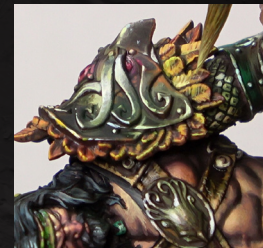




Sergio
CALVO
miniatures

ENGLISH 

VIMIR



VOLVI



SUMMARY

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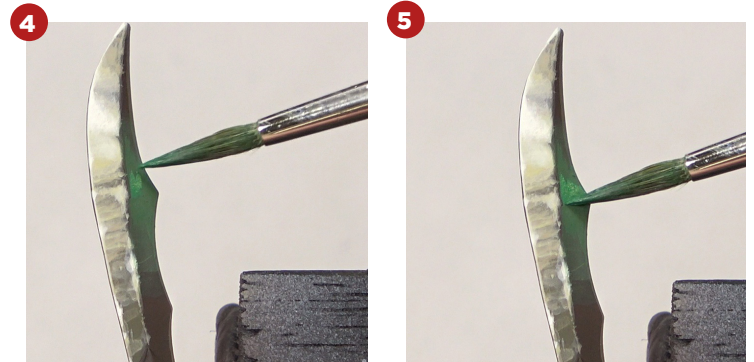
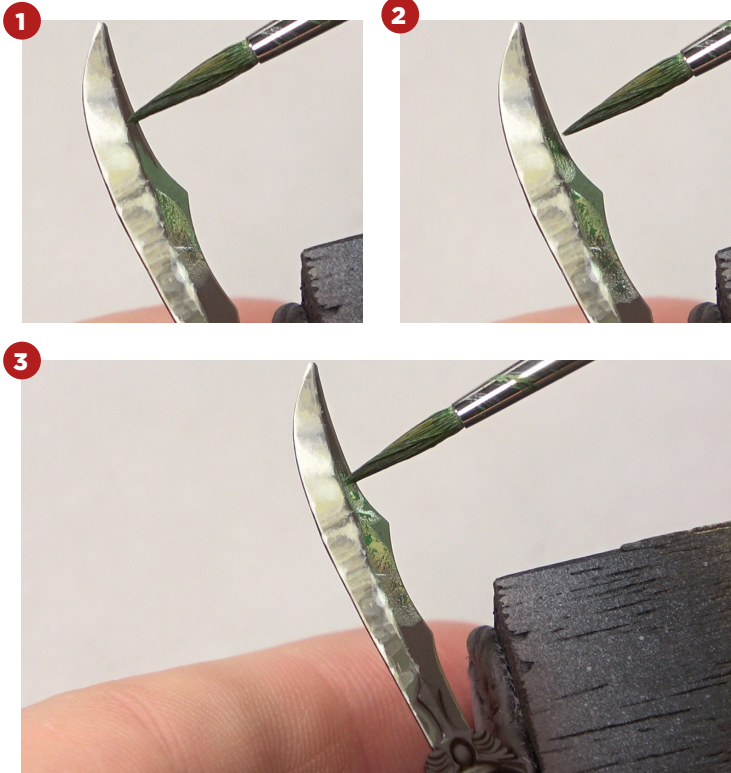


06 VIMIR

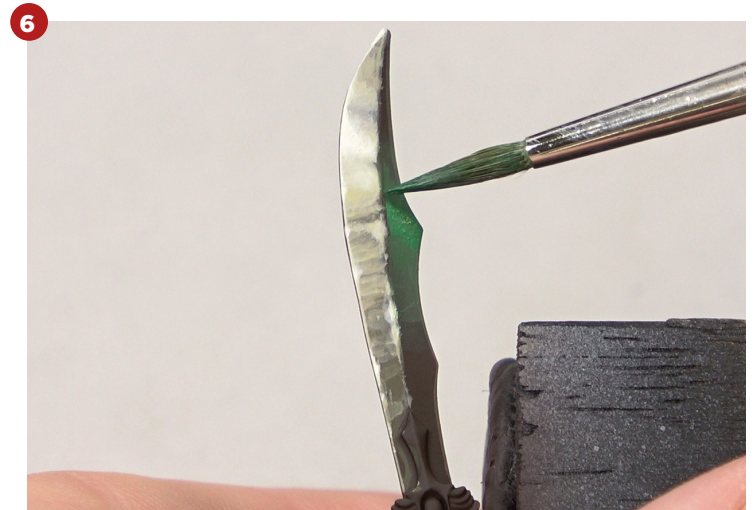
SWORD

We continue painting of the sword.

