

Angel Giraldez

MASTERCCLASS

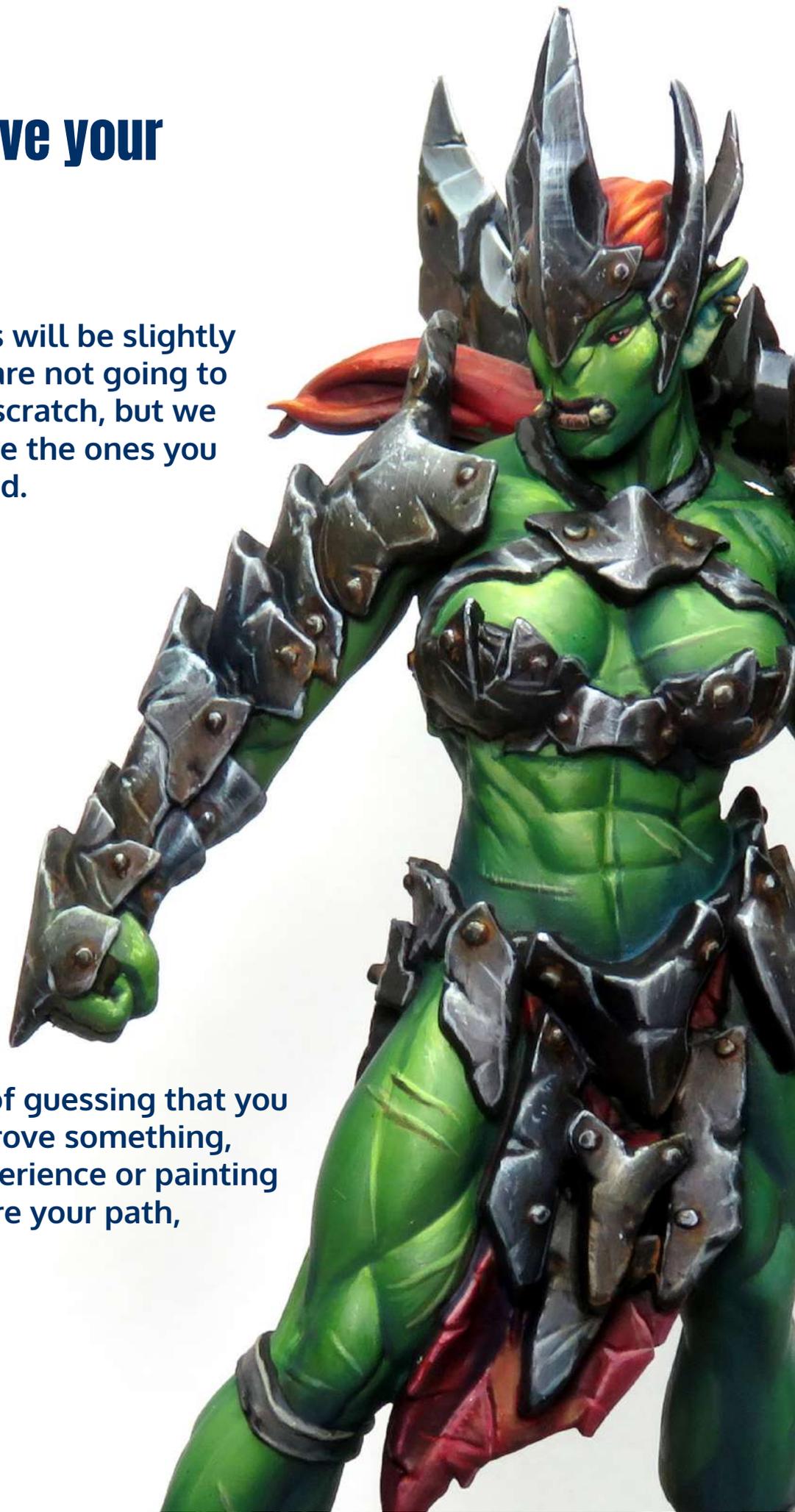


GIRALDEZ

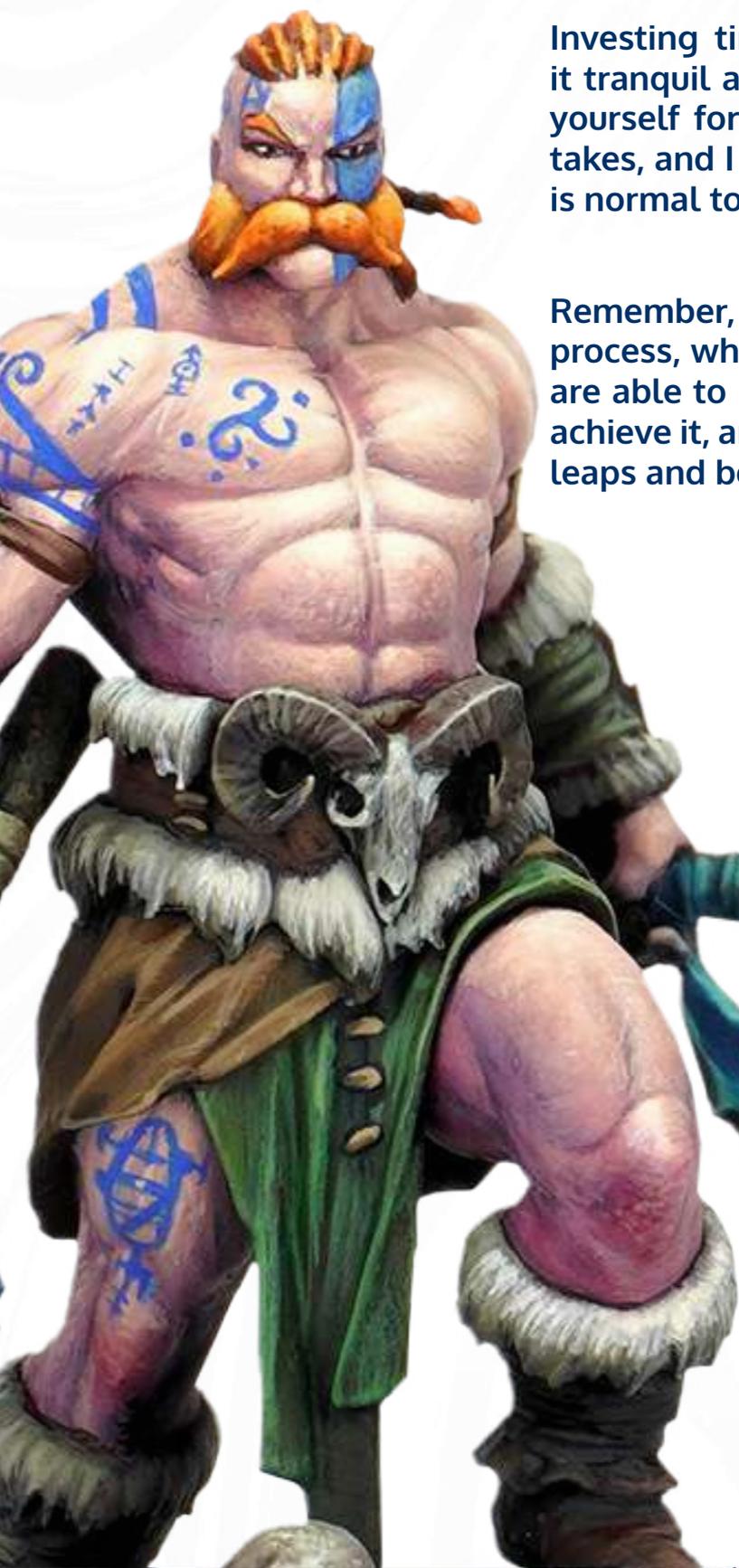
How to improve your Miniatures

Hi!
Today's masterclass will be slightly different, since we are not going to paint a figure from scratch, but we will learn to improve the ones you have already painted.

