

Angel Giraldez

# MASTERCCLASS



GIRALDEZ

Painting **monsters**, full of textures and weird skin tones that we are not used to, tend to be tedious for painters. Usually, they are bigger creatures, which takes more time and patience.



For this reason, I will teach you how to paint a monster quickly, and how to fool the eye, using an eye-catching color scheme, and not polishing some parts too much, in order to save time

For this miniature, I decided to use a warm color scheme (with colors that stand out) For the base we will use dull colors, creating a strong contrast with the figure.

Keeping this in mind,  
**LET'S START PAINTING!**

## Priming

# 1.

I airbrush 3 thin layers of Black Ref. 74.602.  
I do use the Airbrush Infinity CR PLUS

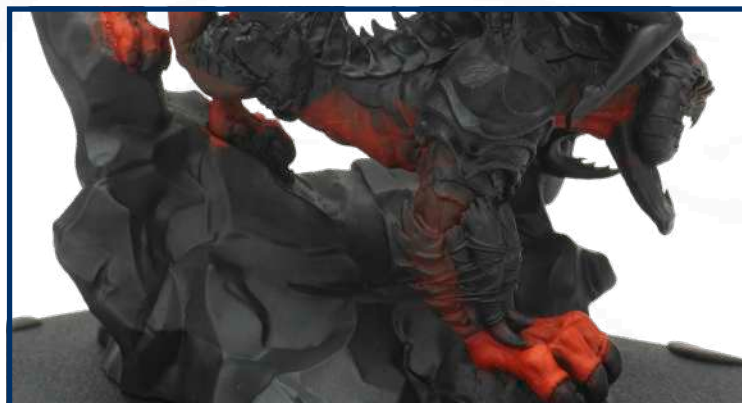
Needle 0,4mm Pressure 1.8 Bar.



# Skin

## 1.

I paint the paws of the monster with Bloody Red Ref. 72.010, applying more layers to those areas next to the claws. This way we create a black to red gradient.

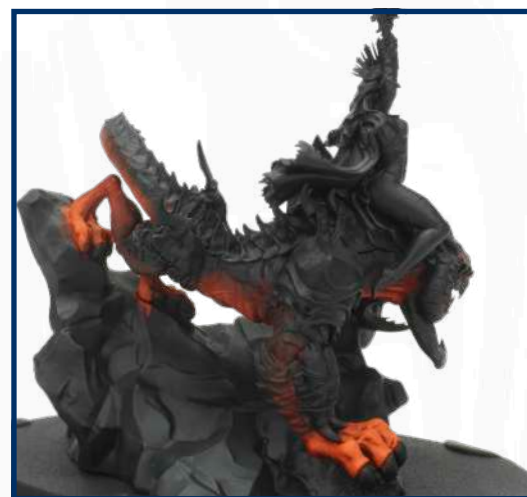


## 2.

For the first highlight, I use Hot Orange Ref. 72.009.

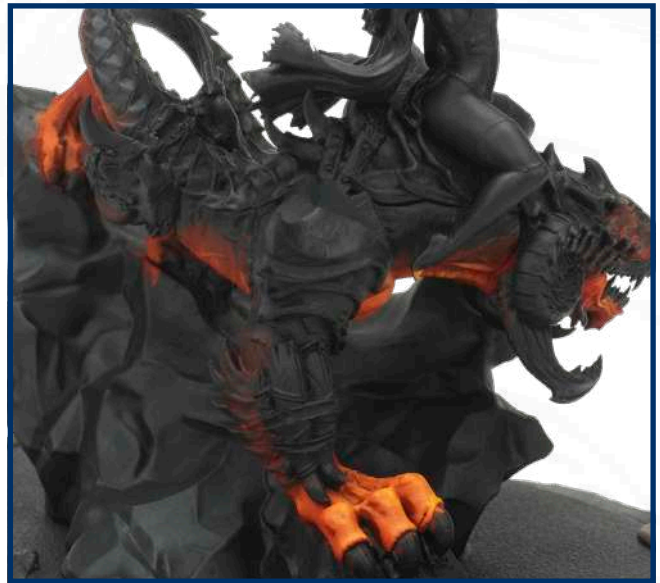
I apply more layers next to the claws.