First, we'll wash this part by adding more water to the new color mixture.



On the other side of the sword, we are going to do something like the previous step but playing with greenish tones (Mix and Lizard Green).



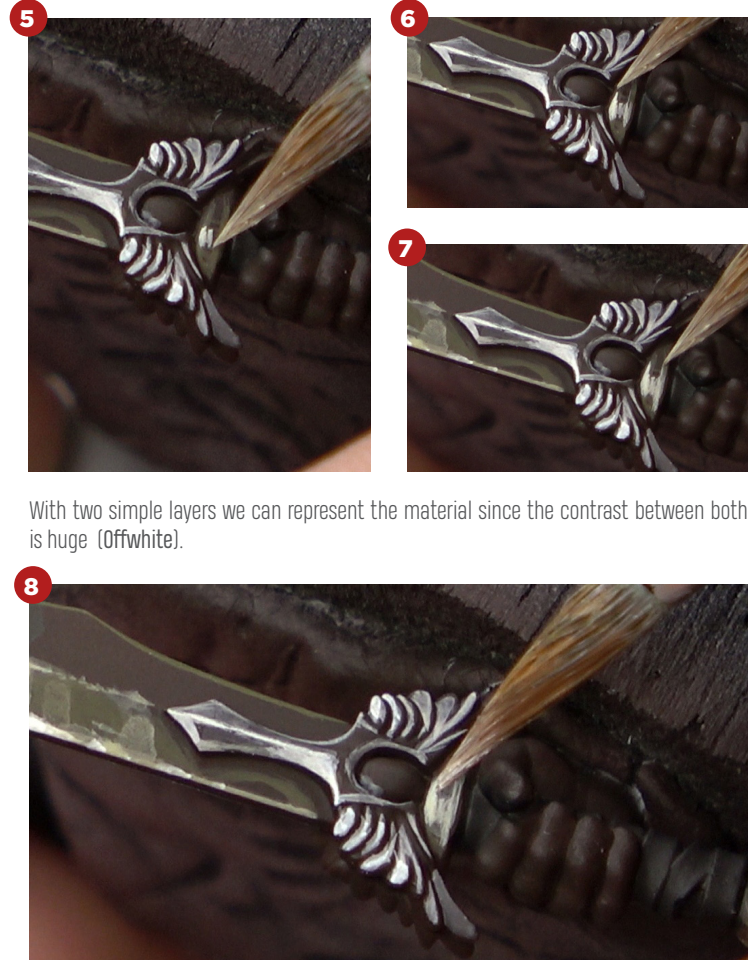
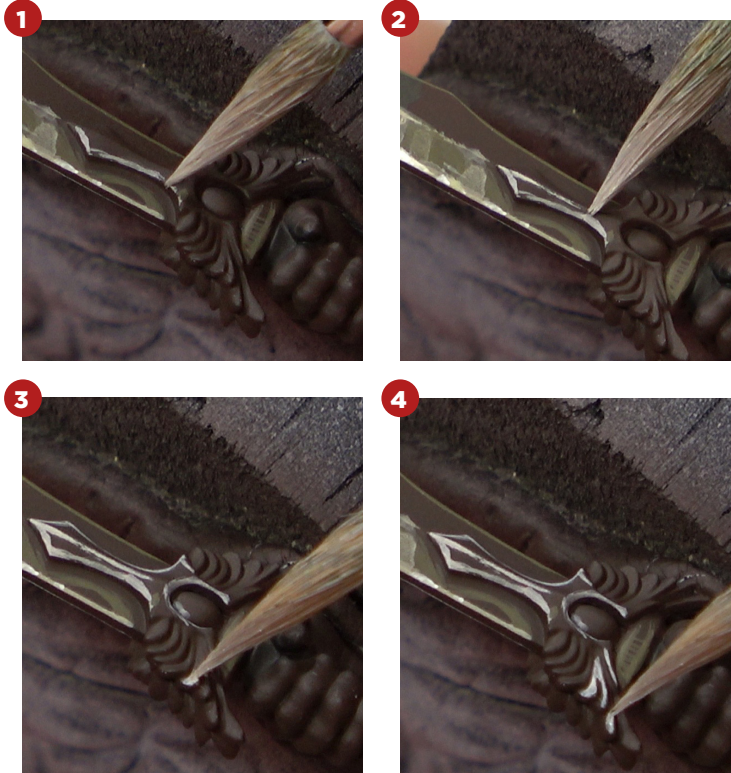


06 VIMIR

SWORD

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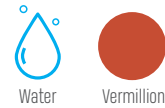
In the area of the hilt, we must create a NMM in a very simple way (since we want the edge of the weapon to has more prominence).



