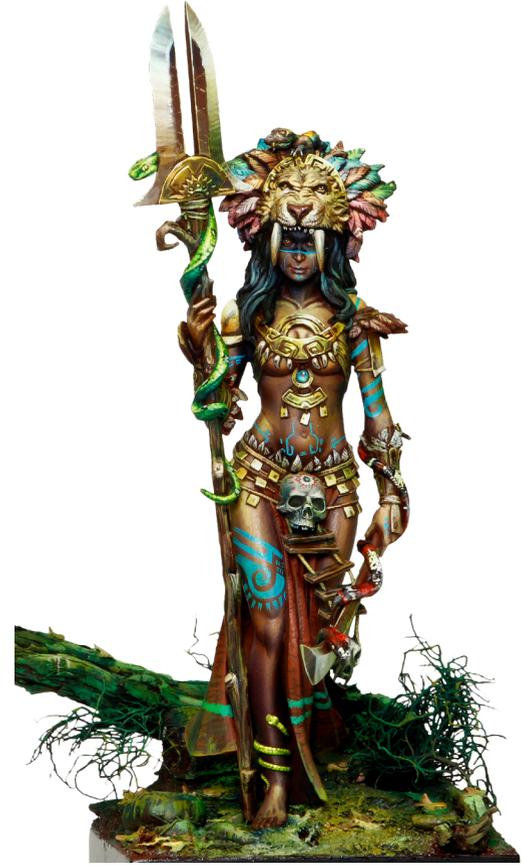
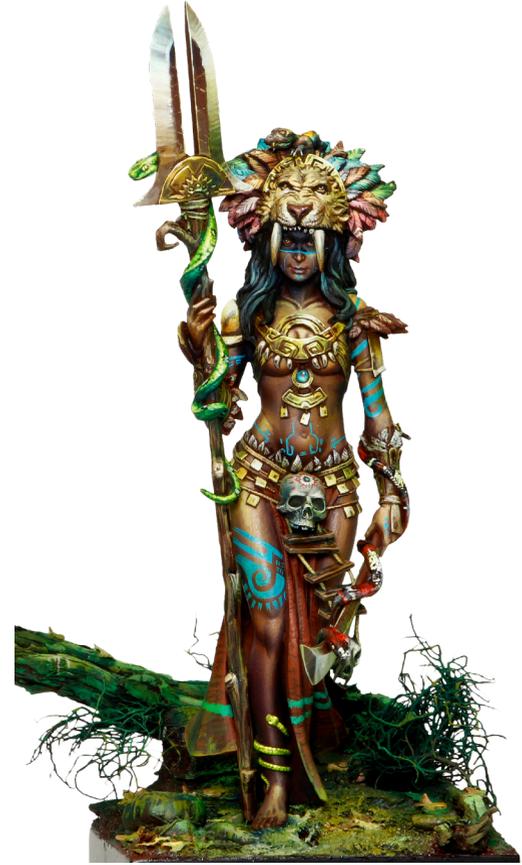
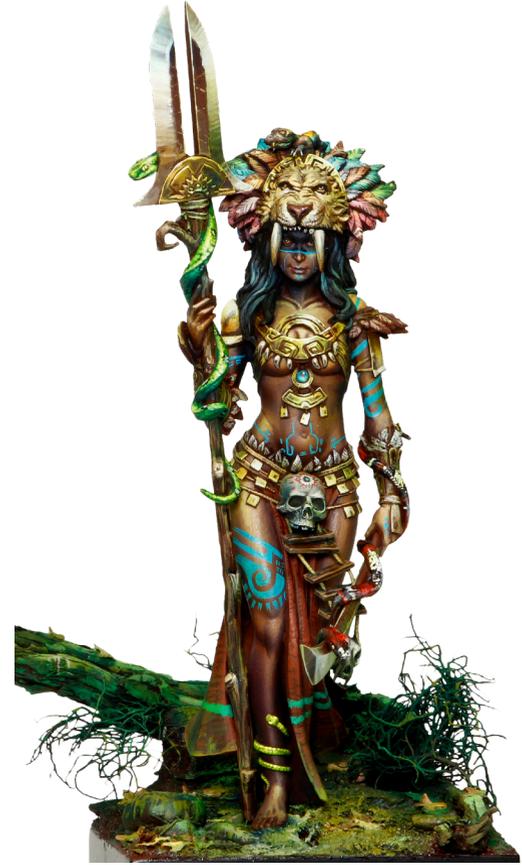
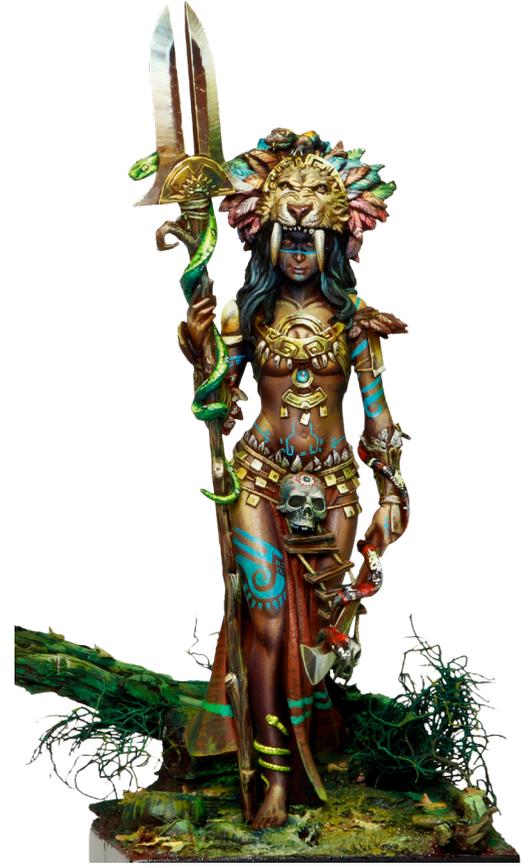
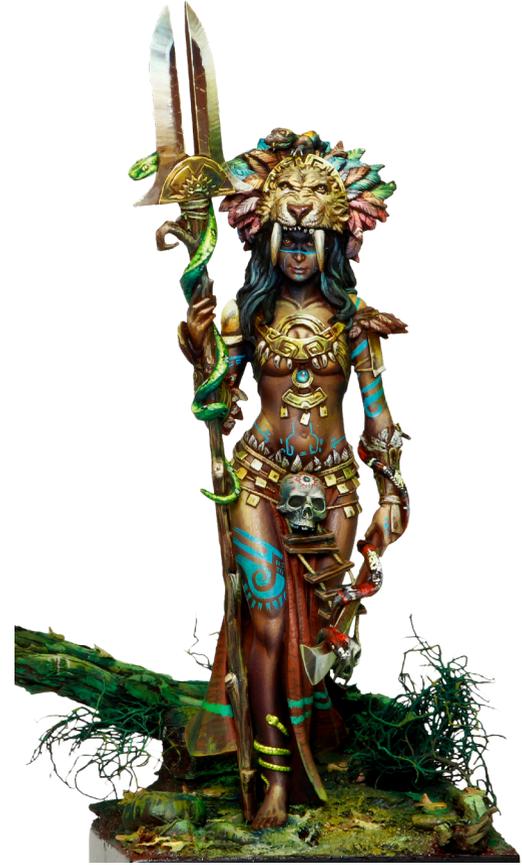
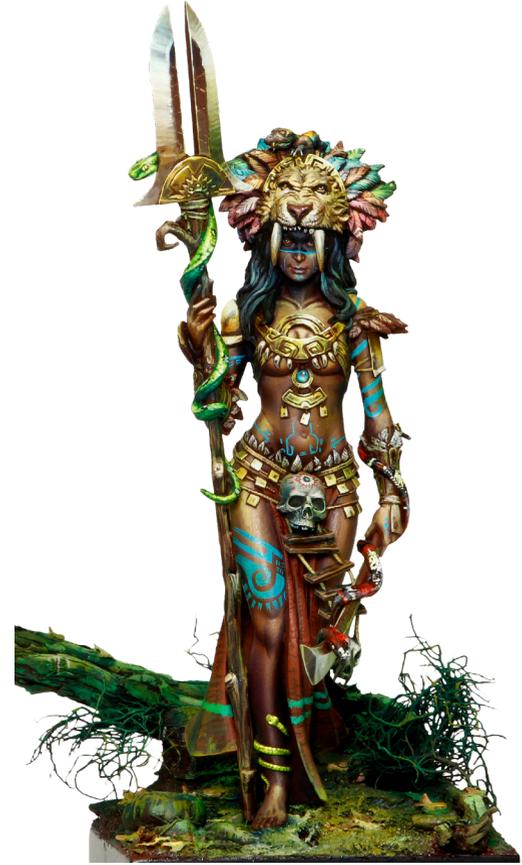
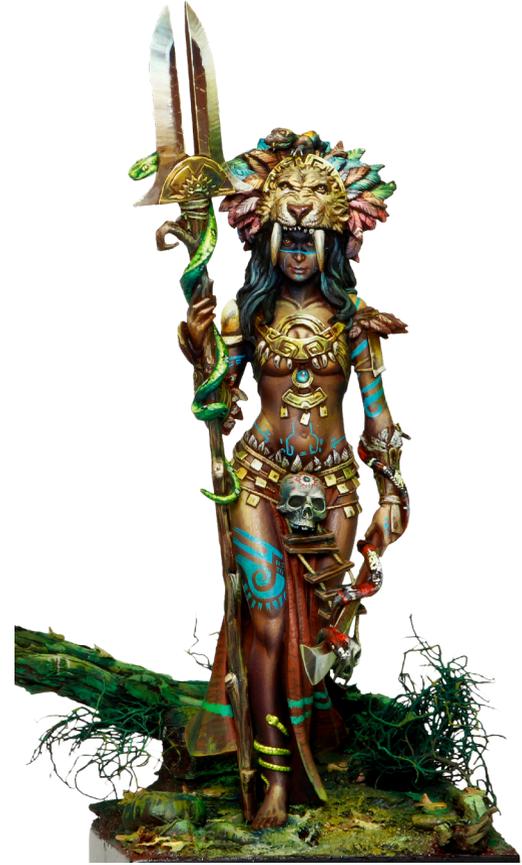
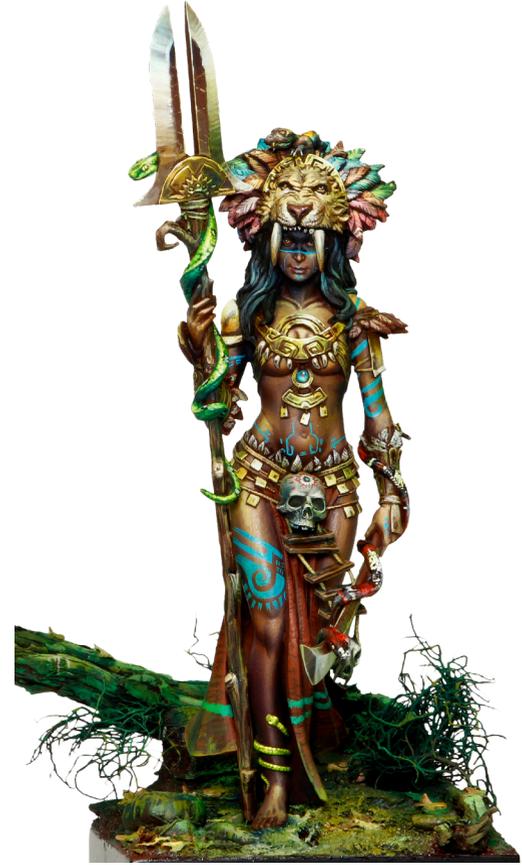
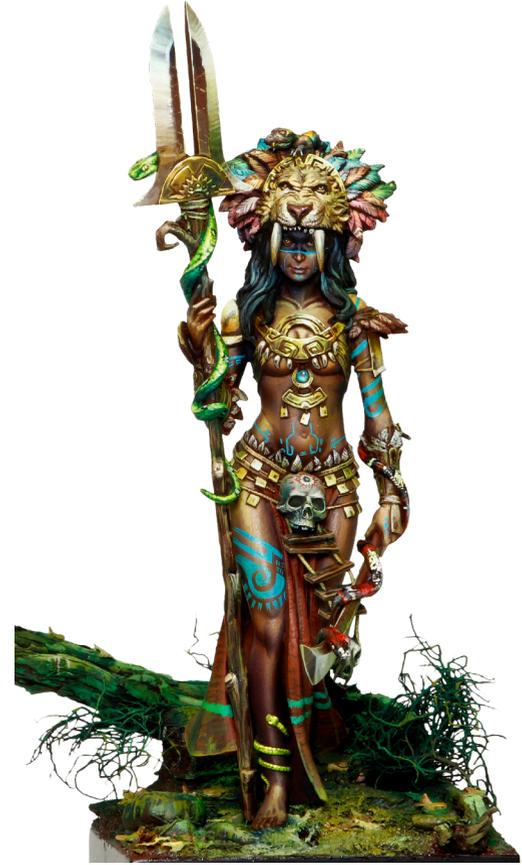