The idea is getting a good gradient from orange, to red and then black.



# 3.

The second highlight is painted with Orange Fire Ref. 72.008. Once again, adding more layers next to the claws.



# 4.

Finally, I apply a third and last illumination with a mixture of 70% Moon Yellow Ref. 72.005 + 30% Sunset Orange Ref. 72.110.

## Very significant\*

Apply this color using the stippling technique, in order to texture the paws.

I apply a glaze of Gory Red Ref. 72.011 to all of the black parts.

Like this, we will add a hue to these parts, getting a less dark color.

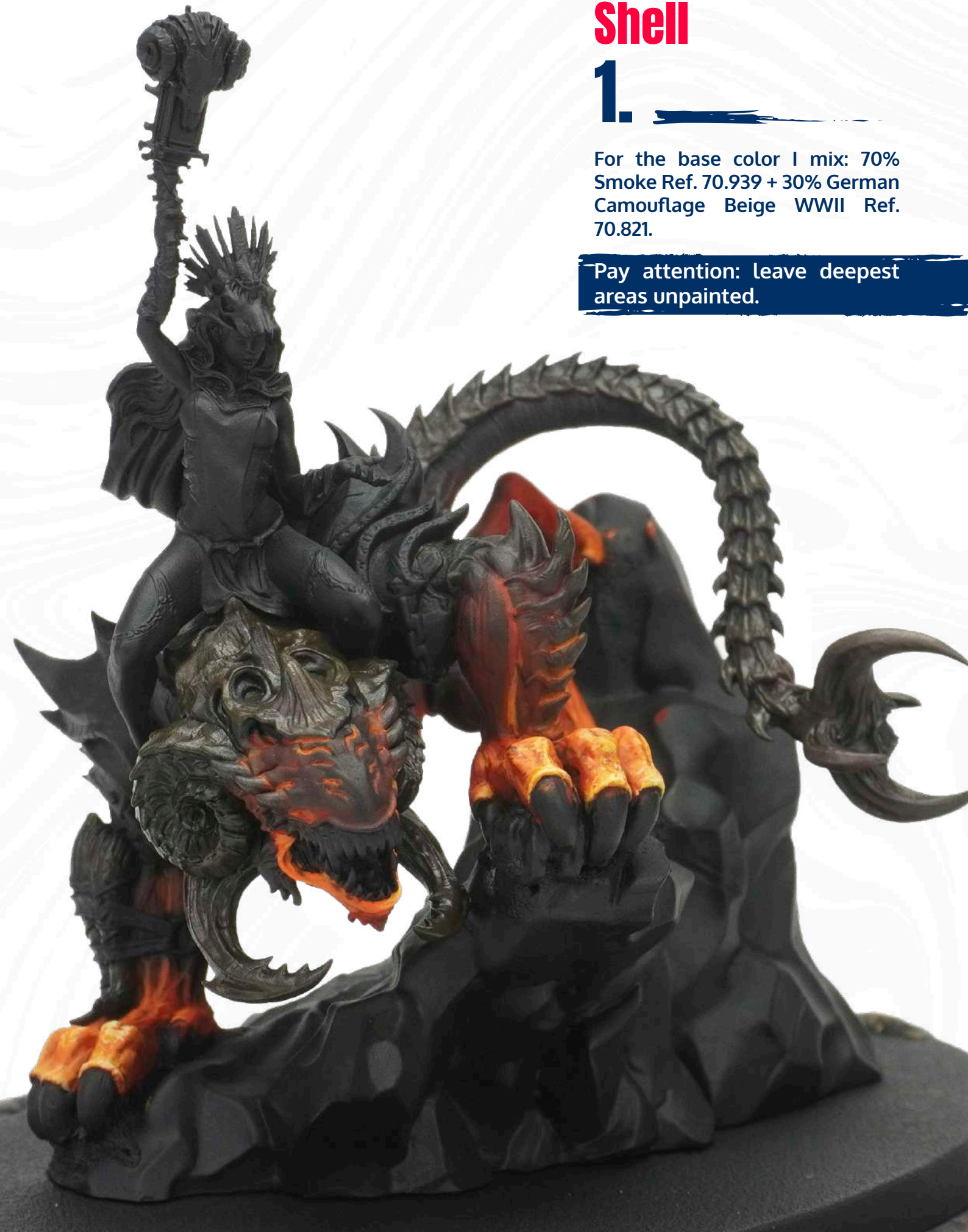


# Shell

# 1.

For the base color I mix: 70% Smoke Ref. 70.939 + 30% German Camouflage Beige WWII Ref. 70.821.

Pay attention: leave deepest areas unpainted.