With two simple layers we can represent the material since the contrast between both is huge (Offwhite).



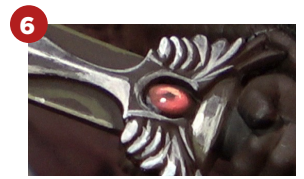
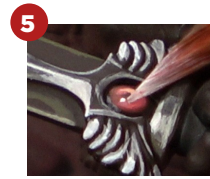
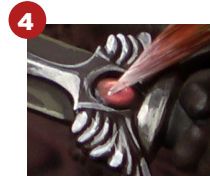
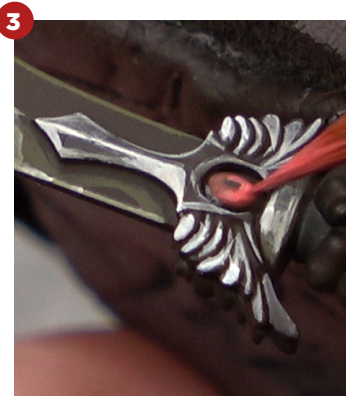
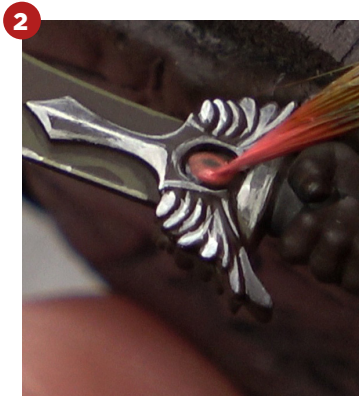
06 VIMIR



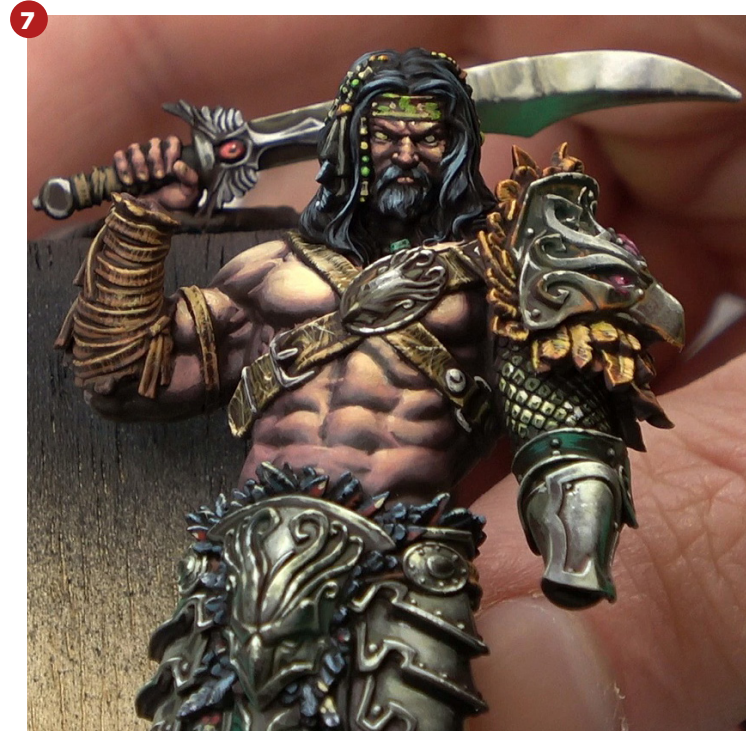
SWORD

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To finish off that gem or jewel that has the hilt, we can create a circle around the surface to be painted. Go up towards the light with the saturation (Vermillion and Dead Red).



And place a little glitter to recreate the effect that it is a jewel (Offwhite).