I know the feeling of guessing that you are not able to improve something, due to a lack of experience or painting skills, but I will share your path, **you are not alone!**



Keep in mind that improvement needs effort, this is why practice is important as well when it comes to improving your painting skills or improving your figures. If you do not practice, make a mistake, try new techniques, we will not learn, but, take it easy, take your time. Do not compare yourself with someone else, your painting and your willpower are as good as someone else's!



Investing time on painting regularly and doing it tranquil and patiently is crucial. Do not punish yourself for making mistakes, we all make mistakes, and I perfectly understand your feelings. It is normal to get frustrated sometimes.

Remember, painting is a creative and personal process, which you do to enjoy and have fun. You are able to improve, sooner or later, but you will achieve it, and thanks to my help, you will do it by leaps and bounds.

Are you ready?...
Let's go for it!

1.

First of all, keep in mind the shape of your figure and their part. Analyze the areas you want to improve, and think of a plan of action. Thus, the process will become easier :)

In my case, the parts I will improve are these ones:

Face:

the face is one of the most important parts of our figures, when painting them you have to be accurate and make it stand out.

Hair:

Hair should get more highlights, in order to make the face stand out a bit more, and to get a texture effect.

Clothes and OSL:

Boosting and blending better the clothes will help to get a cleanest result. If we also add an OSL effect, the figure will stand out.

Steam:

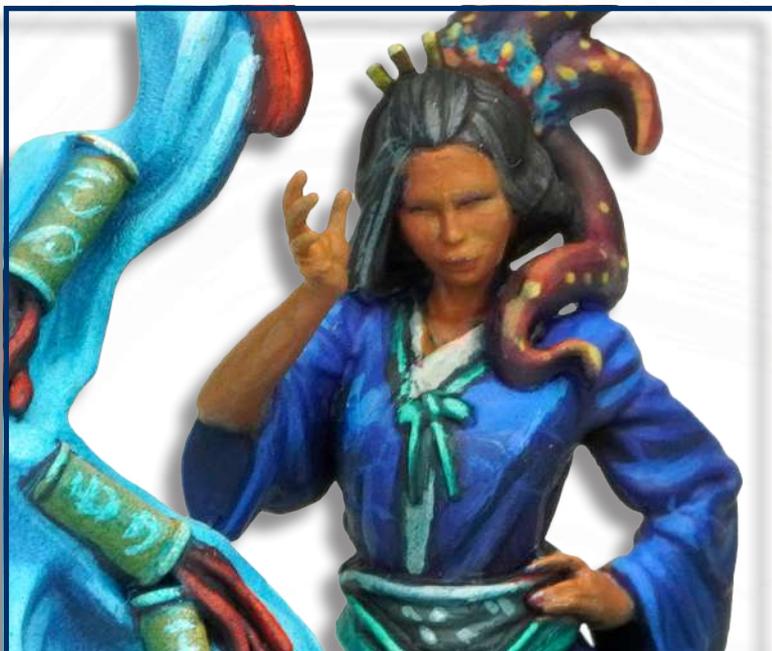
I have to improve the steam highlights in the middle; I will improve it with some brilliant points and a better blending.



2.

I start working on the face, I do mix 60 % Japanese Unif. WWII 70.923 + 20% Earth 72.062 + 10% Bloody Red 72.010 by Acrylicos Vallejo.

This mixture will be the base color.



3.

To improve the first highlight I will use Japanese Unif. WWII 70.923, applying it to the forehead, cheeks, bridge of the nose and jaw. This hue matches the figure perfectly, since I get a lighter skin color.





4.

To boost the illumination on the face, I add 30% of Toxic Yellow 72.109.

This color contains a lot of yellow, which helps to boost volumes, such as the ones on the forehead and cheeks.

5.

Painting a tiny area with a 50% Toxic Yellow + 50% Off White 72.101 mixture, on upper forehead and cheeks. This helps to create some outstanding points of light on the face.

