

Angel Giraldez

MASTERCCLASS



GIRALDEZ

How to paint a Minotaur

Hi again you all miniature painting hobbyists :)!

In this month's PDF Masterclass, I am going to teach you to paint a Minotaur. Yep, the iconic Greek monster, with the body of a human and the head of a bull. An amazing and quite interesting figure that will allow us to use endless color schemes.

This time, I decided to use dark hues, to give him a gloomy and sober appearance, however, you can choose the color scheme you like the most.

If you are thinking of the brand that produces this amazing figure, it is from Layer Forged.

Shall we start?



LAYERFORGED

FORGED BY LIQUID



1.

Before starting painting, the first step is to apply three thin layers of black primer spray by Vallejo, letting each layer dry before applying the next one.

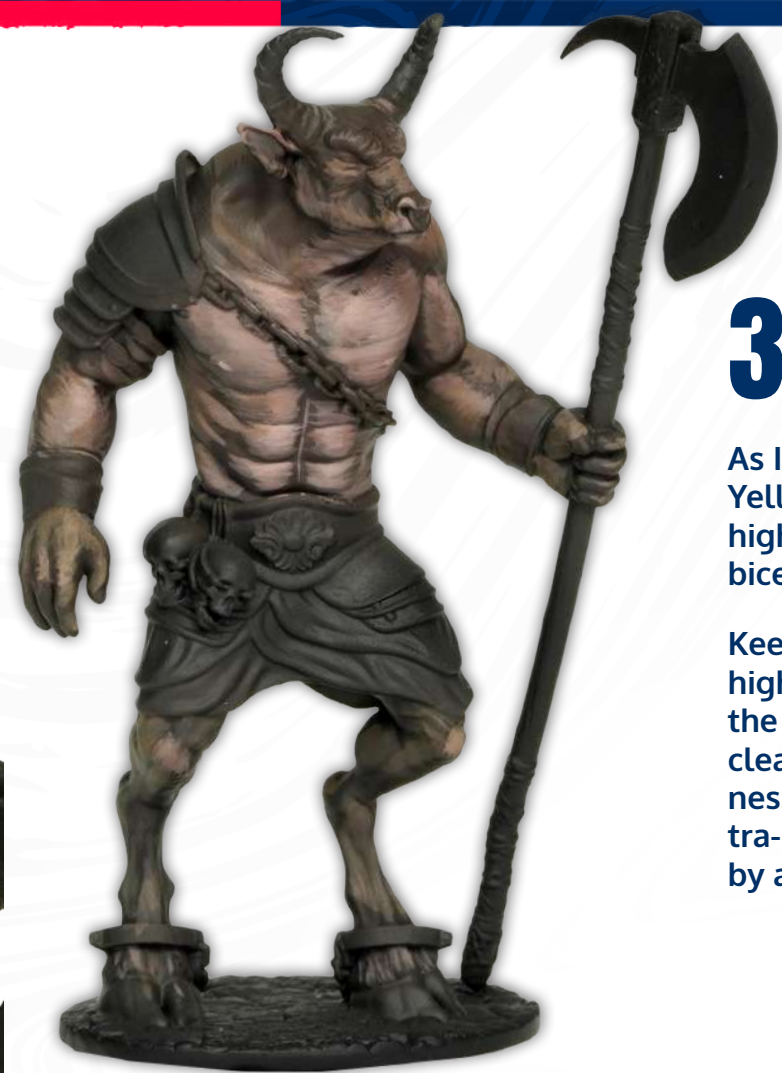
2.

For the base color of the skin I do use Chocolate Brown Ref. 70.872, which I apply in two layers by airbrush. In my case, I used the GIRALDEZ INFINITY by Harder&Steenbeck.

IMPORTANT

Keep in mind that I used a 0.4mm needle and 1.8 bar pressure.





3.

As I progress painting, I gradually add a little Tan Yellow Ref. 70.912 to Chocolate Brown Ref. 70.872, highlighting areas like the chest, abs, forearms, biceps and face.