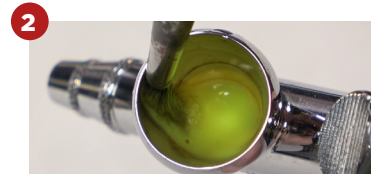
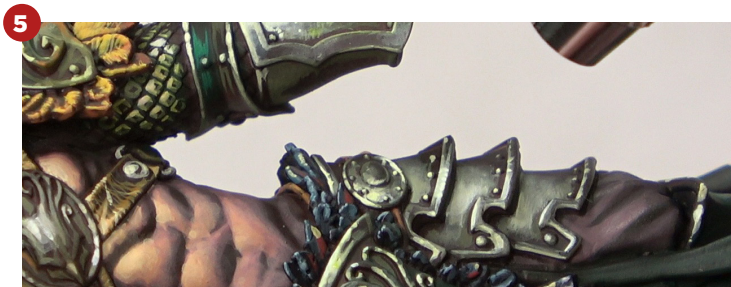
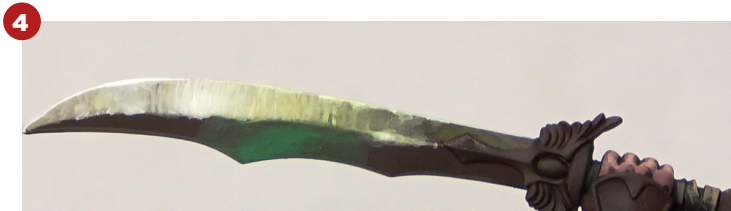
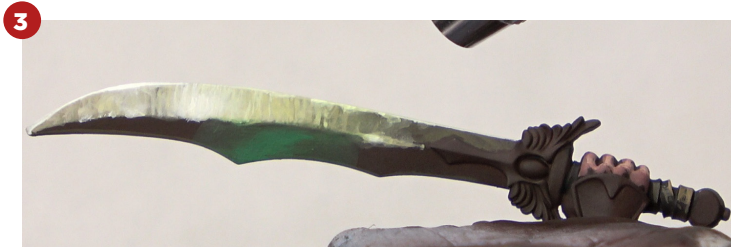


06 VIMIR

AIRBRUSH

06/48

Let us move on now to the airbrush. We will use new colors or filters. It is not about applying the seventeen colors in the same point, but to introduce them in different areas of our miniature (skin, armor, beard...).



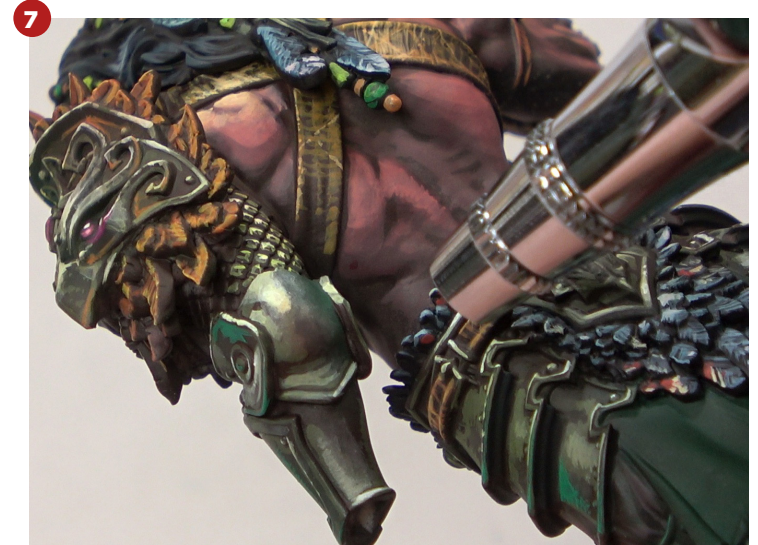
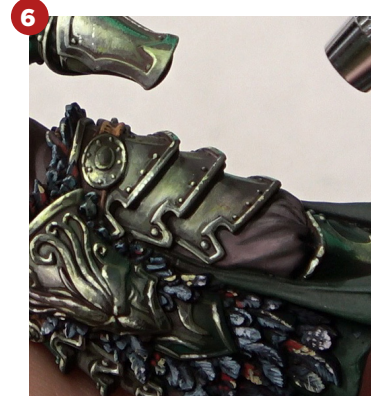
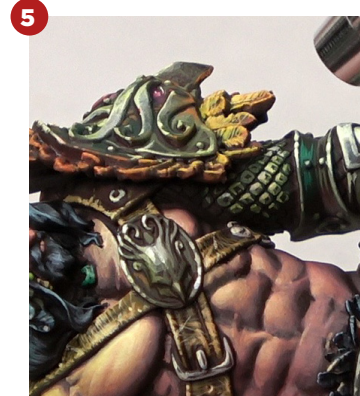
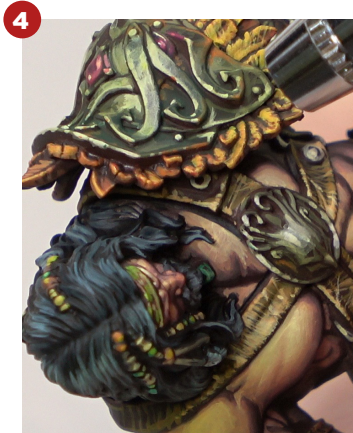
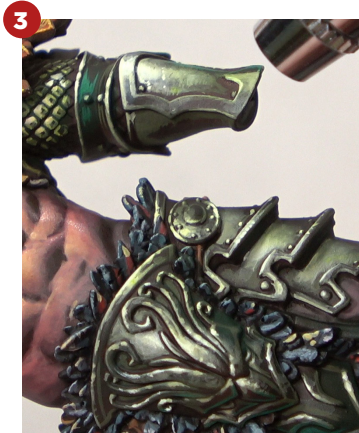
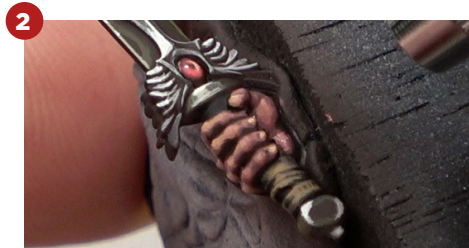
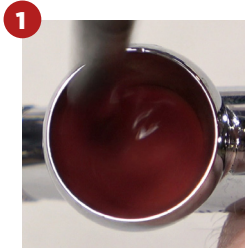