I also paint the base color of the hair with an 80% Black + 20% Violet Red mixture, both from Vallejo.



6.

Highlighting the hair is quite easy, add a little Off- White 72.101 gradually to paint the surface.

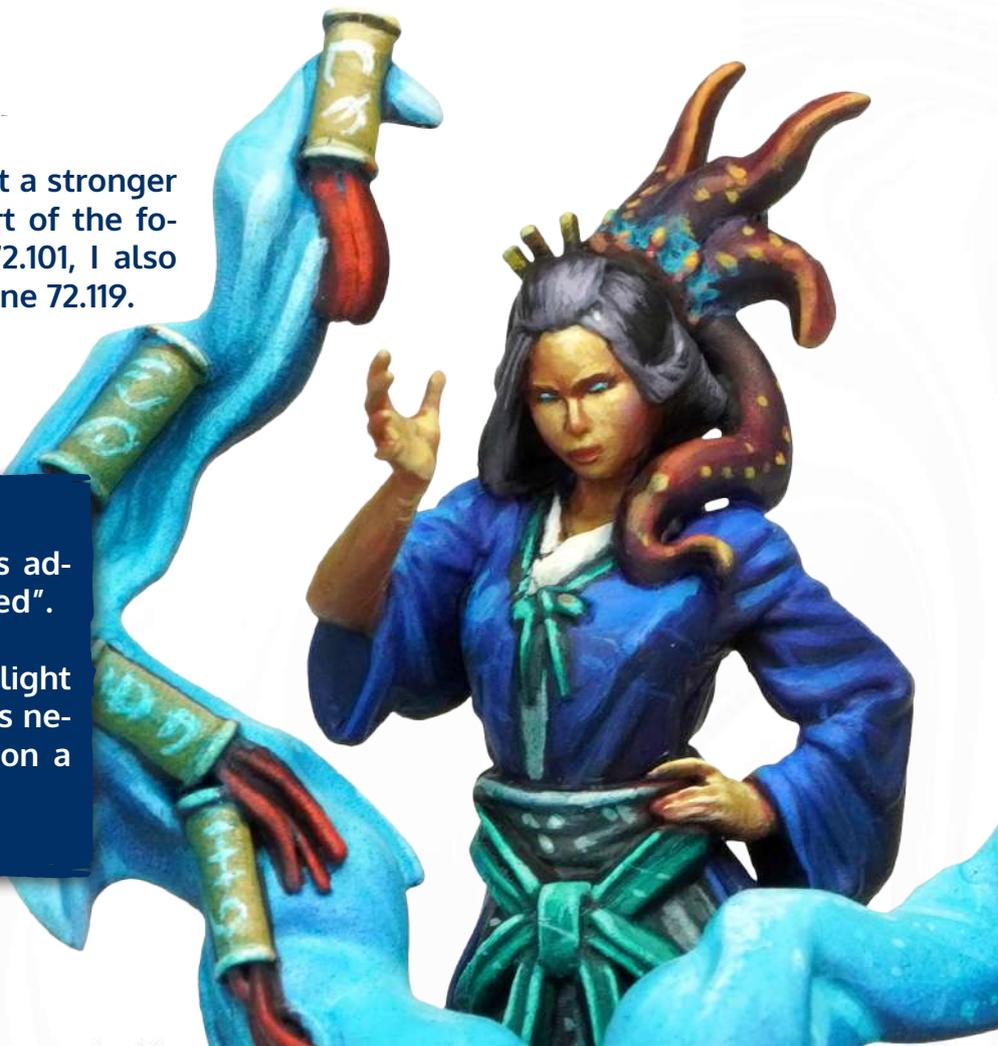


7.

I came back to the face, to paint a stronger point of light on the upper part of the forehead, only with Off- White 72.101, I also painted the eyes with Aquamarine 72.119.

Sometimes, while painting, it is advisable to let things "half finished".