Keep in mind that some areas should be more highlighted than others, such as the abs and the chest, in comparison to the face. Having this clear, you will be able to create different skin tones. In addition, do not take care of getting an ultra-smooth result now, we will smooth everything by airbrush later.

4.

Continue adding more Tan Yellow Ref. 70.912 to the previous mixture and keep highlighting the skin. Focusing on highlighting the chest and abs is paramount.



5.

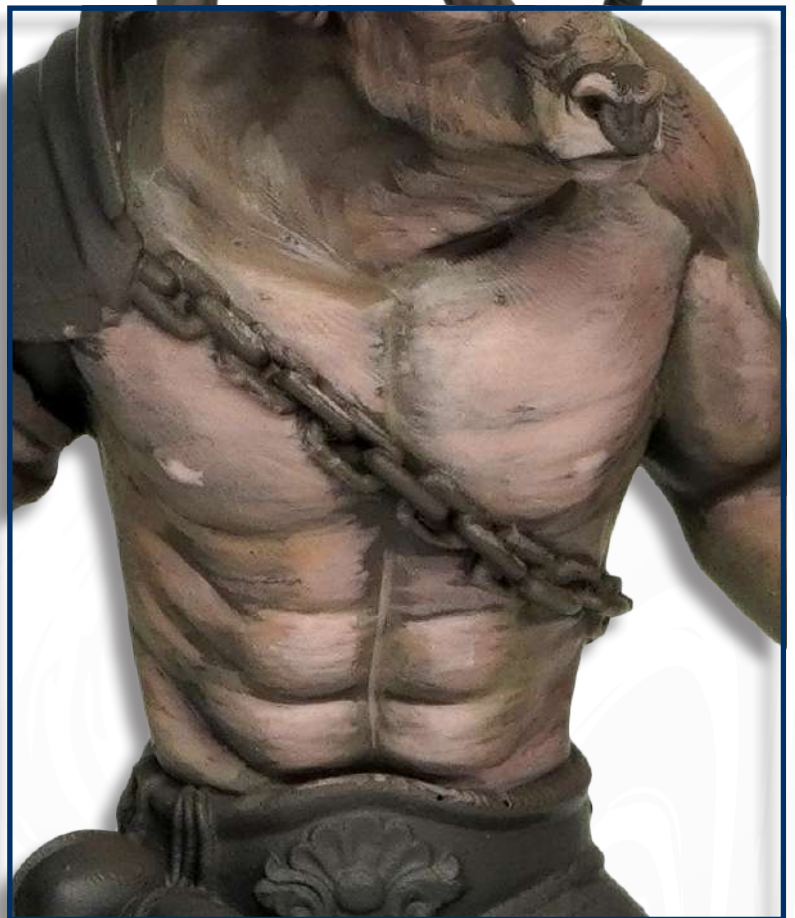
To get a smooth transition between hues, use the airbrush with a mixture of 60% Cavalry Brown Ref. 70.982 and 40% Chocolate Brown.

Highly dilute the mixture and apply it as soft glazes over the skin. The idea is to add nuances and enrich the skin.



6.

To continue highlighting and add some texture, I gradually add a little Pale Sand Ref. 70.837 to the mixture used on step 3. Thus will help a lot to stand out the highlighted areas and add some textures to the skin.