06 VIMIR

AIRBRUSH

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We also must cut the surface we are going to work on, meaning, we will be painting in smaller and smaller parts. In this way, we are going to create in the shadow areas a depth with darker colors (browns, purples...) and in those that are closer to the light, recreate the reflection of that light (like the green that we have used at the beginning).



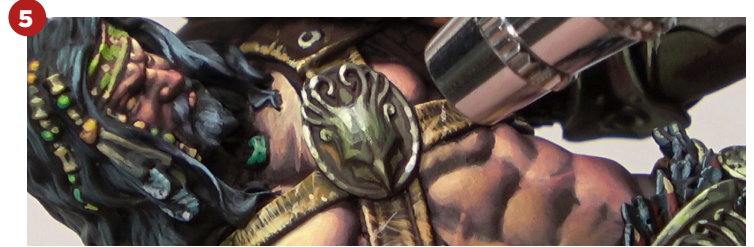
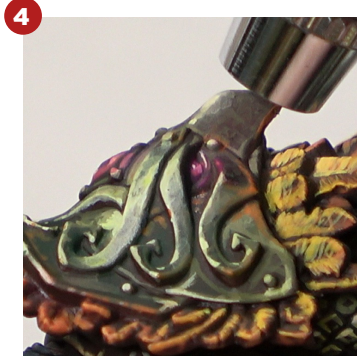
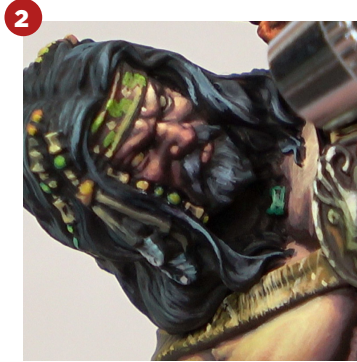


06 VIMIR

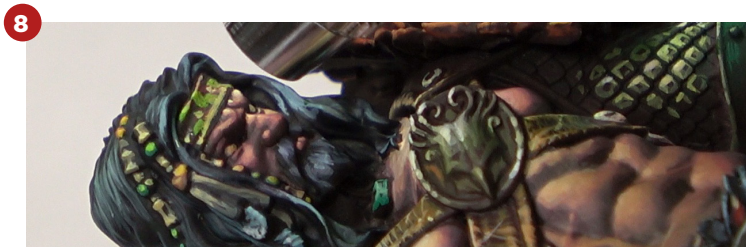
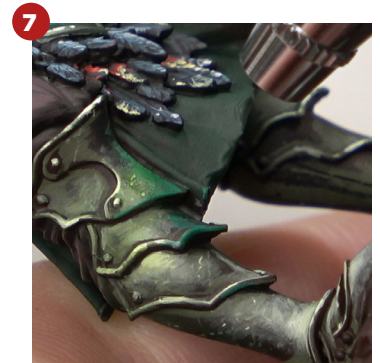
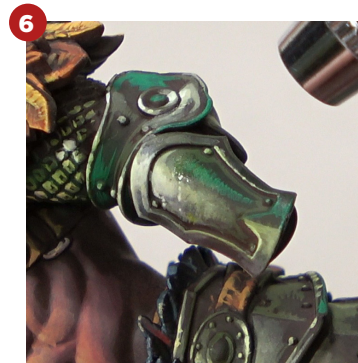
AIRBRUSH