## 2.

To highlight it, add a little German Camouflage Beige Ref. 70.82 gradually.

Painting the areas where light hits the most is key now, do not miss highlighting the edges and leaving deepest zones in shadow.



## 3.

With pure German Camouflage Beige WWII Ref. 70.821, I outline the edges to separate each plate of the shell.

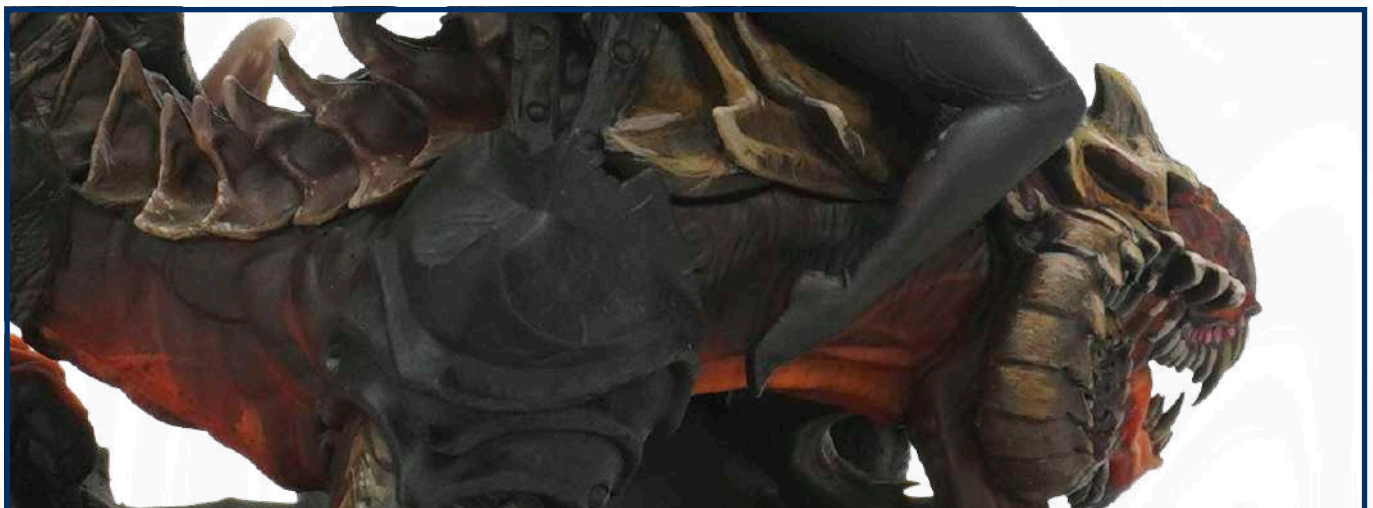


# 4.

Finally, I apply glazes by airbrush with a mixture of 70% Smoke Ref. 70.939 + 30% Gory Red Ref. 72.011.



Thinning the mixture down a lot is paramount (8 parts of WATER to 2 parts of PAINT). The main idea is adding some hues to the shell and to smooth transitions. (Later, we will apply some final lights to the shell to make it stand out a bit more).