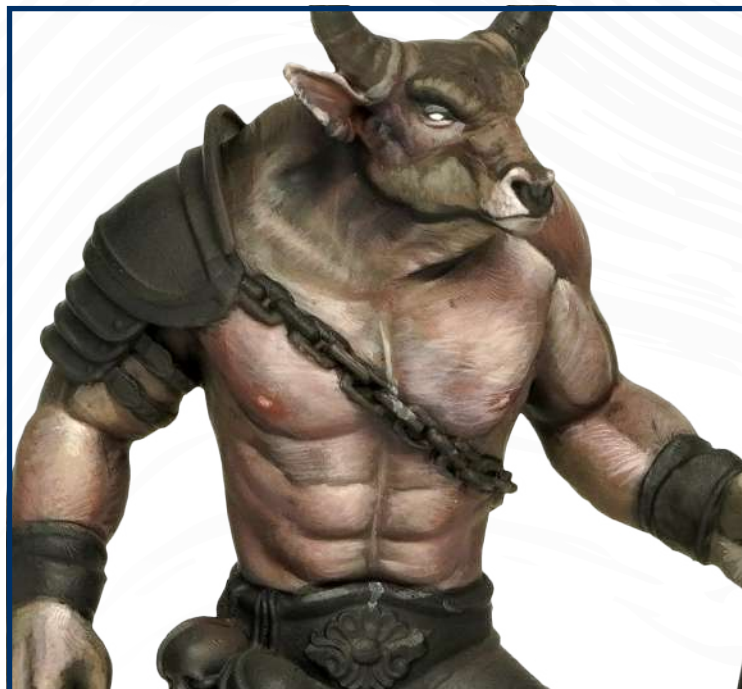


7.

Continue adding more Pale Sand Ref. 70.837 on successive lights of the skin and snout of the character.

Lighten the face a bit more to get a nice contrast.

Apply glazes to the nipples with Cavalry Brown Ref. 0.982, thus will bring a more special and real touch. Enriching the overall result.