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For the skin we can use this color in areas such as the nose, the cheeks and in the shadows of the muscles. If we always use a very low opacity, we can insist on such areas until we find the shade we want. It could also be used for the gems or stones that we have previously painted.



Finally, we can use this combination of greens to clean surfaces (Dark Green and Light Livery Green).





06 VIMIR



Water

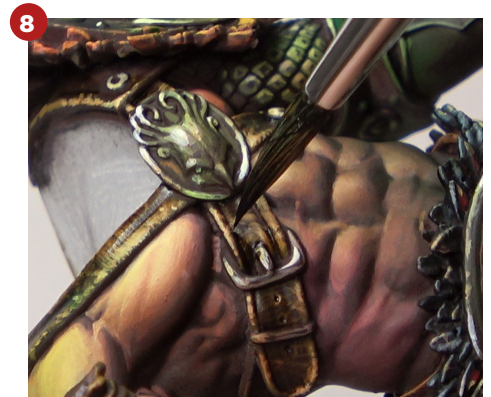
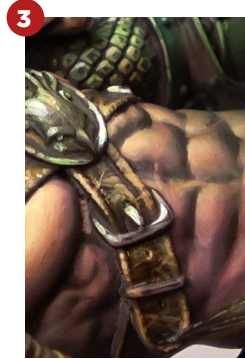


Transparent
Raw Umber

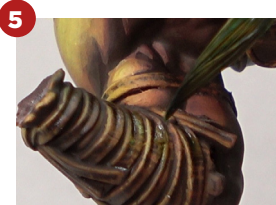
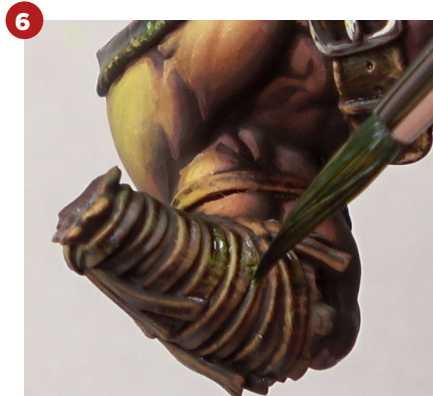
INKS

06/51

Let's start with the leather straps across the chest.



In the arm area we can use a completely different color to create a greater depth in the shadows and give it a different finish (Yellow Shade).



(Transparent Raw Umber and Carbon Black) To continue giving more leather feeling we apply this new mix to the chest straps.

In the feathers, we can use a more vivid color like this purple to work on some of them (Muted Pink).



06 VIMIR



Water

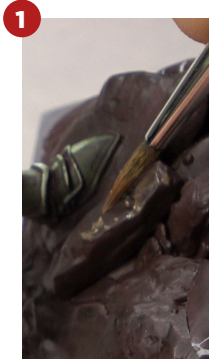


Tan Earth

BASE

06/52

Now we are going to give the first touches to the base. We start with brown tones tending to greenish (Middle Stone).

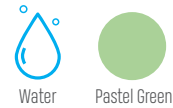


Later we will add a greener shade (Alga Green).