## Non Metallic Metal

### 1.

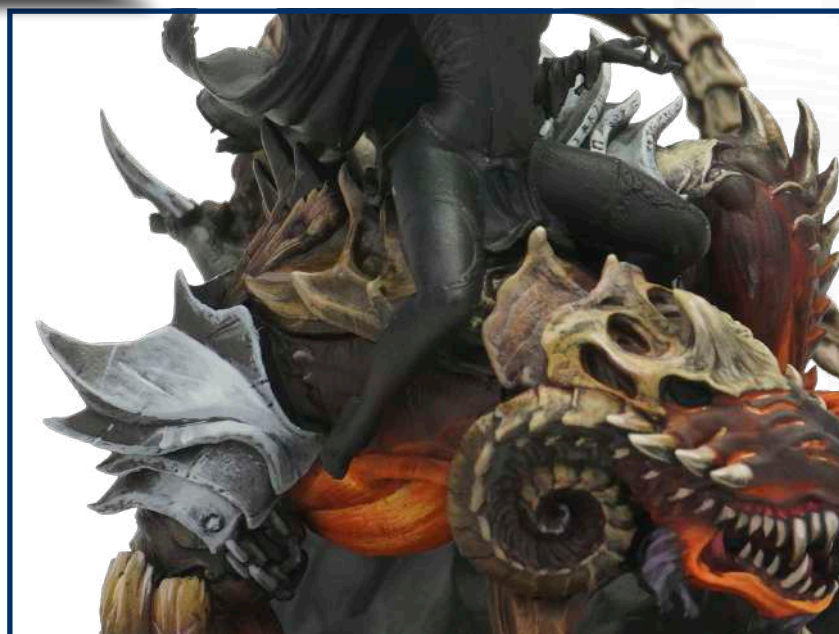
I do use Brown Ref. 70.889. To highlight it, I gradually added a little Light Sea Grey Ref. 70.973.

Very significant: when painting NMM, a strong contrast between lights and shadows is essential.

### 2.

With a mixture of 50% Pale Sand Ref. 70.837 + 50% Light Sea Grey Ref. 70.973, I apply the next highlight to the same parts I painted before.

Remember reducing the highlighted area.