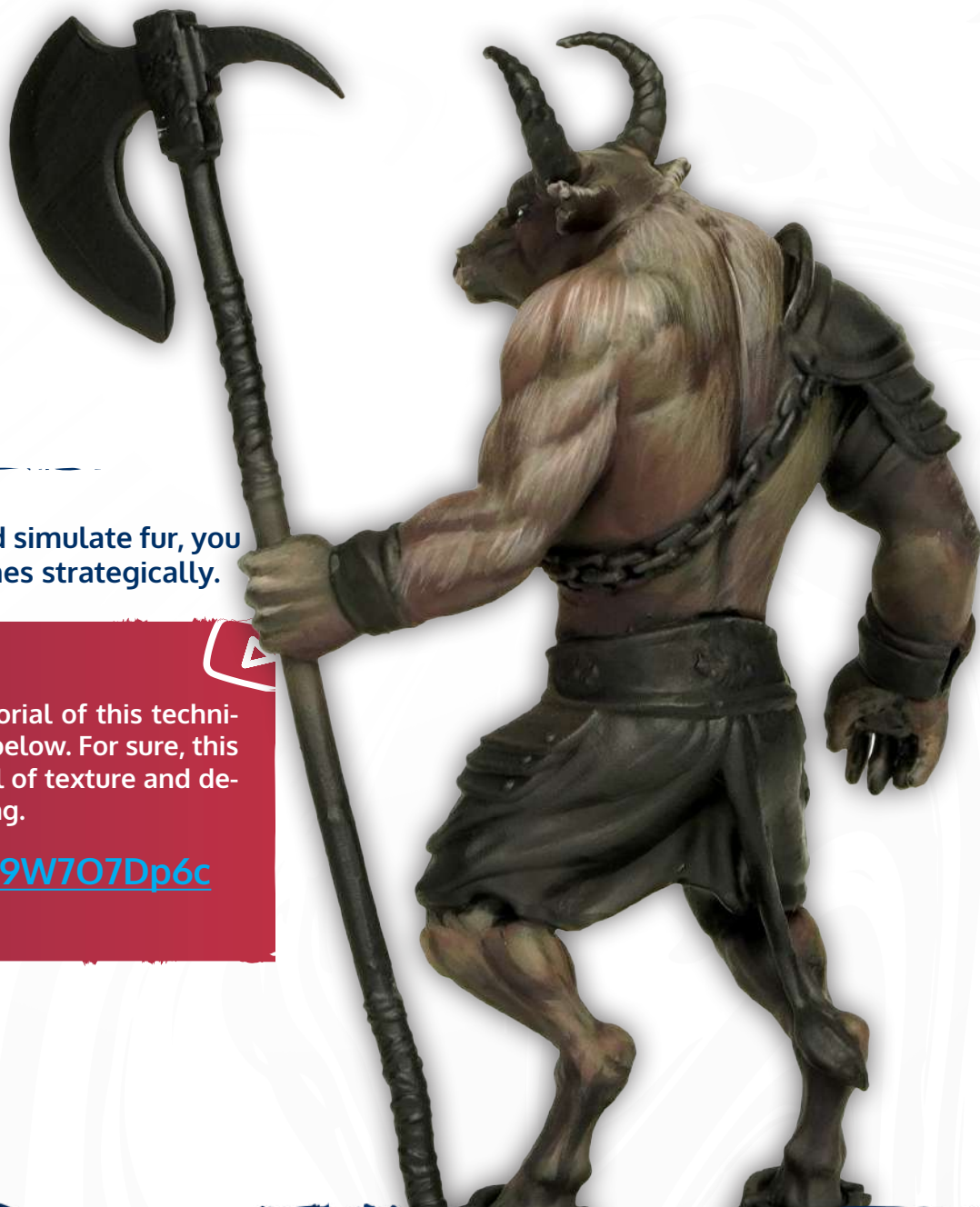


8.

To highlight the back and simulate fur, you will need to paint tiny lines strategically.

You can find a detailed tutorial of this technique on the YouTube video below. For sure, this will add an additional level of texture and detail, which will look amazing.