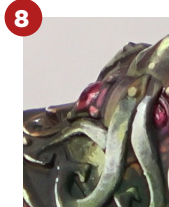
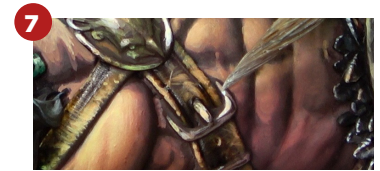
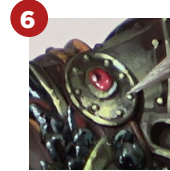
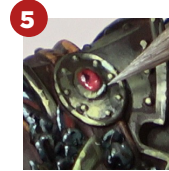
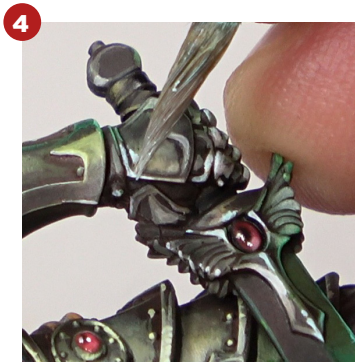
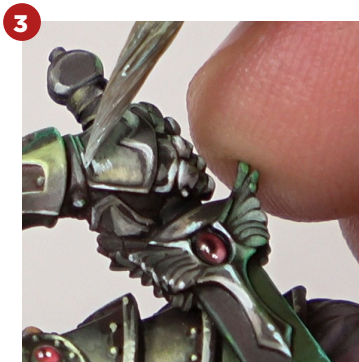
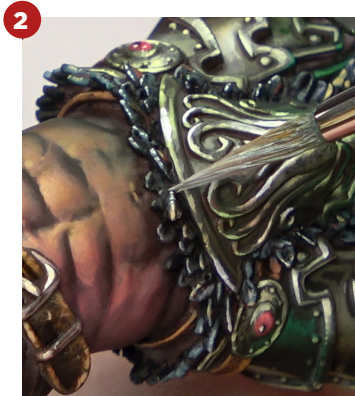
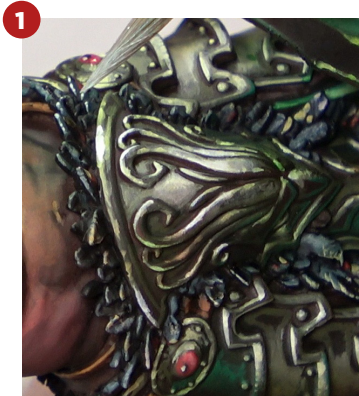
06 VIMIR



TOUCHES

06/53

Having used the airbrush before, many areas may be darker than we had planned. For that, we can bring back some of the light that we have lost by using colors that contain a lots of white.

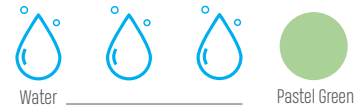


We can also dilute the paint further by adding 2 drops of water.