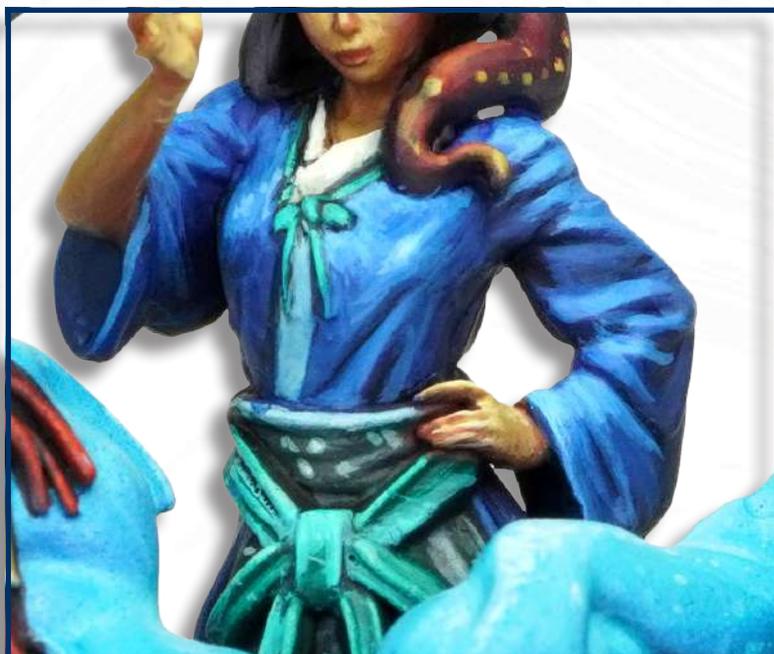
In this case, I add this point of light after painting the hair, since it is necessary to boost the illumination a bit more, to make it stand out.



8.

On the blue fabrics I start outlining the wrinkles, then I add tension to them.

I am using Night Blue 72.019 y Magic Blue 72.021. I combine both colors to get hues, lights and shadows.



BEFORE



9.

A part that may need a retouch are the tentacles of the hair. But, after analyzing the figure, I guess that by adding some points of light and violet glazes, I could make it match it better with the face and hair.

Think of the parts you are painting, all of them should have the same level of detail. Otherwise, some parts would look unfinished, different or look flat.



10.

The smoke is a quite important part of the figure, this is why I highlighted it a lot, especially in the middle of the steam, this way, the middle part will stand out when you look at the miniature, creating a cooler effect.

BEFORE



For the illumination I used Aquamarine 72.119 and Verdigris 72.096 by Vallejo.



11.

Finally, I added an OSL effect on the arm which is raised, and to the sides of the fabrics that are next to the smoke.

I took the same color I used to paint the smoke to balance colors.



12.

Final Result.







GIRALDEZ



#PaintBIG 



R9 DESK LAMP
FOR CREATIVE PEOPLE

Late pledge available!

www.redgrasscreative.com



HARDER & STEENBECK
www.harder-airbrush.es

G
GIRALDEZ



(infinity) CR^{plus}
GIRALDEZ

G #Sponsors

WWW . **GOBLINTRADER** . ES / GB

GOBLINTRADER

**BOARDGAMES - WARGAMES - RPG - PAINTING
HOBBY - MERCHANDISING - 3D PRINTING**

GTS

**DISCOVER OUR
STORES IN SPAIN**
FREE PLAYING TABLES - TOURNAMENTS
EVENTS - INTRODUCTORY MATCHES...



Artis Opus

BEAUTIFUL DISPLAY CABINETS
FOR MINIATURES AND MORE

Simple, elegant way to display your models and collectables
Complete with beautiful crisp lighting, straight out of the box
Wall-hanging or free-standing
Easily installed on a wall
Easily-removable magnetic door for ease of access