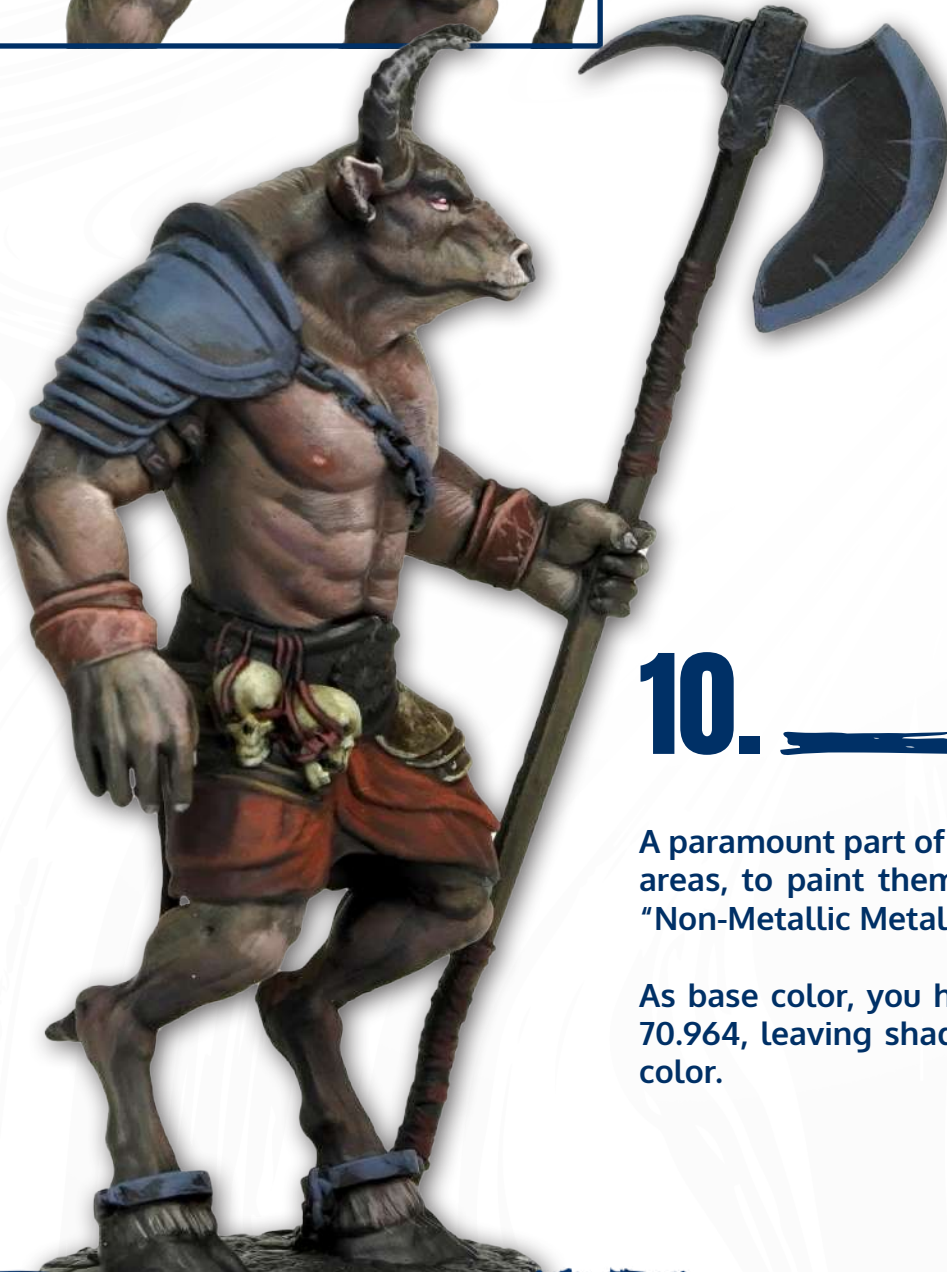
<https://youtu.be/-M9W7O7Dp6c>





9.

To get a better view of the final result of the skin, I recommend you paint the other parts now. For the clothes, use Hull Red Ref. 70.985 as base color, and highlighted with Cavalry Brown Ref. 70.982.



10.

A paramount part of this figure are the metallic areas, to paint them we are going to use the "Non-Metallic Metal technique.