# 3.



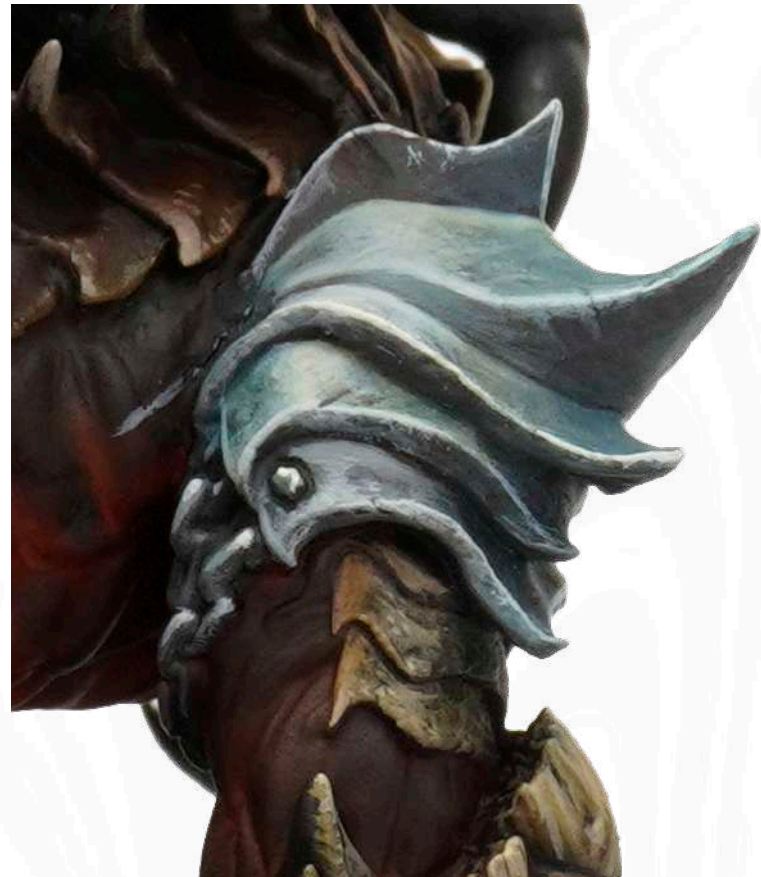
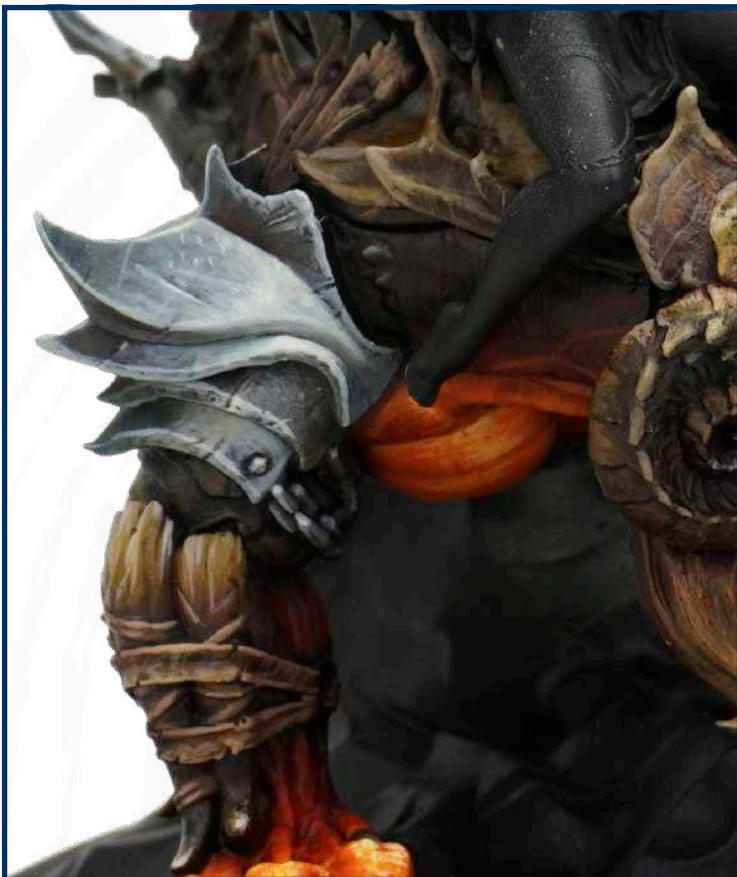
Next, I add some glazes of diluted Olive Brown Ref. 70.889, and also of diluted Turquoise Ref. 70.966

Apply them to midtones and shadow areas. (Glaze dilution: 4 parts of WATER to 2 parts of COLOR).



# 4.

Finally, I do apply a final illumination with Pale Sand Ref. 70.837, making metallic parts shine a bit more.



# Base

## 1.

With Vietnam Earth Ref. AMIG2159 I add texture to the base. I do use an old brush to apply it.



## 2.

I painted the stones using a mixture of colors (that I used on the SKIN and NMM). It might seem foolish, but this way we reuse the colors we previously used (Make some mixtures to get brownish/grayish colors, using pale colors for the highlights).