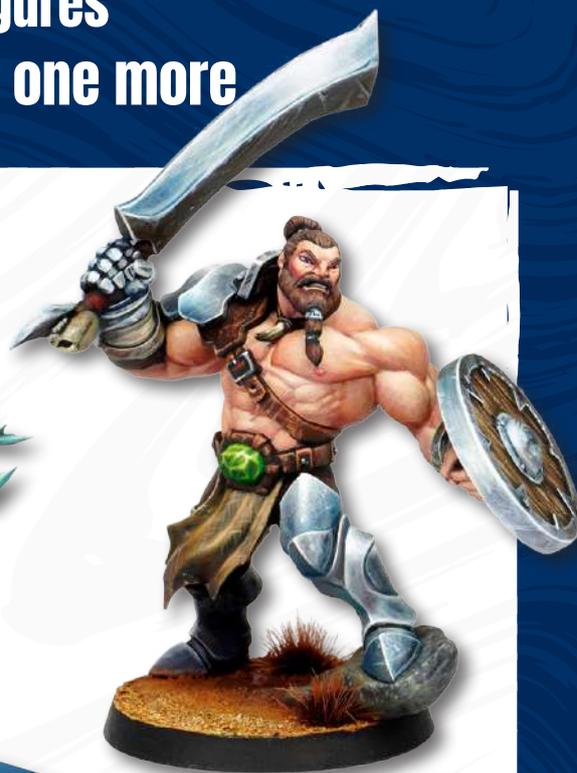


SCAN HERE
FOR MORE
INFORMATION

OUR KICKSTARTER IS NOW LIVE!
PLEASE SCAN THE QR CODE (TOP LEFT) TO VISIT

WWW.ARTIS-OPUS.COM

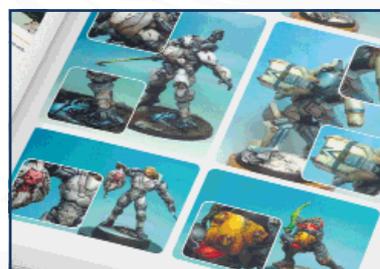
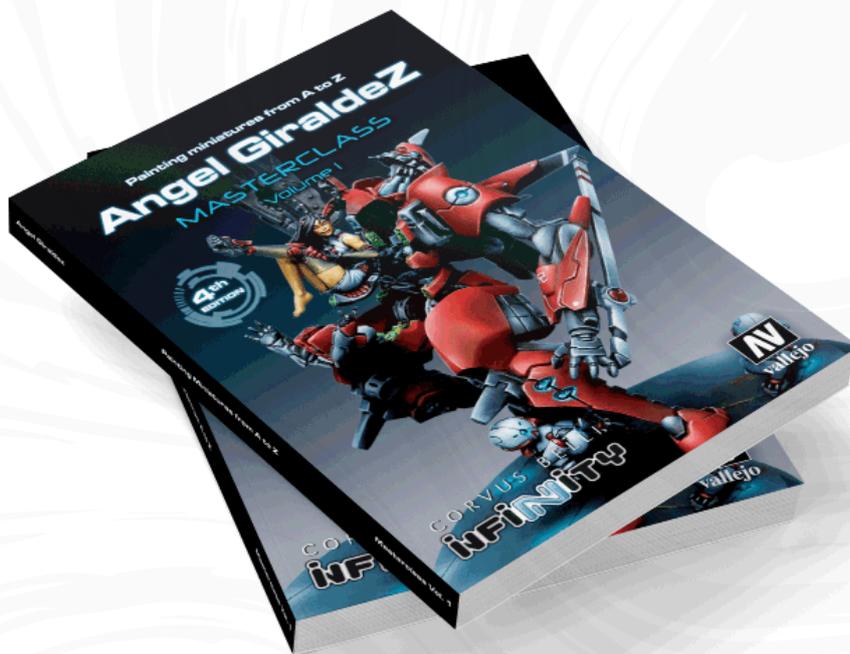
Do you know **Giraldez Models**?
Discover his incredible figures
There's always room for just one more



**Giraldez
Models**

If you have liked this Masterclass, if you want to learn much more and want to take your painting skills beyond, do not miss my tow books: **VOL.1 y VOL.2.**

Painting better is possible!



GIRALDEZ