As base color, you have to use Field Blue Ref. 70.964, leaving shadow areas with the primer color.

11.

For the first highlights on the metallic parts, add gradually a little Pastel Blue Ref. 70.901, highlighting the same areas as you did on the previous step.

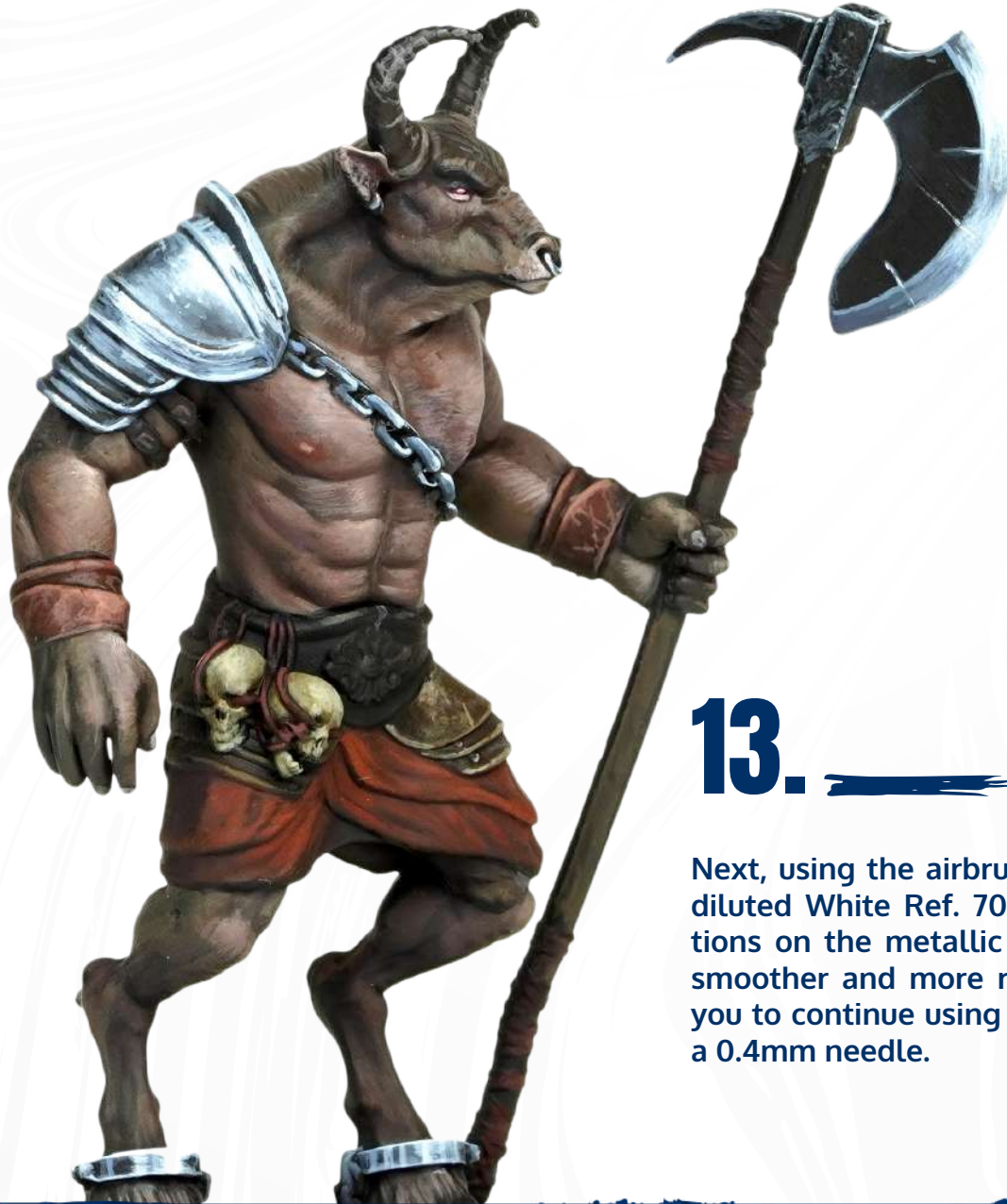
Important! Reduce the highlighted area.