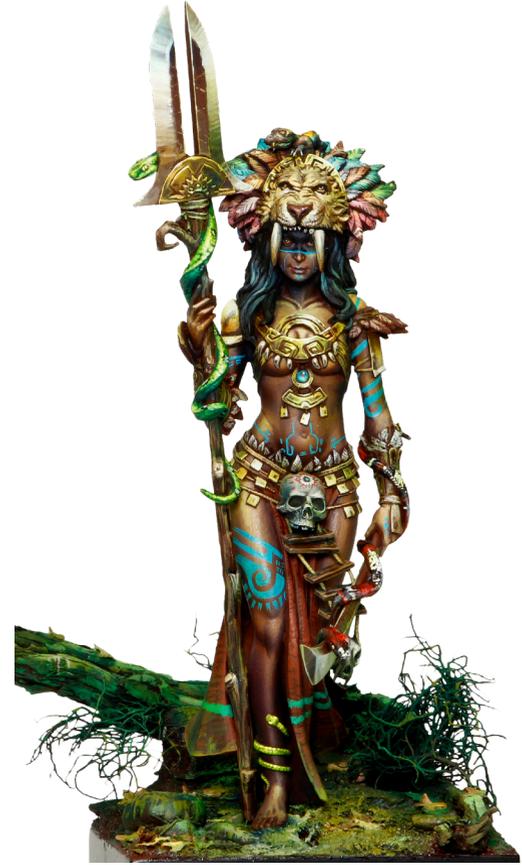
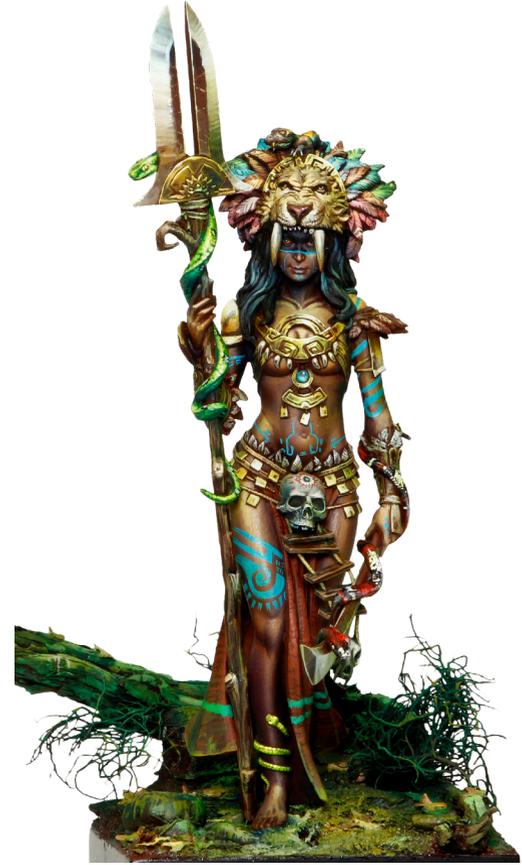
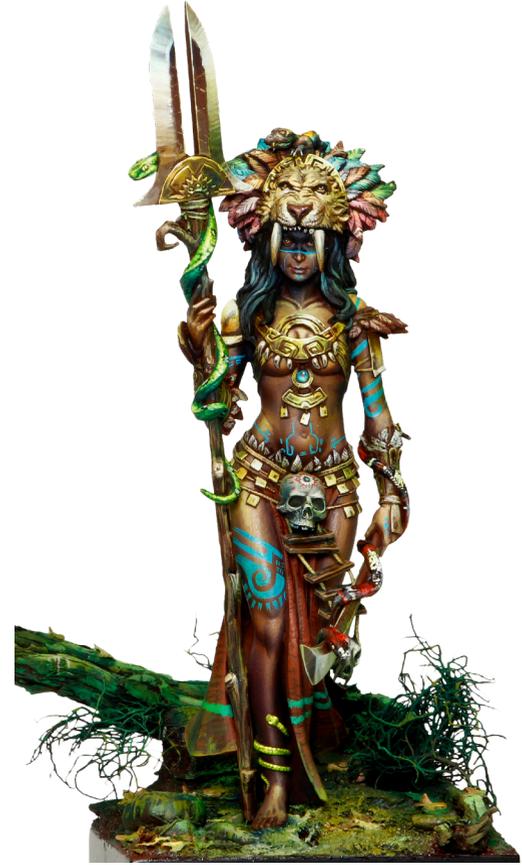
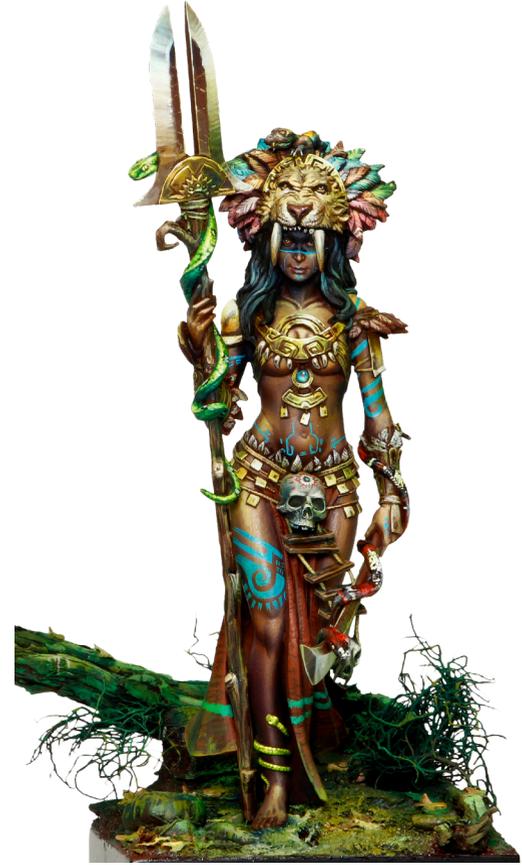
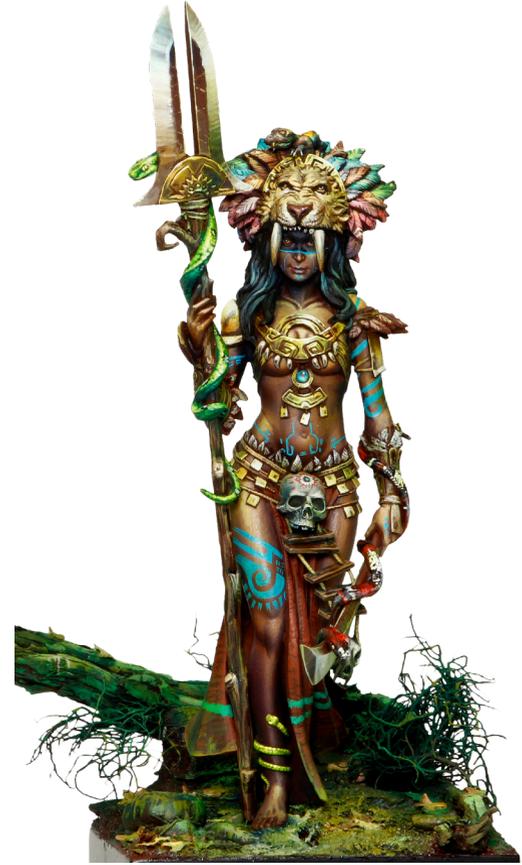
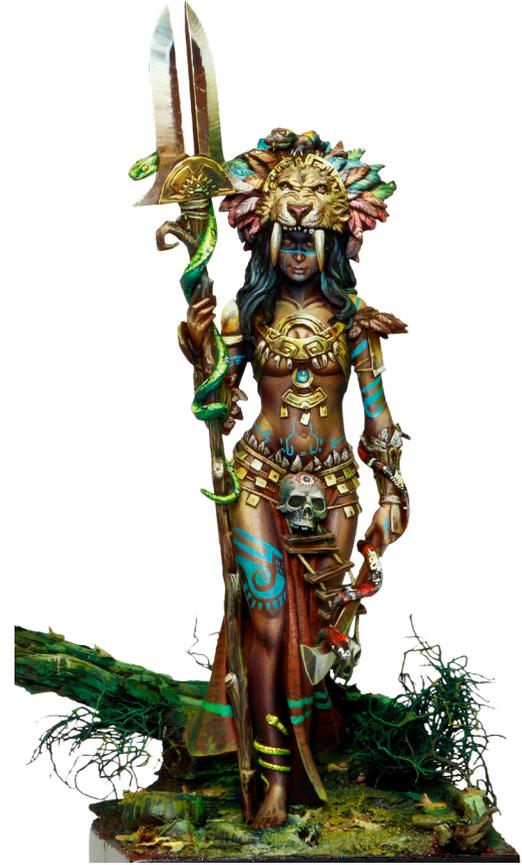
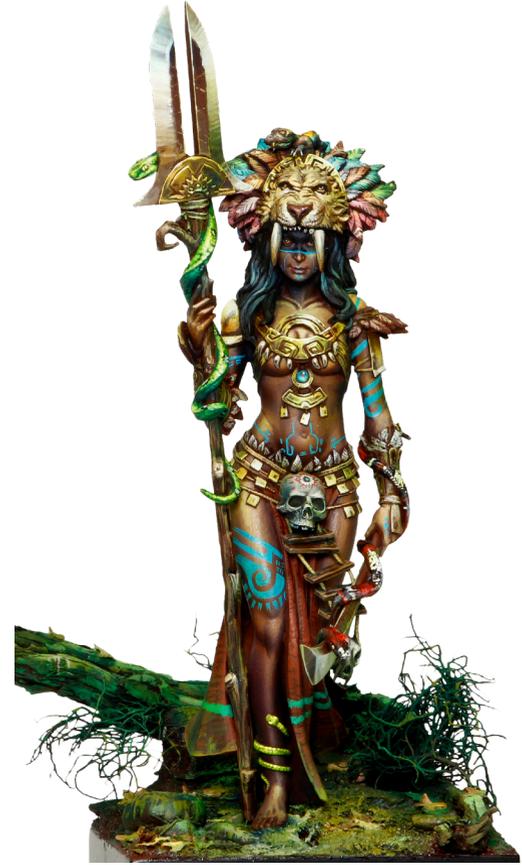
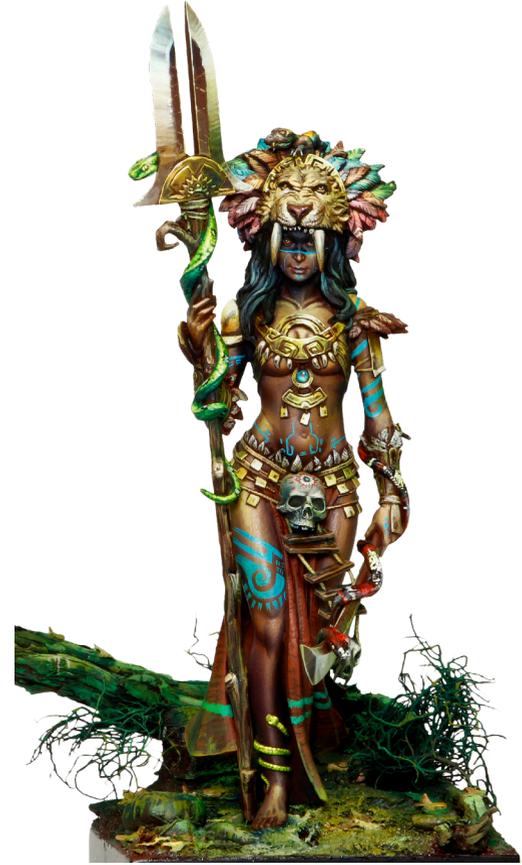