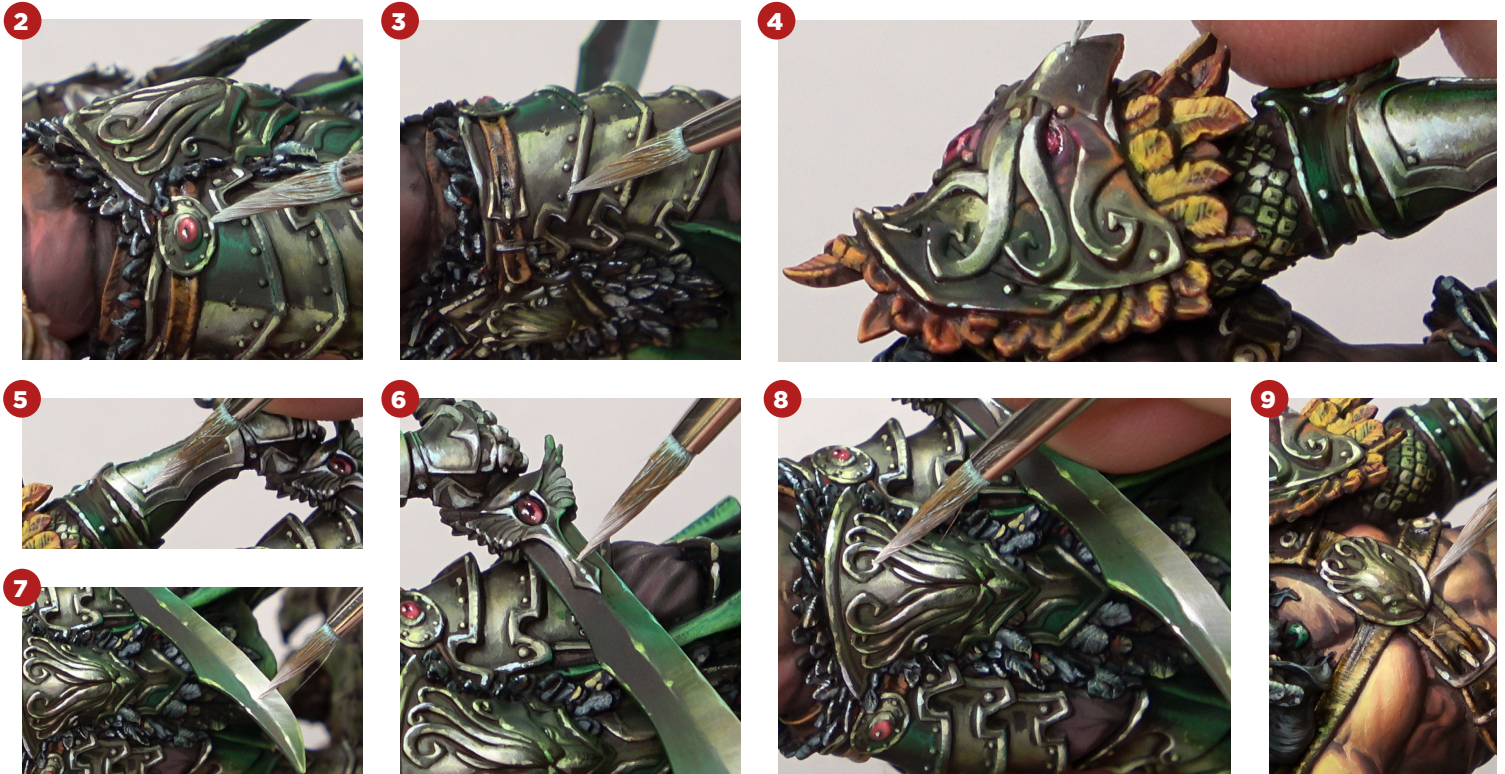
06 VIMIR



TOUCHES

06/54

If necessary, add more water to the paint (Pastel Green). Playing with these last touches allows us to give an extra shine to the NMM edge highlights that will separate them visually from the rest of the elements that compose our miniature (White).





06 VIMIR



Water



Luminous
Green

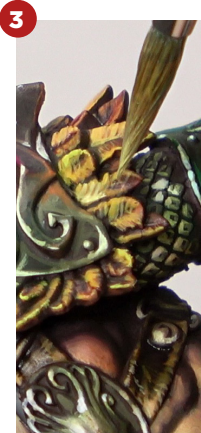
FEATHERS

06/55

The same can be done with a very saturated color for the feathers. And change both the tone and the finish (Volcanic Yellow).



Also, adding these last brushstrokes allows us to give a more natural look and to recover some of the light that we may have lost with the airbrush (Pale Yellow). I hope you enjoyed this tutorial, see you in the next one!





07 COLORS

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)

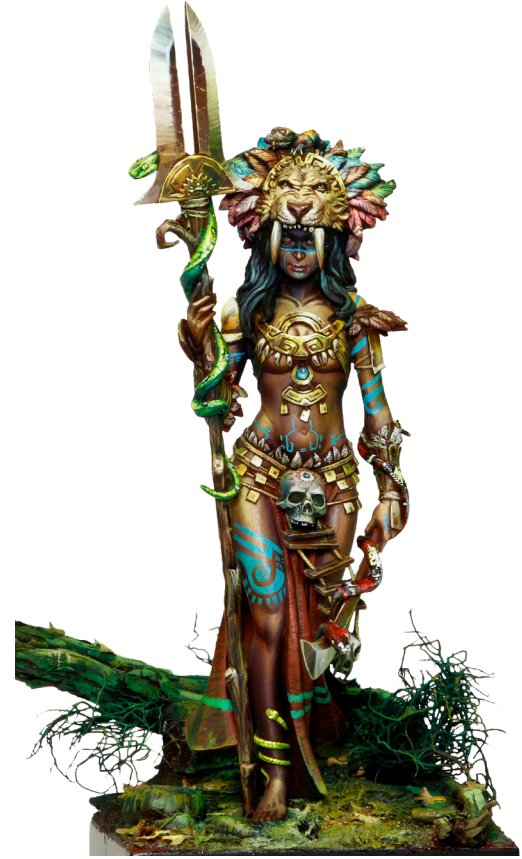


08 GALLERY





08 GALLERY





08 GALLERY

SERGIO CALVO MINIATURES - VIMIR VOL VI





08 GALLERY





08 GALLERY





VIMIR

VOL VI

CREDITS

Paint
Sergio Calvo

Edition and Correction
Vanessa Sáez y Marta Torres

Design and Layout
Antonio García

Translation
Alex Delgado



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