It is also crucial to know that we need to get an extreme contrast, to make the metallic parts stand out properly.



12.

Continue adding more Pastel Blue Ref. 70.901 to the metallic areas, do not take care of getting a smooth result, since we will smooth it later by airbrush.



13.

Next, using the airbrush, we will apply highly diluted White Ref. 70.951 to blend the transitions on the metallic areas, in order to get a smoother and more real result. I recommend you to continue using a pressure of 1.8 Bar and a 0.4mm needle.

14.

To add a cold touch to the metal, apply glazes with Turquoise Ref. 70.966, again, using the airbrush. Apply these hues to midtones of the shoulder pa. This way, we will get a more real and interesting effect.



15.

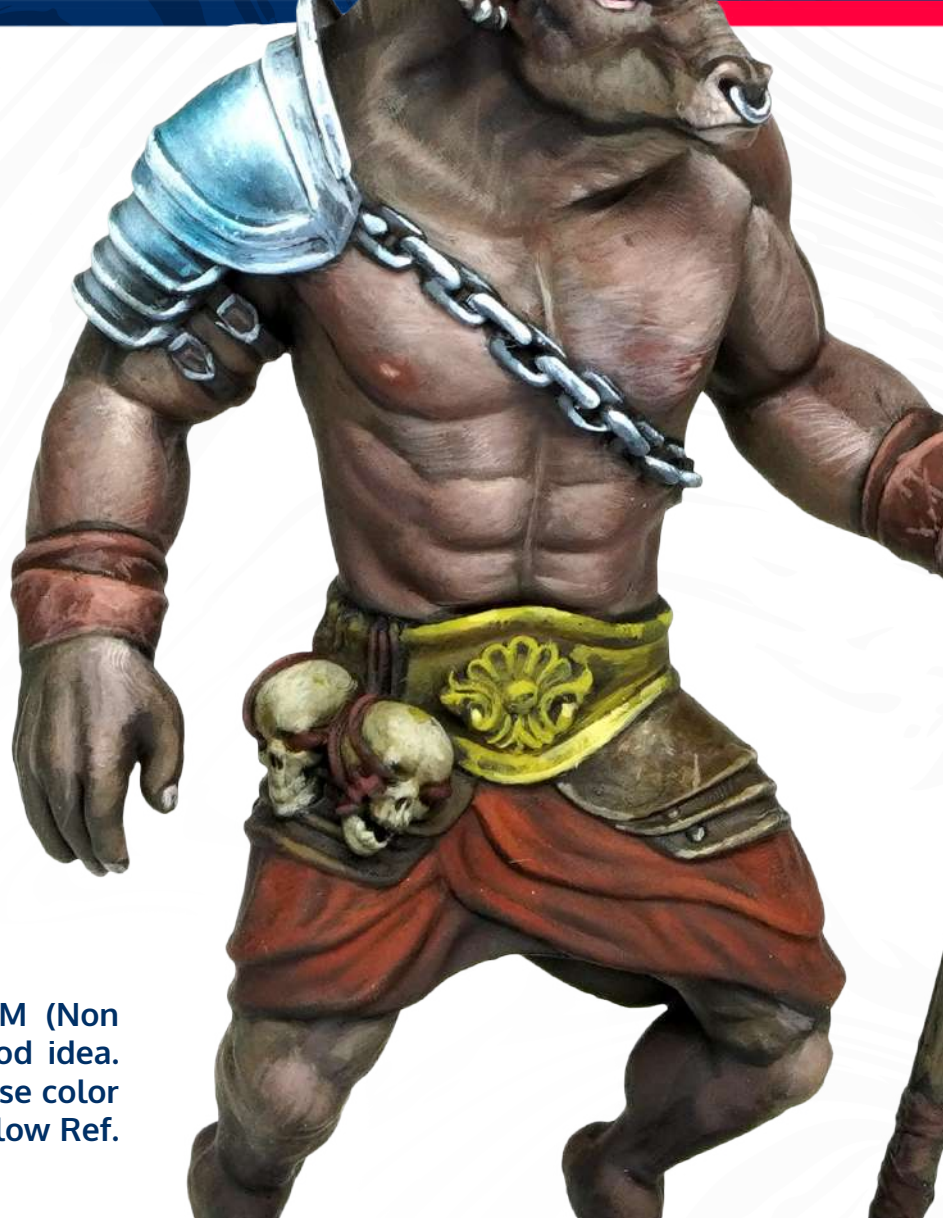
To add a rust, worn and old effect to the axe, I apply some Orange Red Ref. 70.910.