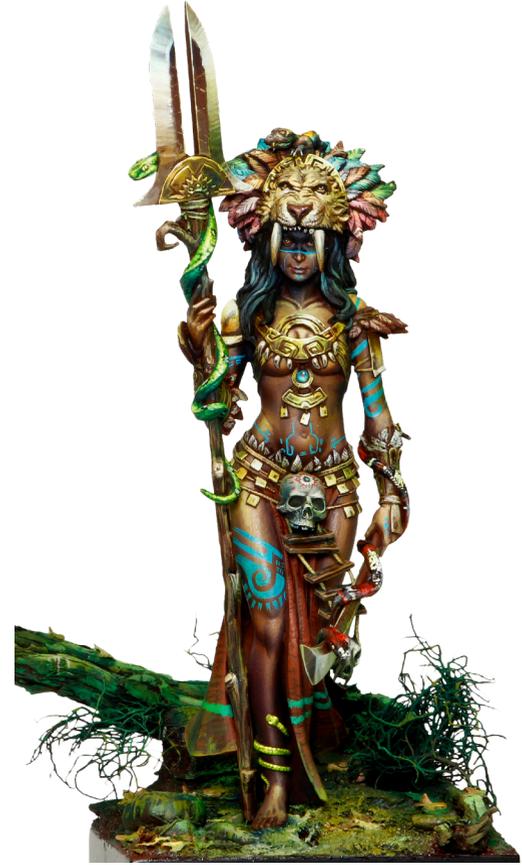
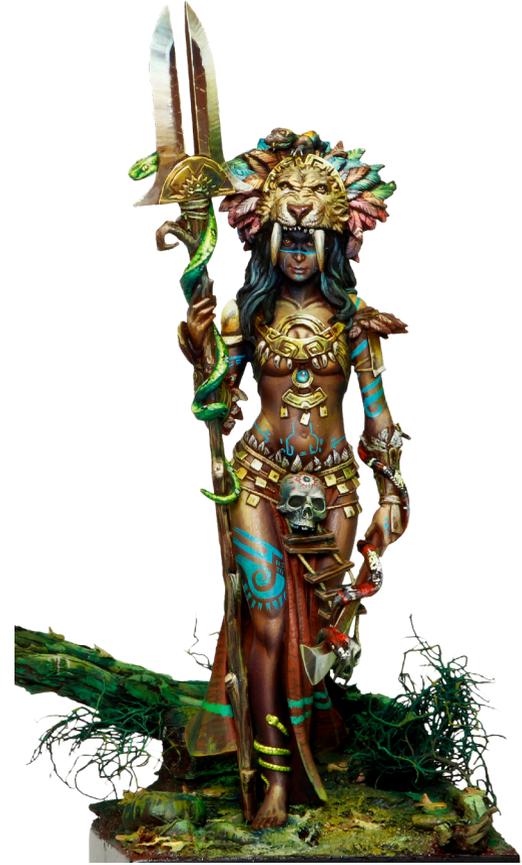
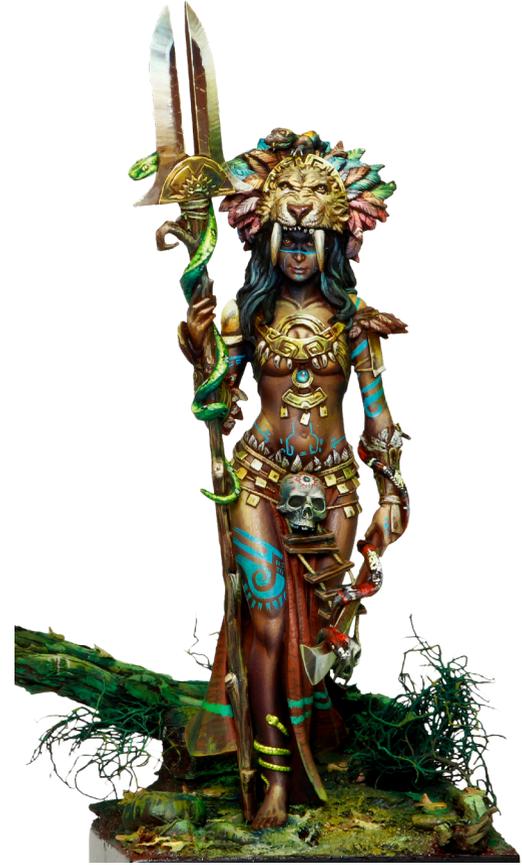
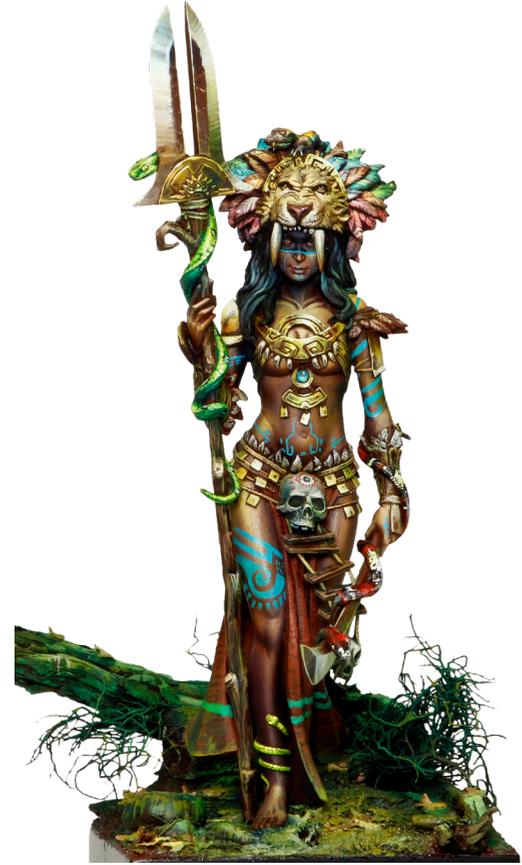
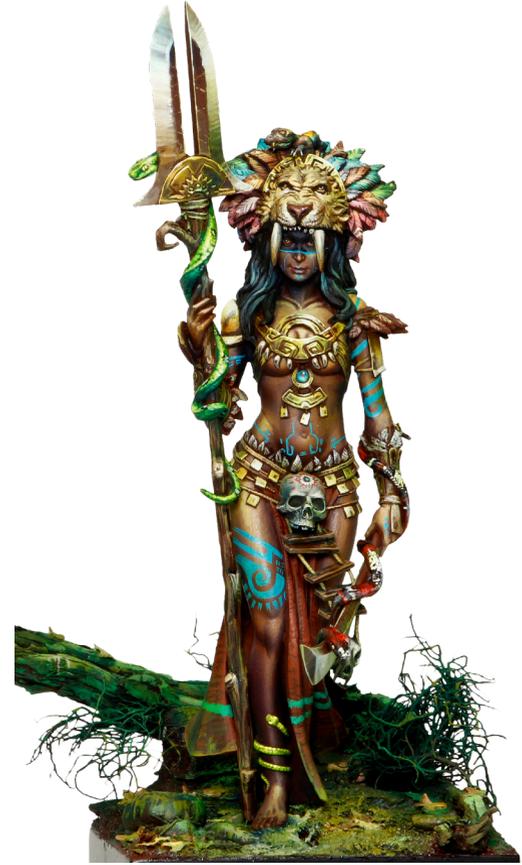
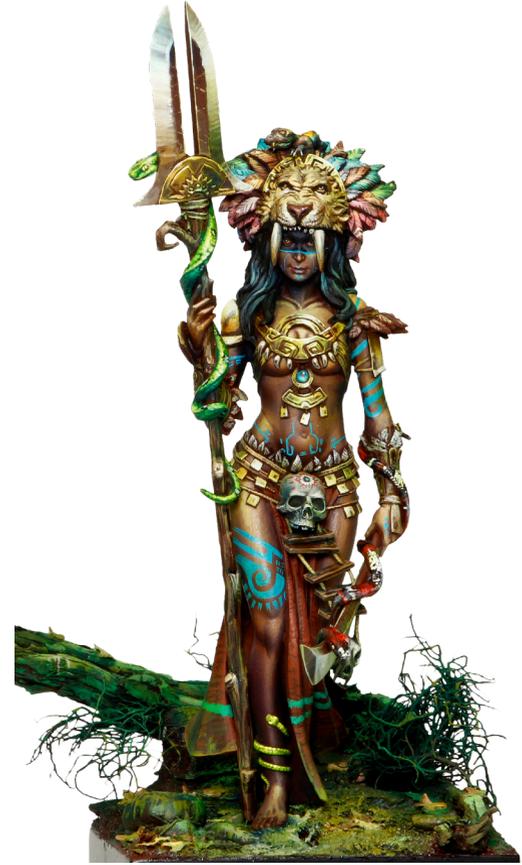
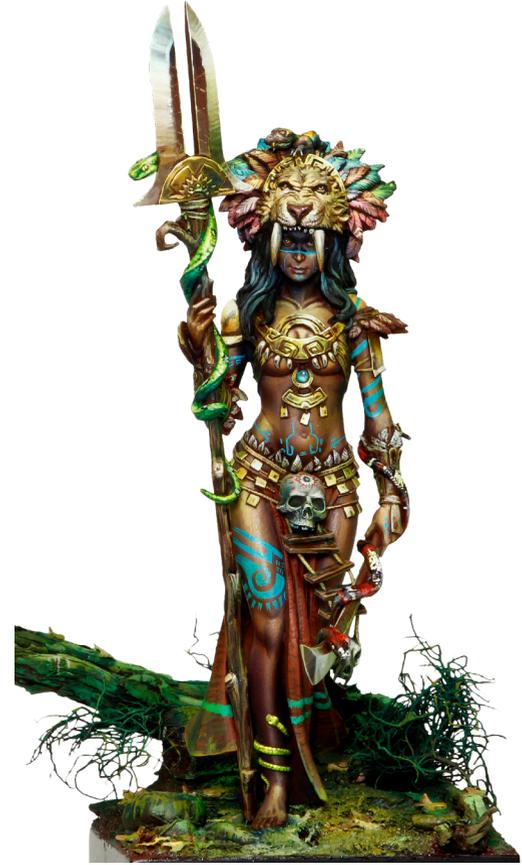
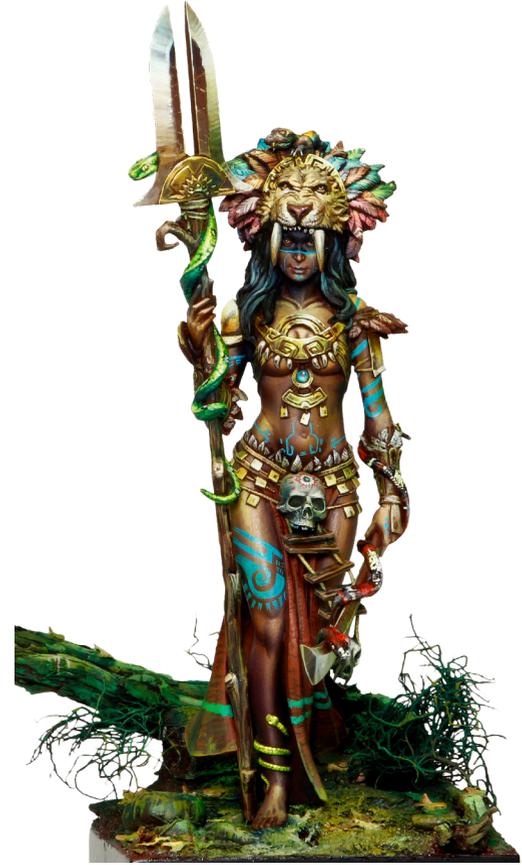
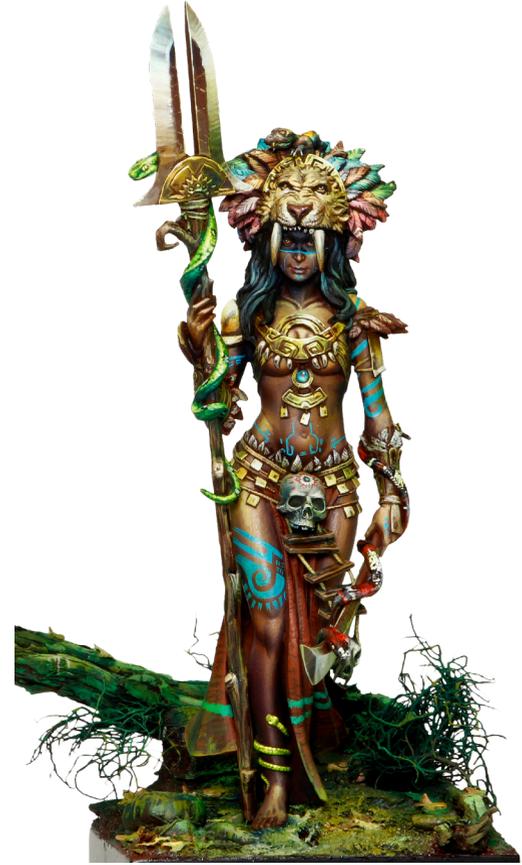