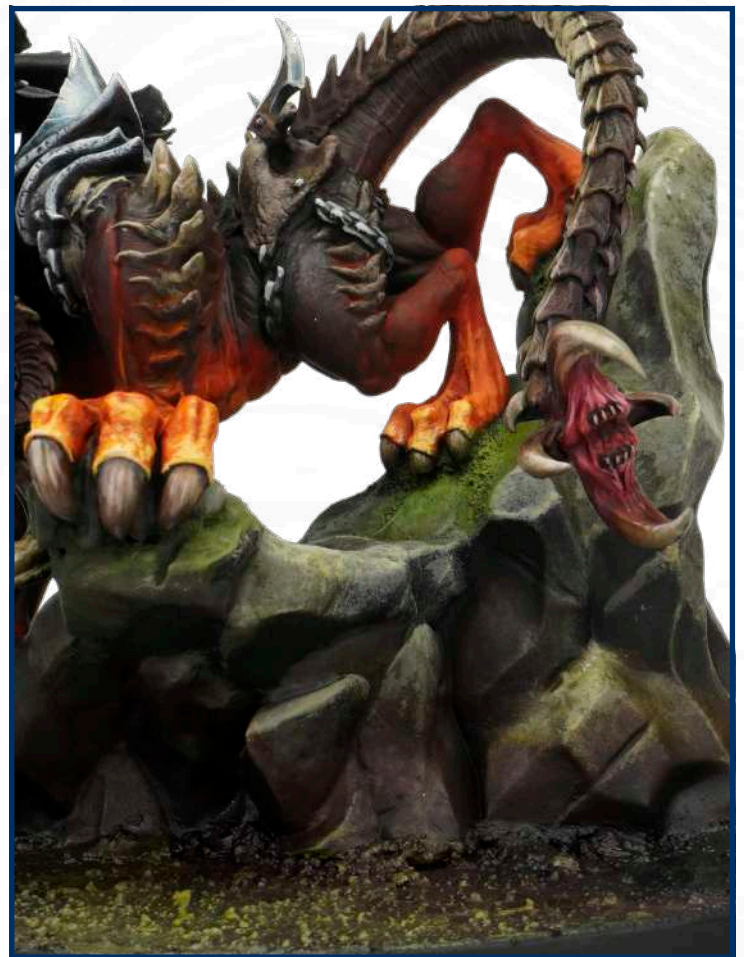
Using pale colors to upper rocks is crucial to add contrast.



# 3.

To add more texture, most natural and make it look more vivid, I apply washes with green colors.

For the field you can use some brown and dry brush to highlight it (this way, the result will be subtler, the base should be dark to make the monster draw more attention).



# 4.

To conclude, I do use GamersGrass' grass tufts to decorate the base.

I decided to use green and brown tufts.

As I already said, using muted colors, the monster will draw more attention.

# Final Photos

Here you can see the monster finished, together with its raider!







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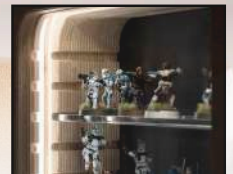
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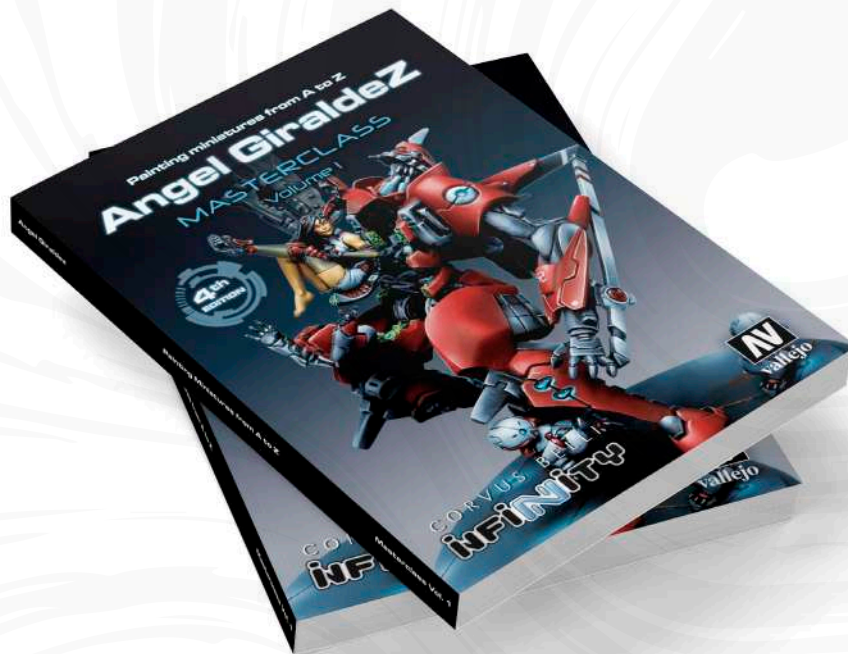
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