16.

We are about to finish!

To paint the belt, using the NMM (Non Metallic Metal) technique is a good idea. Use Yellow Green Ref. 70.881 as base color and gradually add a little Dark Yellow Ref. 70.978 to the highlights.



17.

Finally, to add a depth and realistic touch to the highlights of the belt, apply German Yellow Ref. 70.806, while using US Olive Drab Ref. 70.887 on shadows.

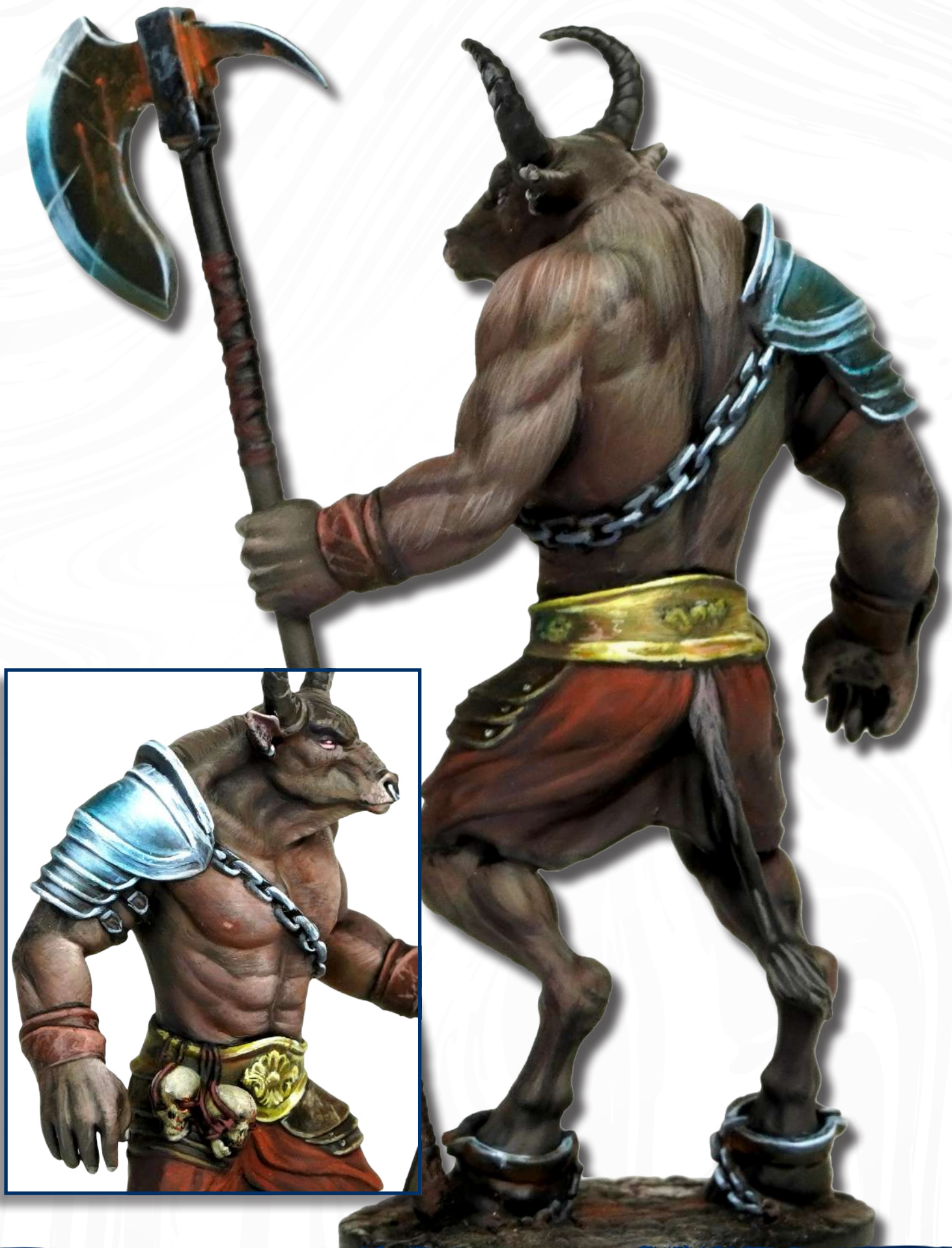
Resultado Final.

Finished!

What about your result? I hope well, and remember, I am always happy to answer any doubt you may have.

Learning and enjoying yourself are key!







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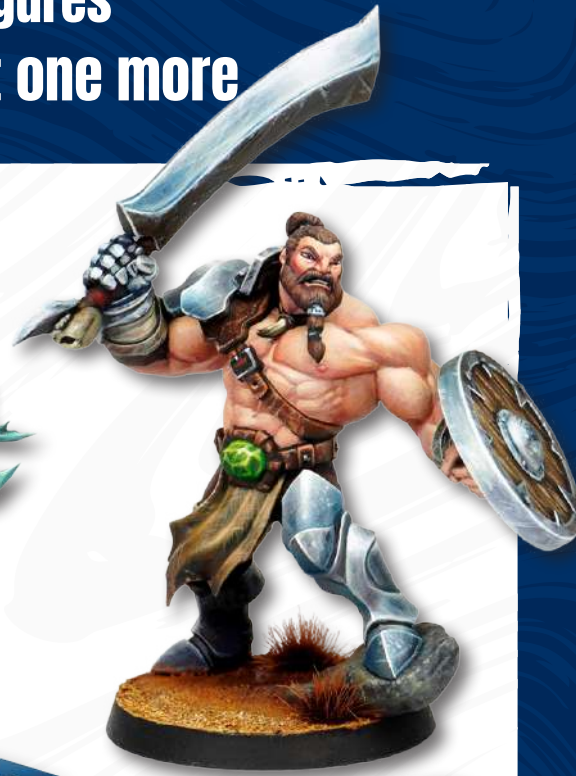


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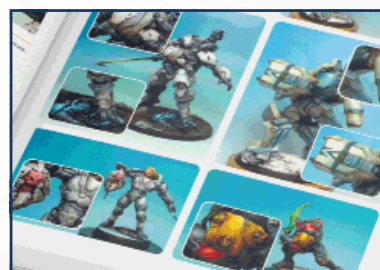
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If you have liked this Masterclass, if you want to learn much more and want to take your painting skills beyond, do not miss my tow books: **VOL.1 y VOL.2.**

Painting better is possible!



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