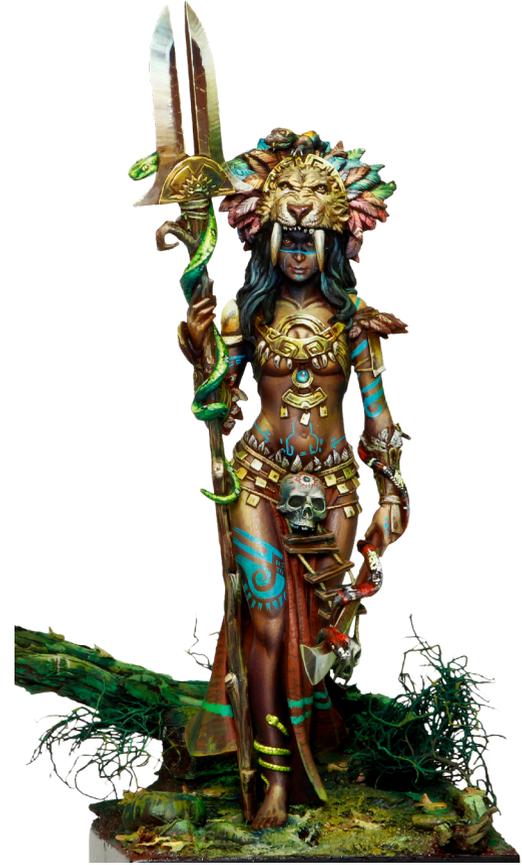
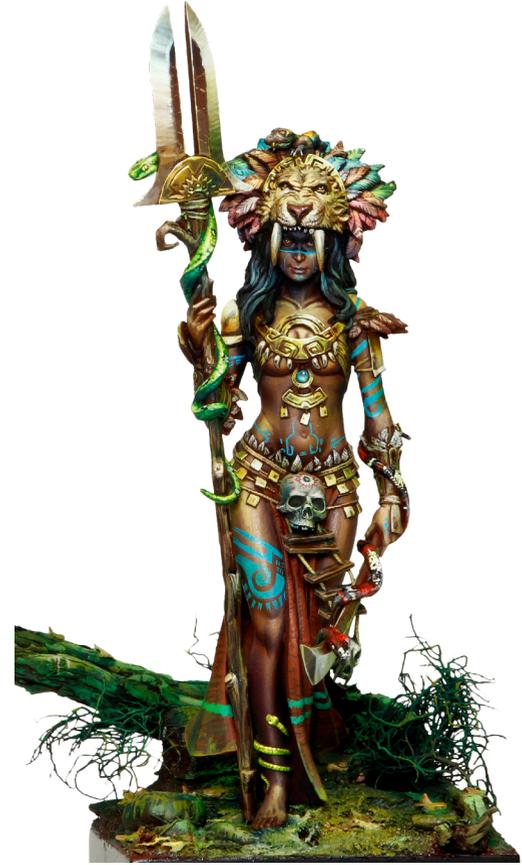
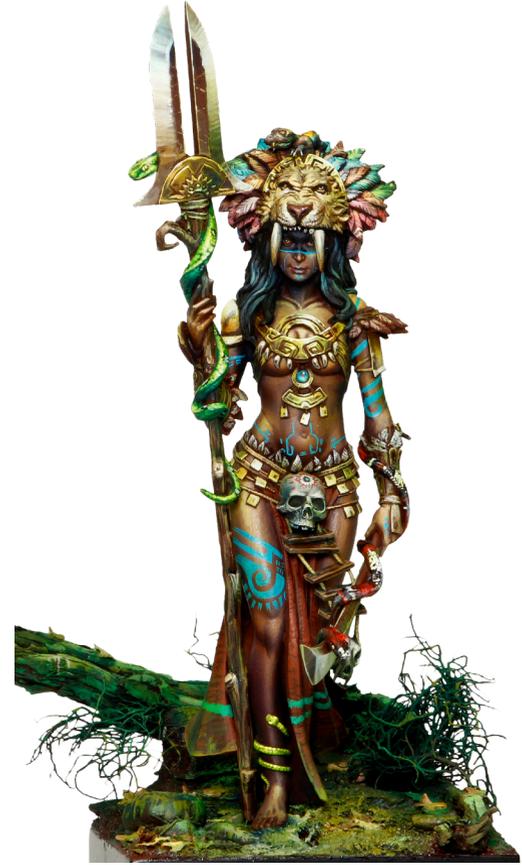
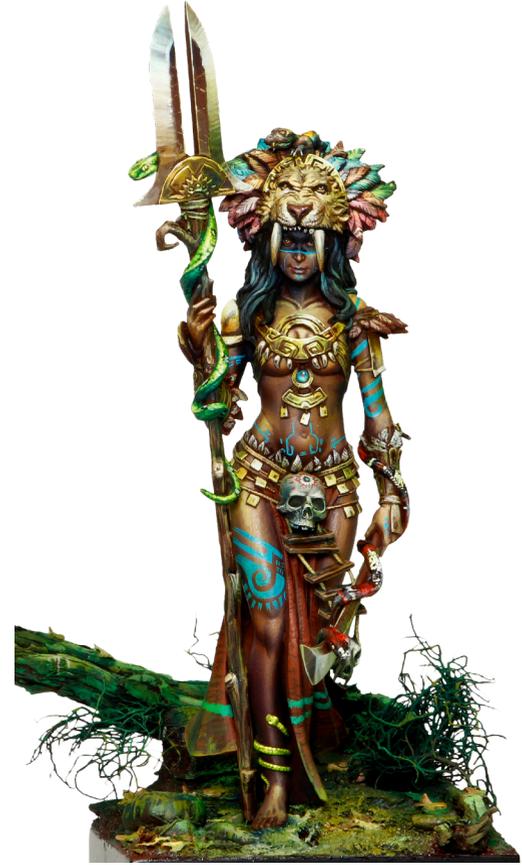
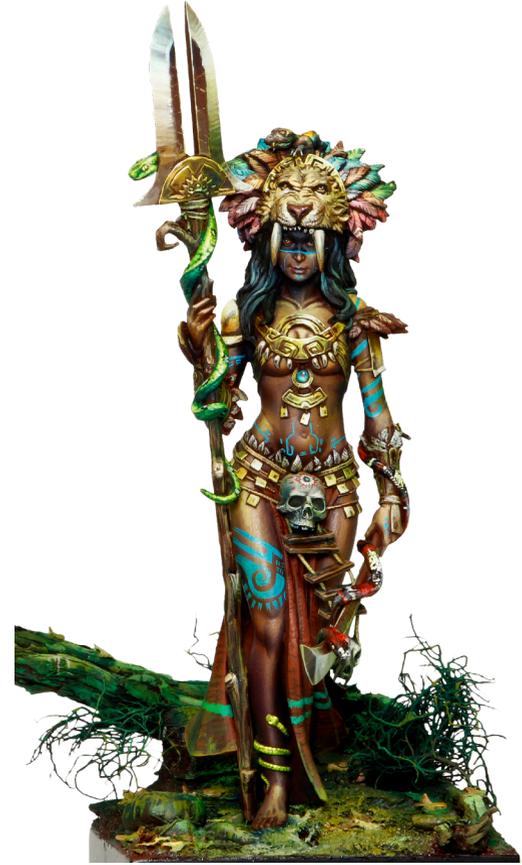
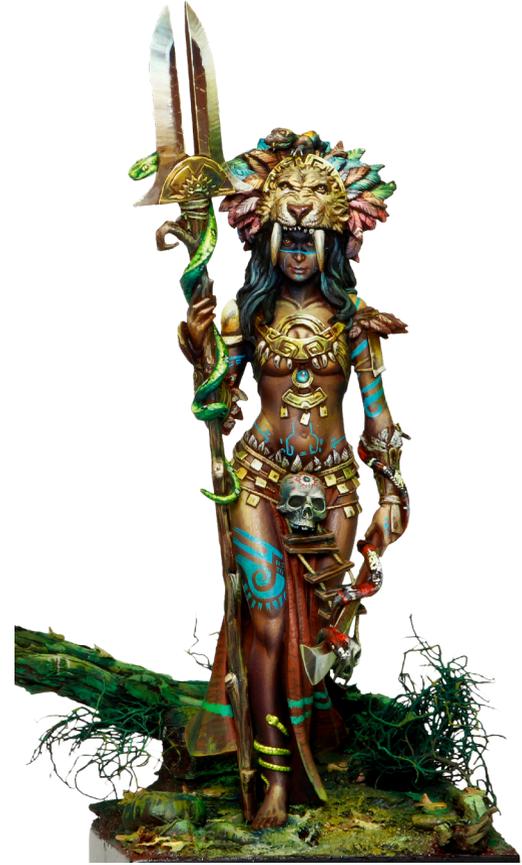
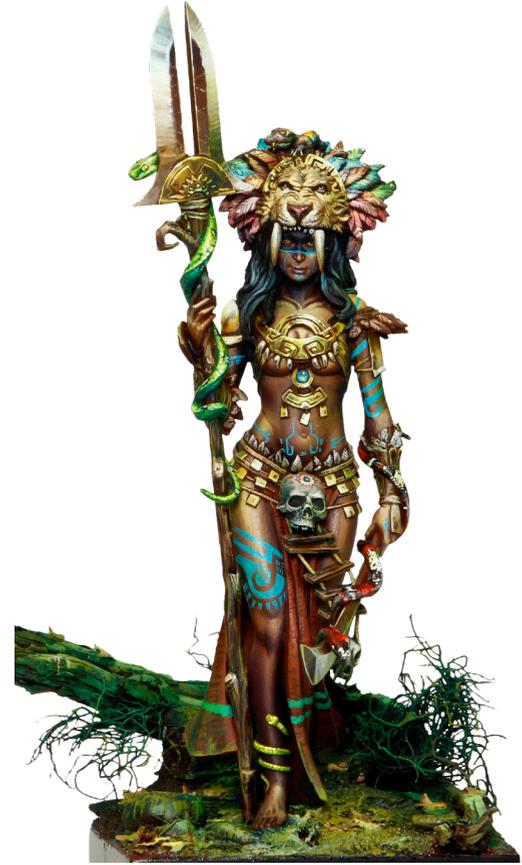
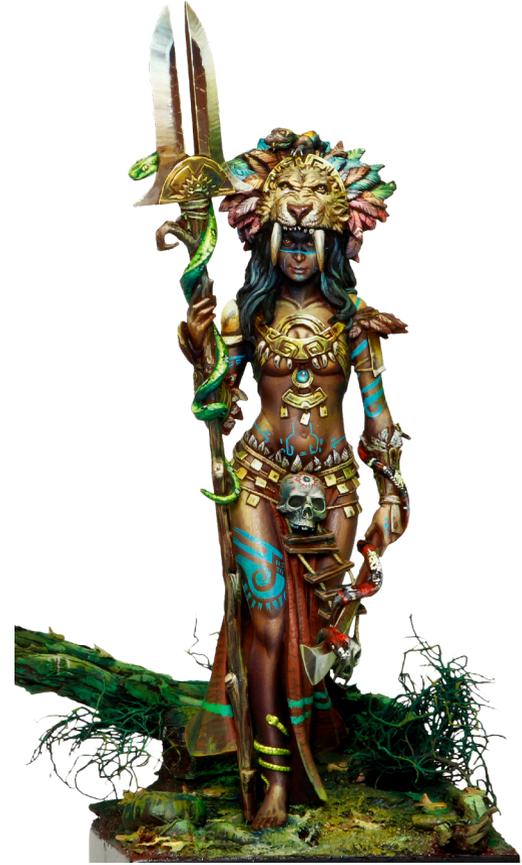
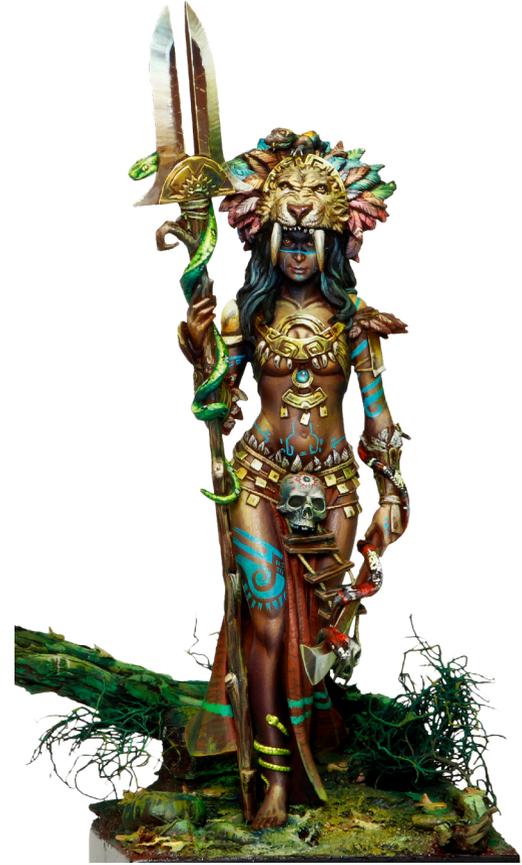
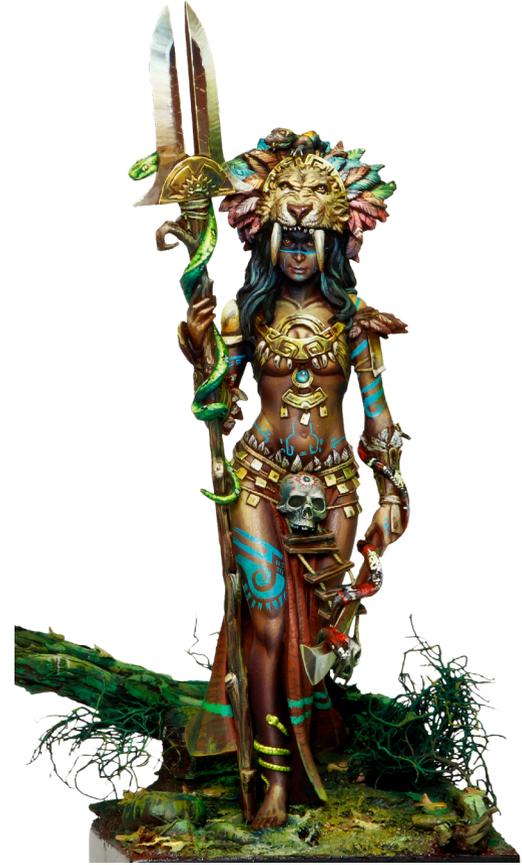
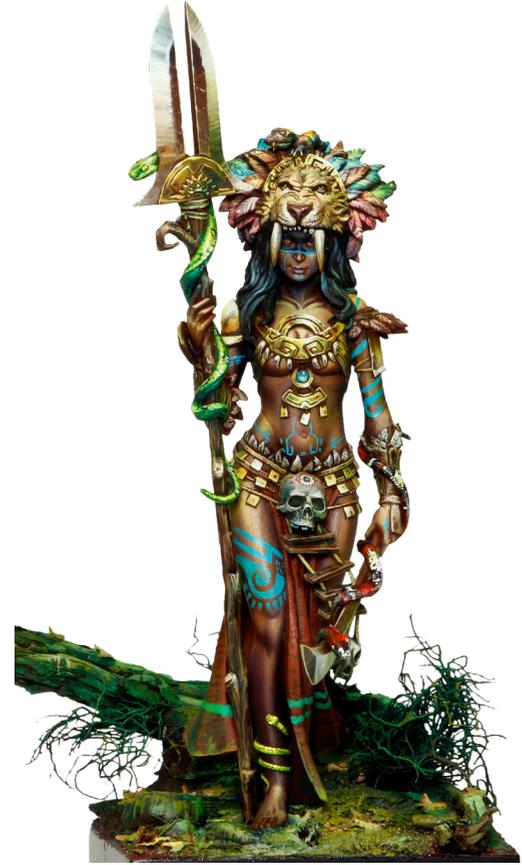
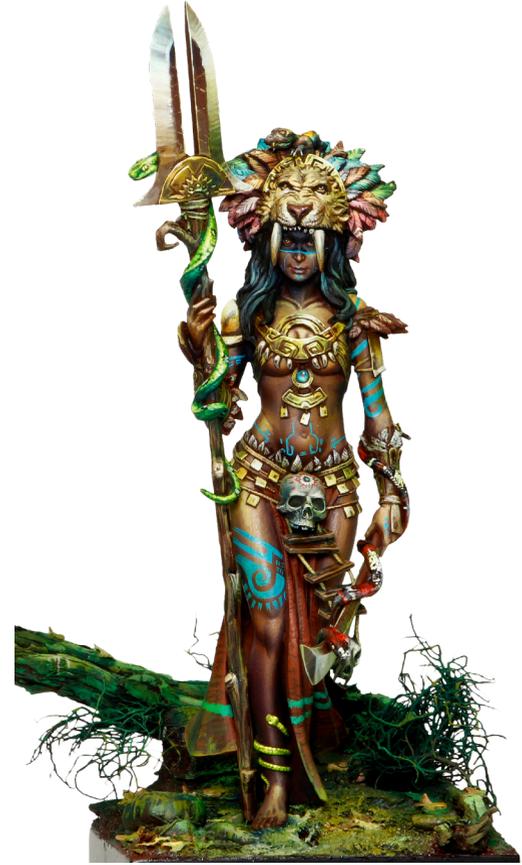
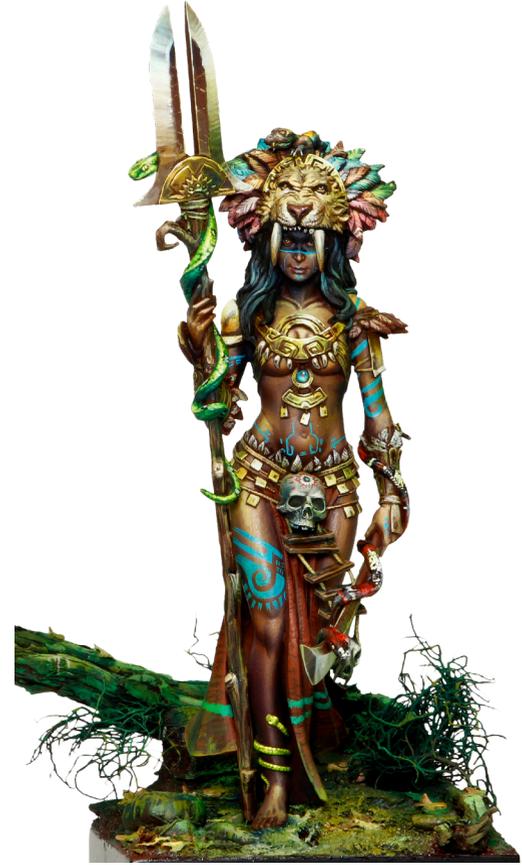
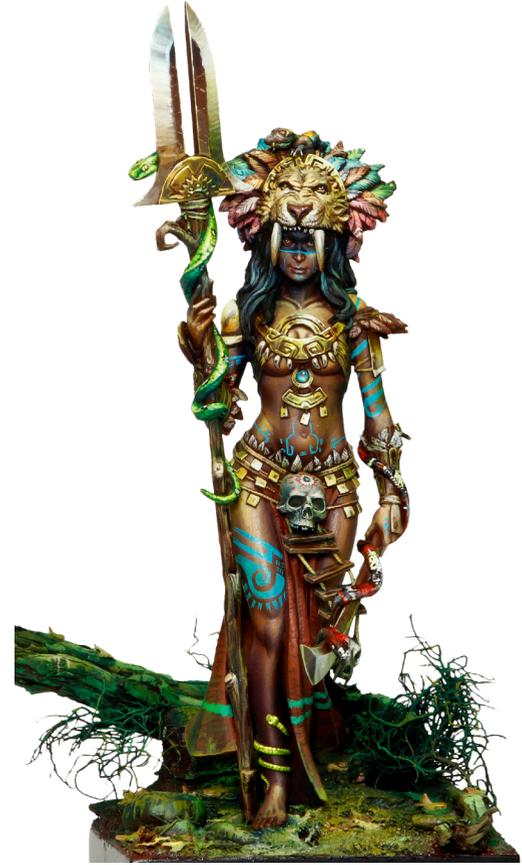
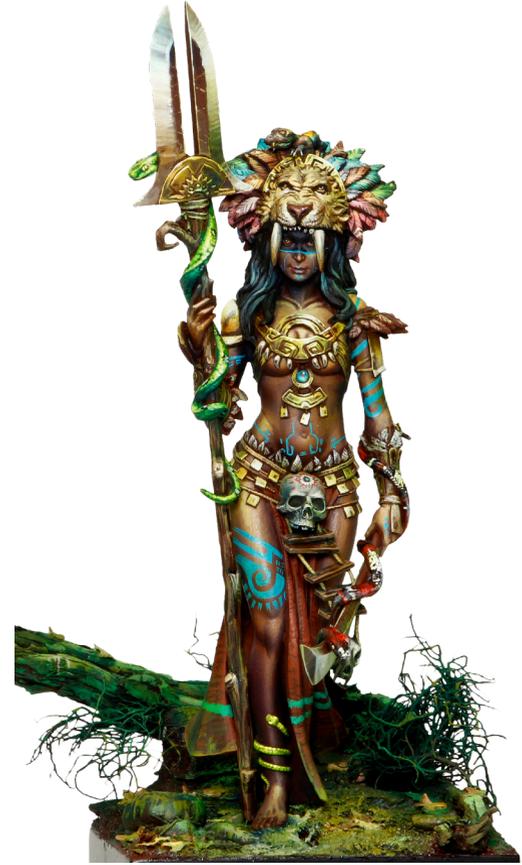
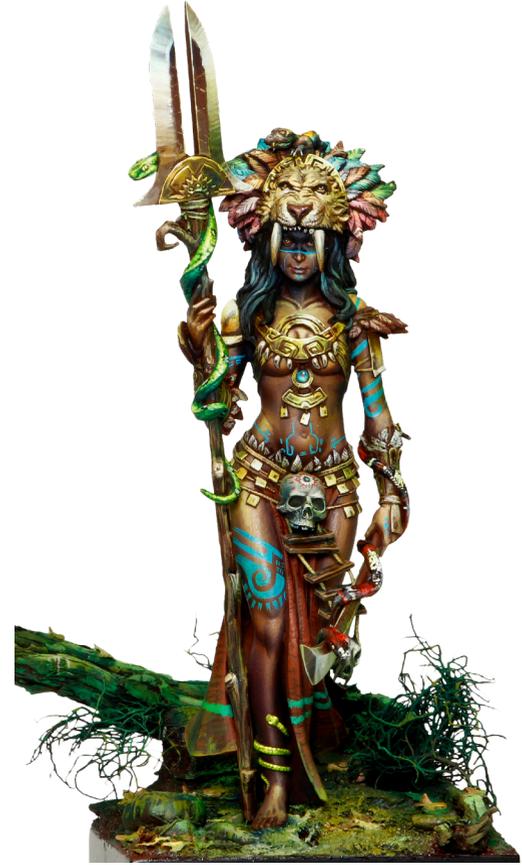
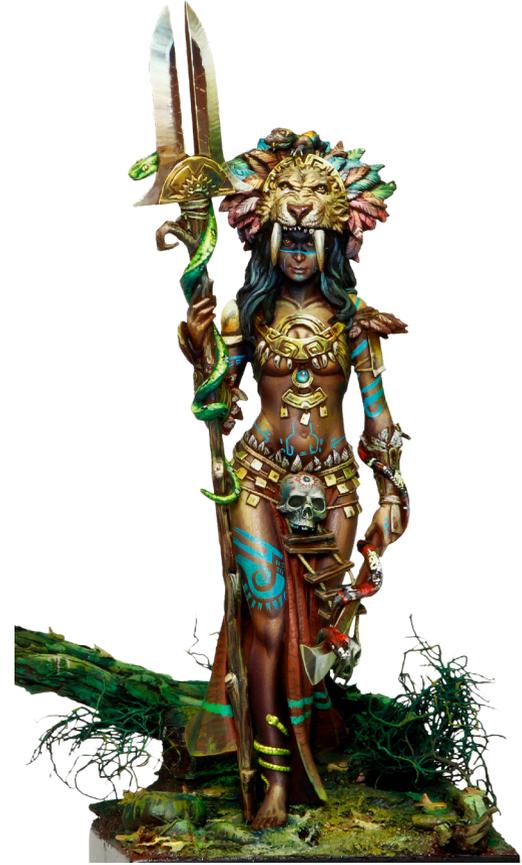
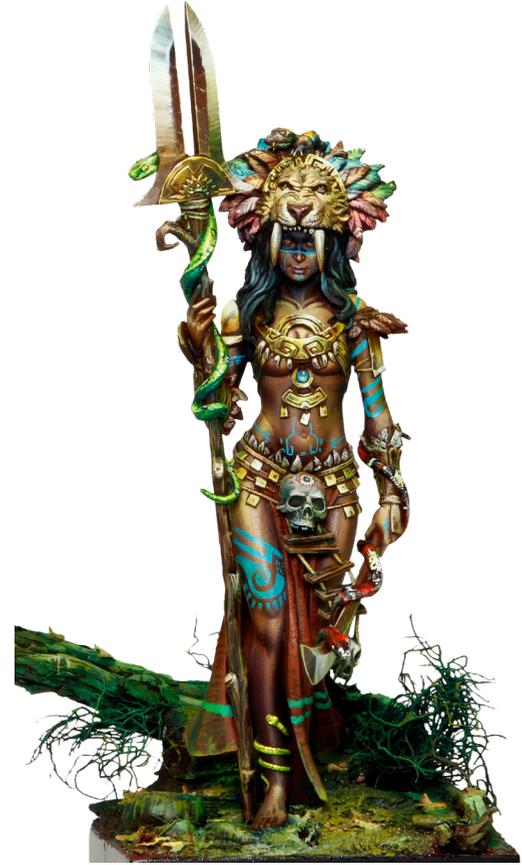
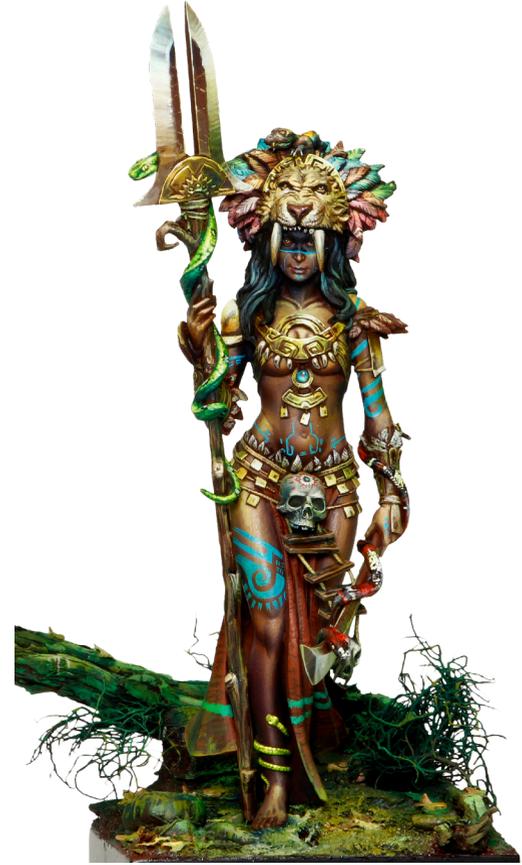
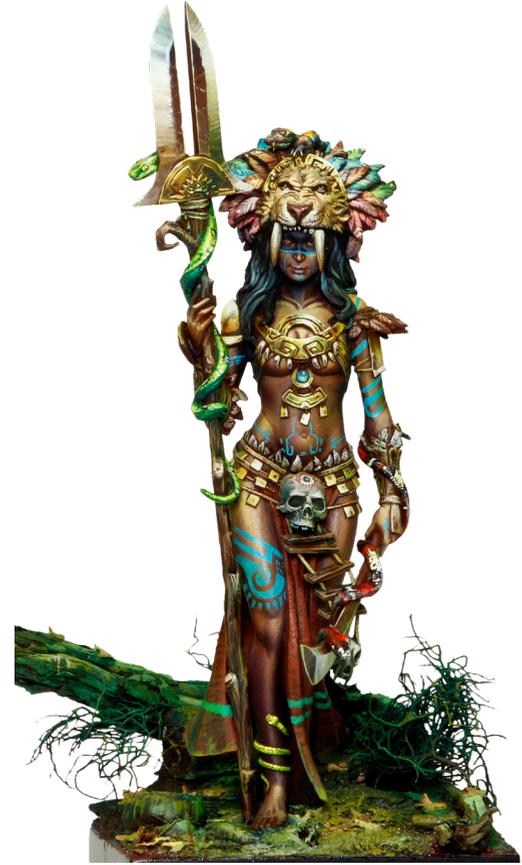
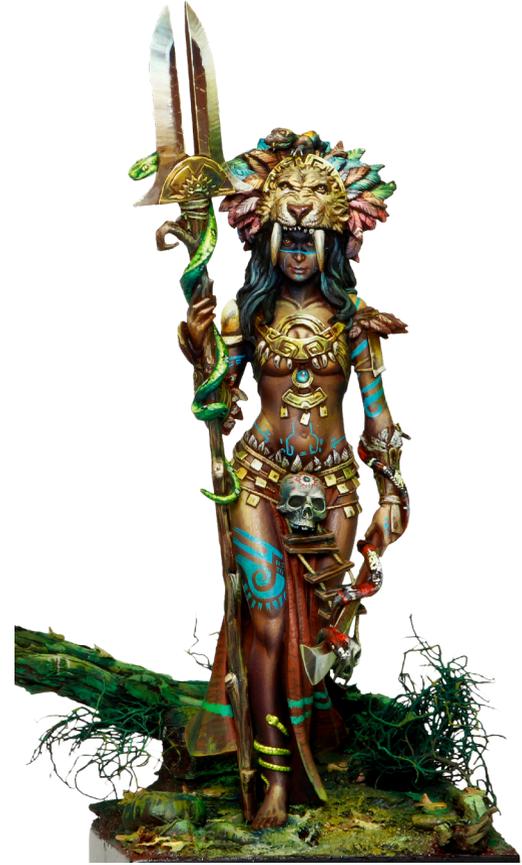
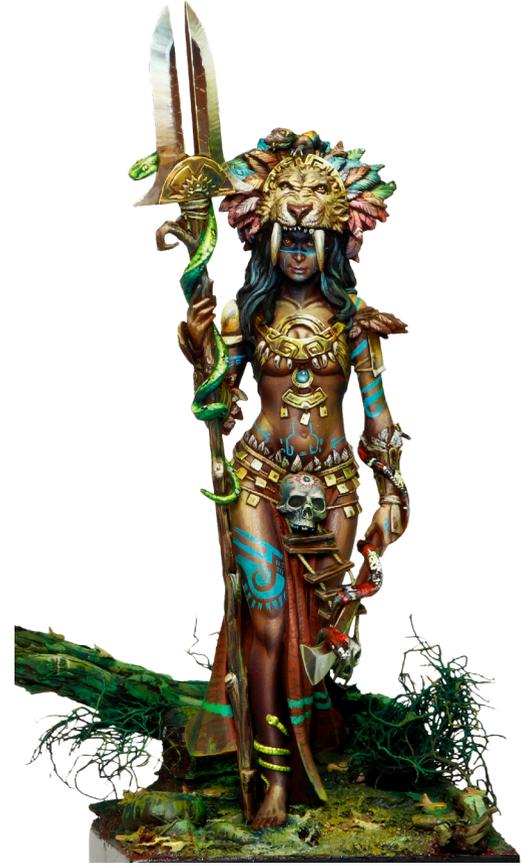
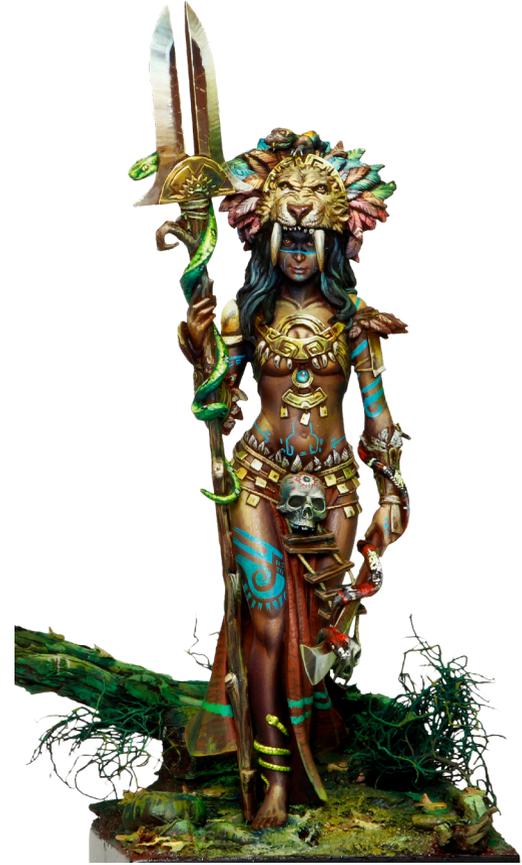
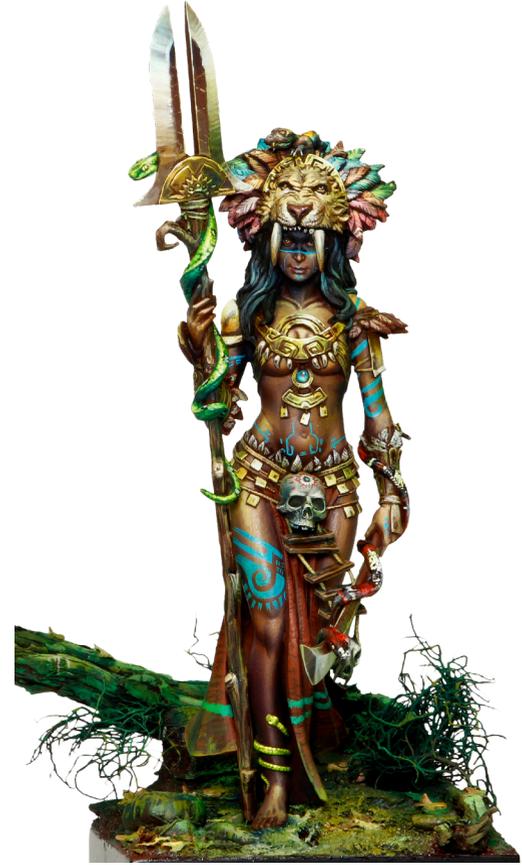
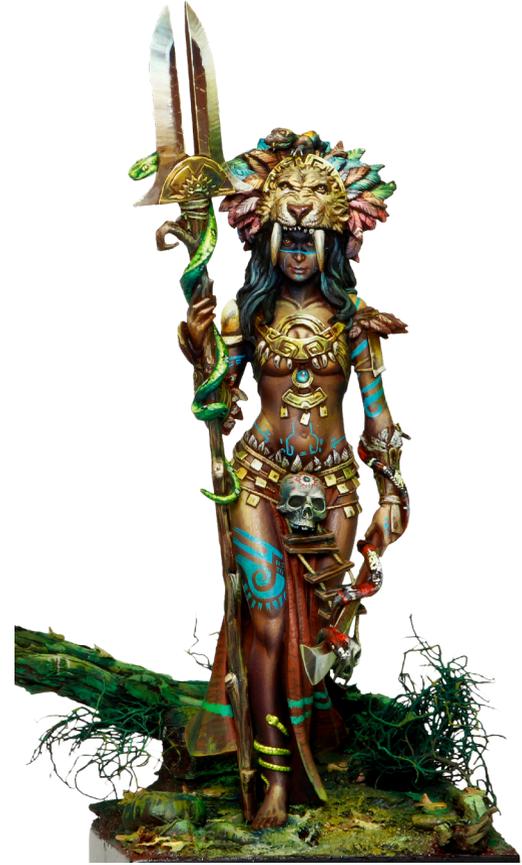
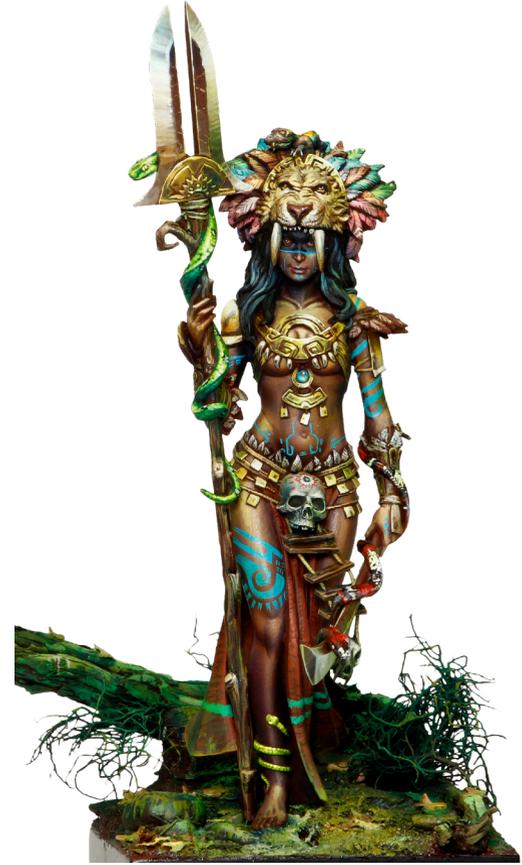
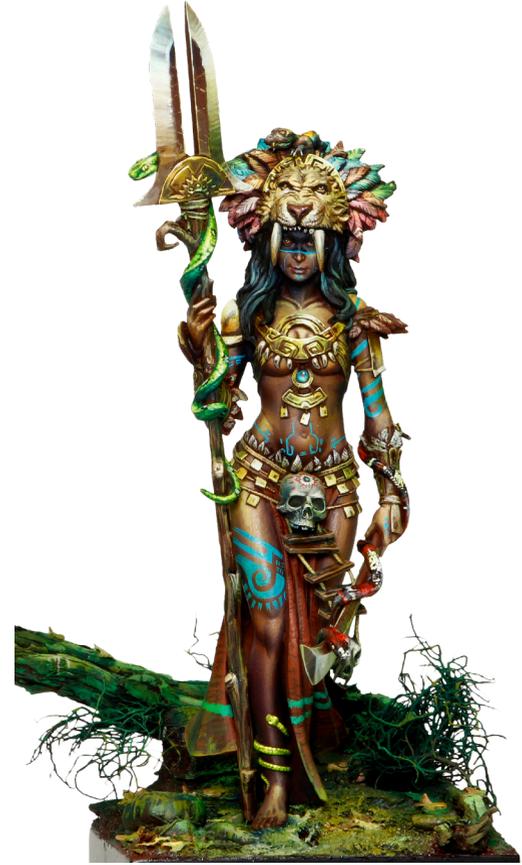
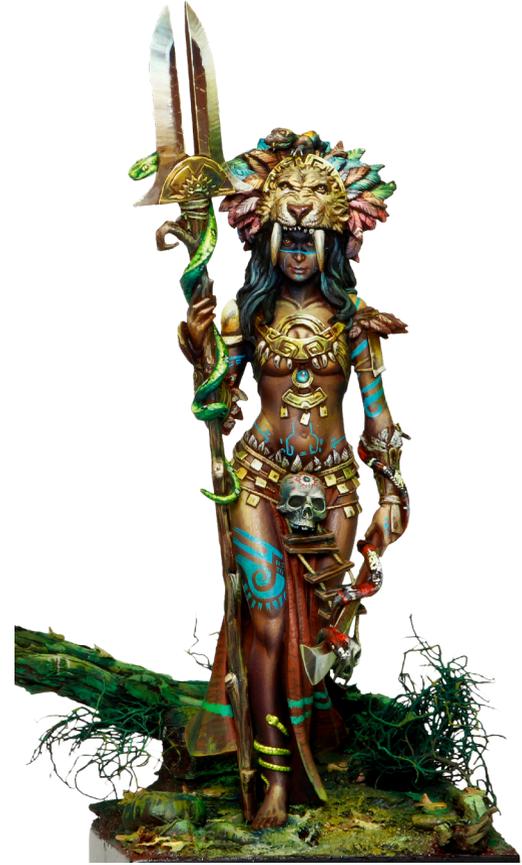
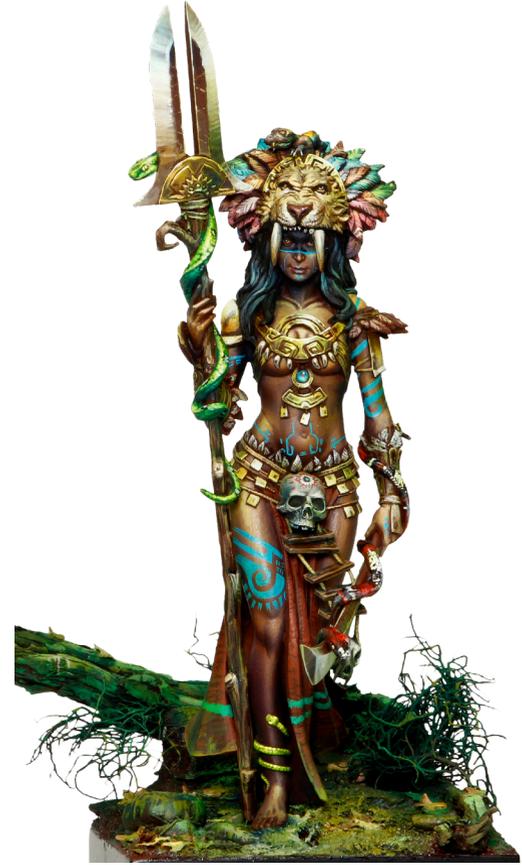
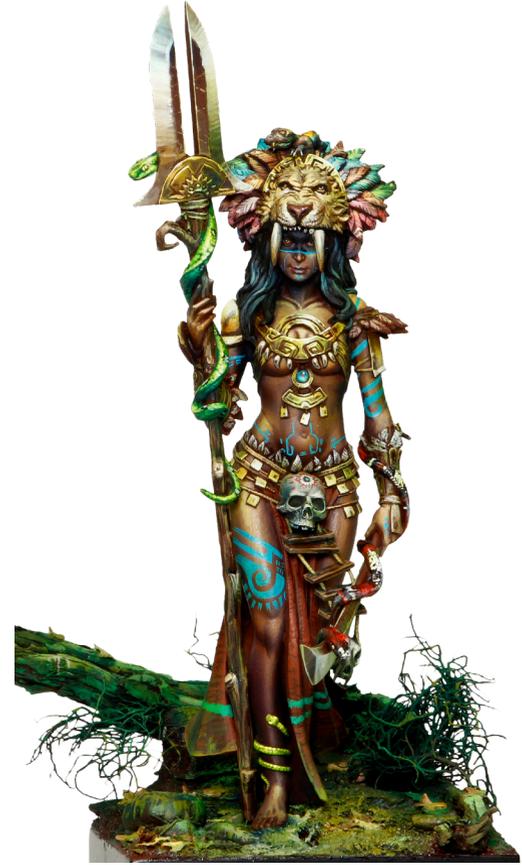
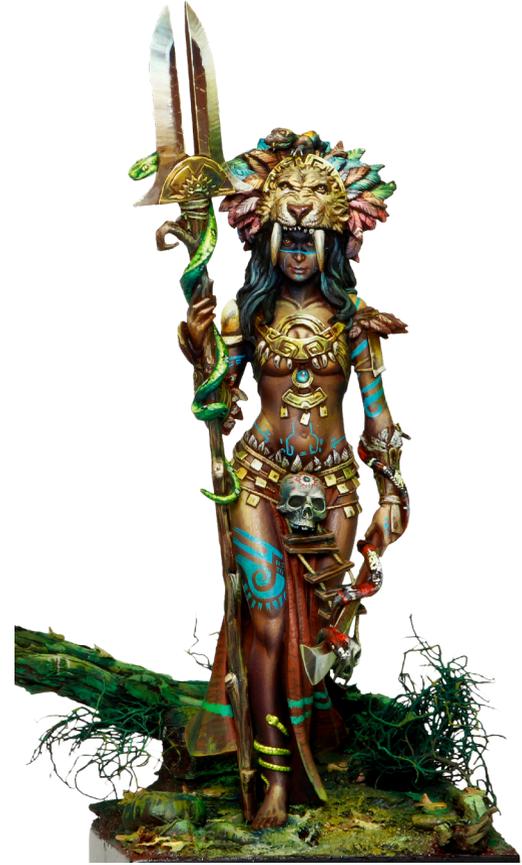
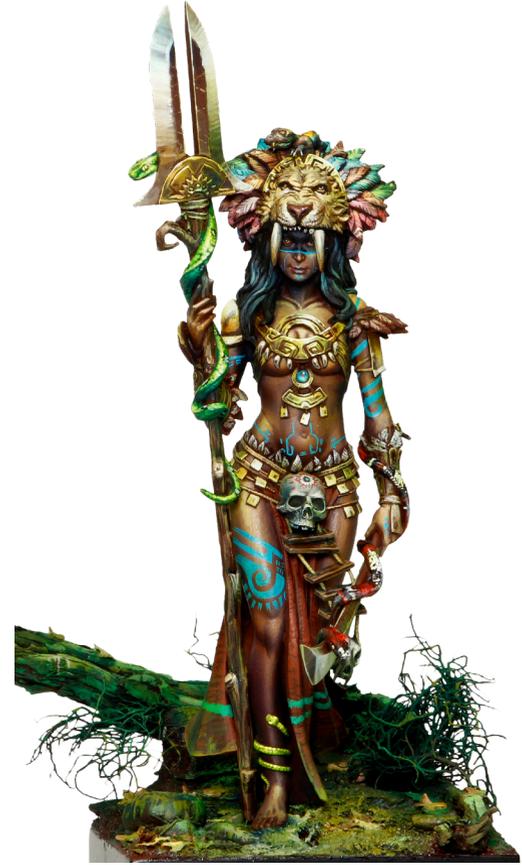
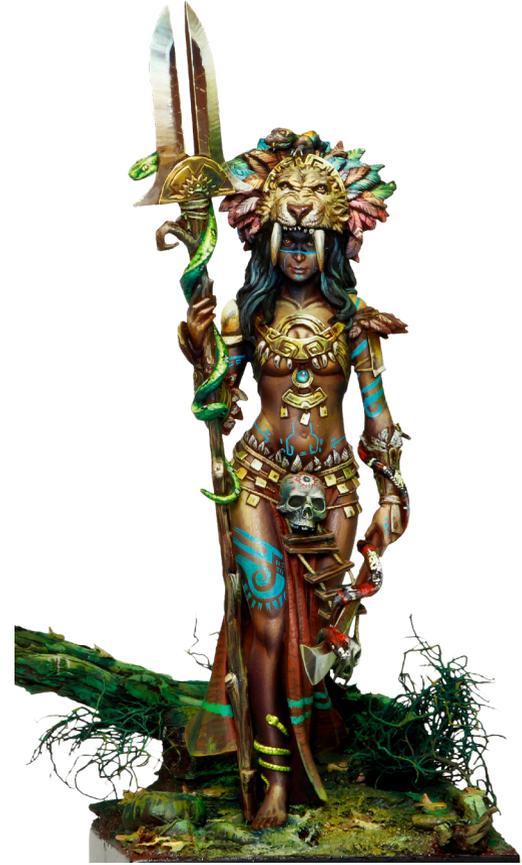
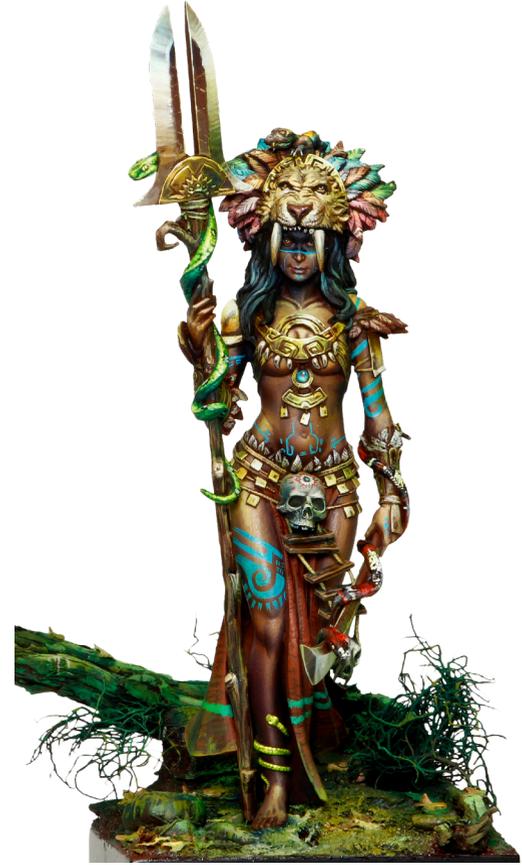
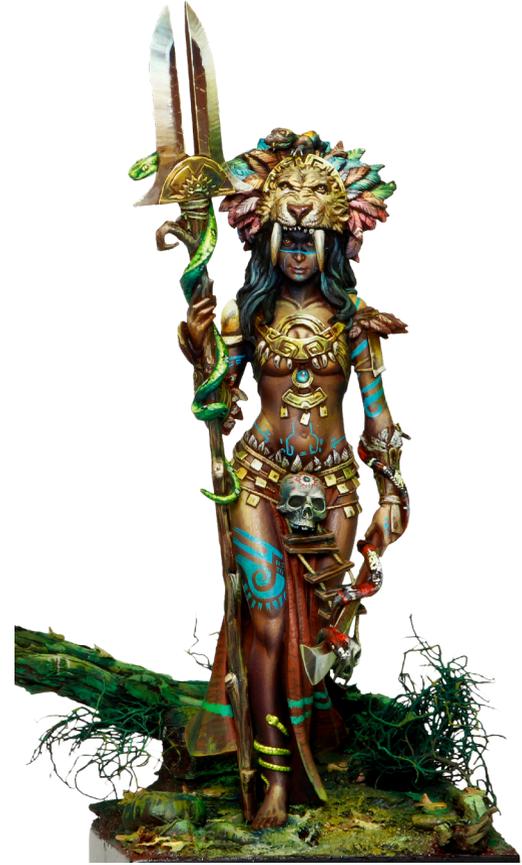
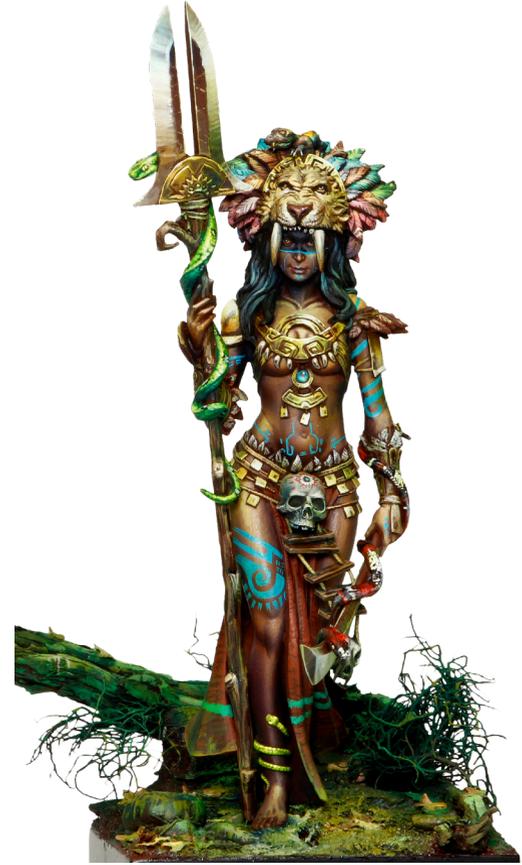
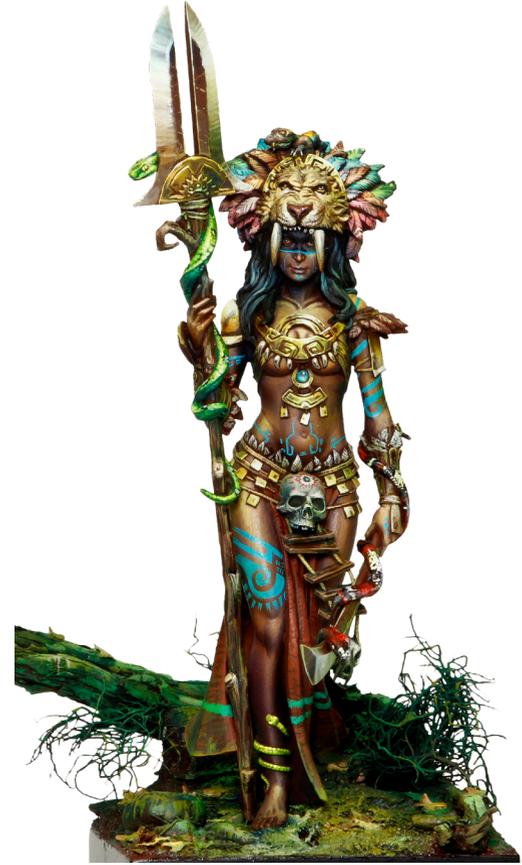
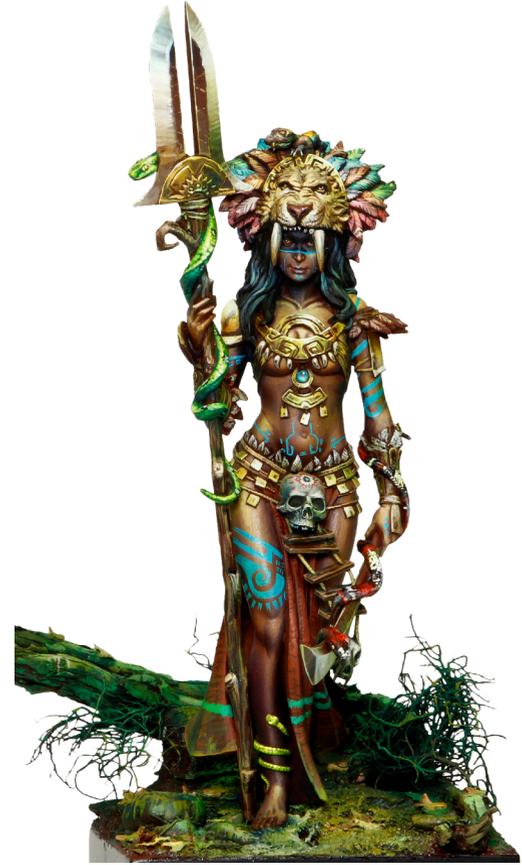
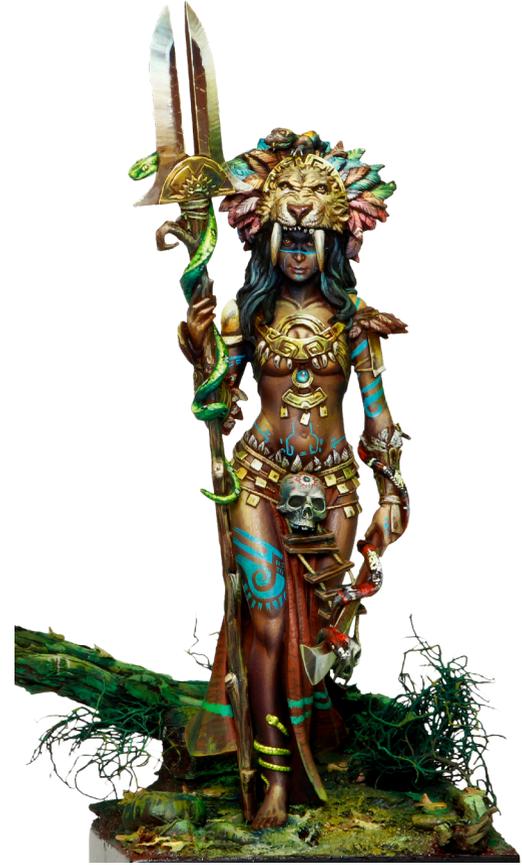
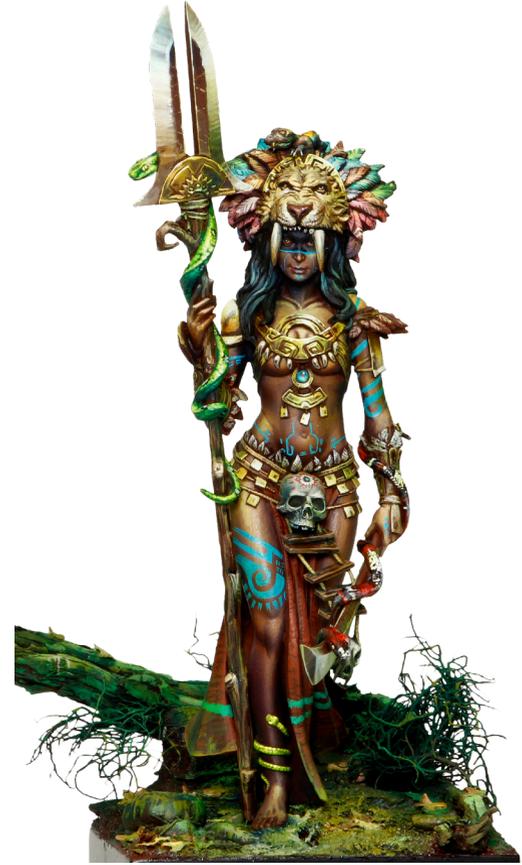
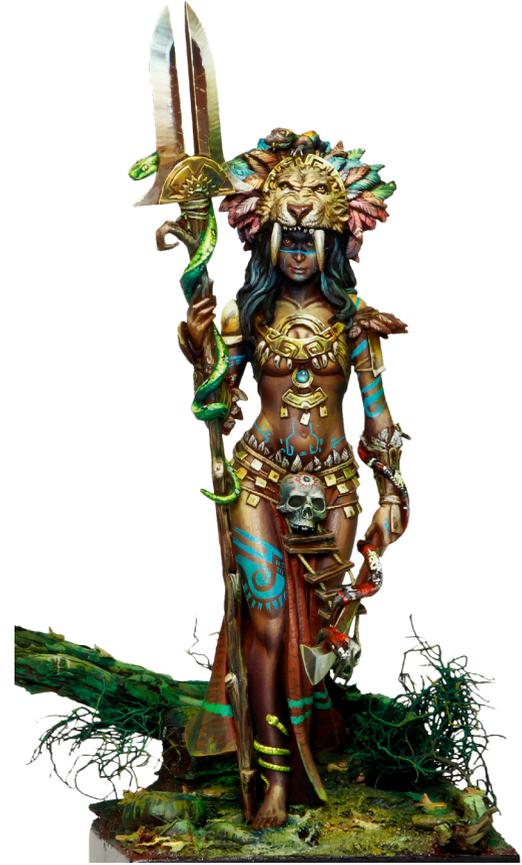
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