

How to paint the details of Dark Angels armor

This month I shared a video on my Youtube channel teaching you how to paint a DARK ANGEL WEATHERED ARMOR! And I will continue showing you how to paint all the rest of the DETAILS in this PFD Masterclass, these final touches that will make the difference, making your mini stand out.

By the way, if you are following all these tutorials and applying what you have learned to your own minis, tag me on your pics!

It would be great to see your improvement and share it on my social media. I am so excited about seeing and following your improvement.





Do no worry if you are starting now your DARK ANGEL Here you can see the step-by-step video I recorded about painting the armor and weathering:



https://youtu.be/GRTS5HSX91g





FABRICS.

1

We start using Ref. 70.823 Luftwaffe Cam.Green by Vallejo, to paint the base color of the fabrics. My advice is to apply 2 thin layers in the same direction, to get a uniform finish. This procedure grants a homogeneous coverage.



2.

Thin down Ref. 70.741 Cam. SS Dark Black Green by Vallejo in 3 drops of paint: 4 drops of water. Now, I apply a couple of washes over the whole surface to quickly get definition on the fabrics and its details.



At this point, we start highlighting with Vallejo's Ref. 70.823 Luftwaffe Cam.Green. Appy more paint on the upper part of the crevices to make the texture of the fabrics to stand out.



For the next highlight, we will use the STI-PPLING technique, applying tiny dots on the surface of the fabrics to simulate texture and details. Use Ref. 70.850 Medium Olive by Vallejo.

5.

After the STIPPLING, the result might be quite "dirty", this is why we apply GLAZES to smooth and integrate everything. WE apply a couple of layers of Ref. 70.823 Luftwaffe Cam.Green by Vallejo and done. This will help to improve the texture effect.

VIDEO

If you want to know more about GLAZING, STIPPLING, WAS-HING... do not miss this

https://youtu.be/RX27arTqEOg





SWORD SHEATH AND MORE

1.

Next, we will paint the sheath of the sword and the cordon with Ref. 72.111 Nocturnal Red by Vallejo. On the other hand, we paint the parchment with Ref. 70.867 Dark Bluegrey.



2

Now, we will highlight the sheath with a 50% mixture of Ref. 72.034 BONE WHITE and Ref. 72.111 Nocturnal Red, both from Vallejo. Focus on the edges to make them stand out. I highlighted the parchment with Ref. 70.989 Sky grey de Vallejo.

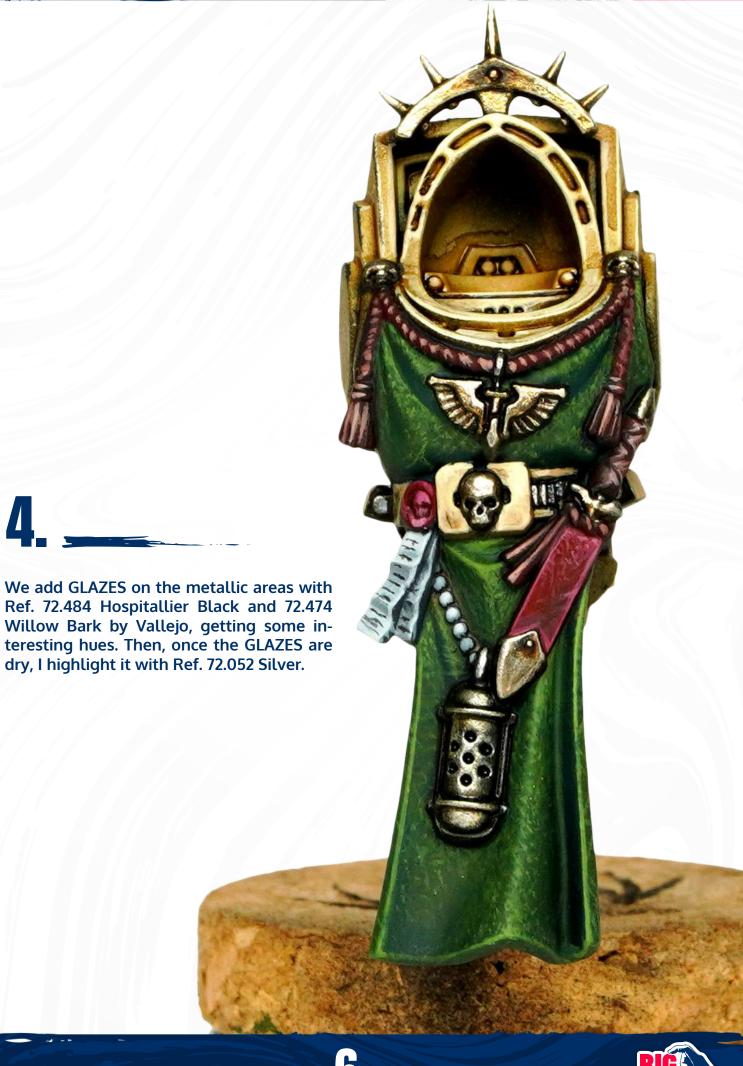




3.

To paint the metallic parts I do use Ref. 72.053 Chainmail by Vallejo, leaving the deepest areas in back, which is the primer color.

I also use Ref. 72.057 Bright Bronze to paint the collar, getting a Golden color.



5.

To paint all of the derails on the leg of the armor and the shield, we will use Ref. 70.867 Dark bluegrey as base color, leaving the crevices in black.





6.

We apply hues with Ref. 70.989 Sky grey by Vallejo to the upper and more prominent areas.

Finally, we apply some final lights using Ref. 70.951 White. Once finished, glue the leg to the figure.



EYES

1.

I start painting the eyes with Ref. 72.111 Nocturnal Red, and then I highlight them with Ref. 70.908 Carmine red, finally I add a point of light with Ref. 72.034 Bone White.



Glue the head to the figure to have a whole view of the result, and something paramount, check that everything fits:)





SWORD

1.

Now we will use the airbrush, I am using my Giraldez Infinity by Harder&Steenbeck, apply Ref. 70.951 White to the upper part of the word, leaving the lower area with the black primer color.





IIP:

adjust the airbrush pressure to 1.8 BAR and use a 0.4mm needle to feel more comfortable and accurate.



2

Dilute Ref. 72.156 Fluorescent Orange in 3 drops of paint: 4 drops of water and apply a GLAZE over the entire sword.

Thus, white areas will turn orangish / yellowish, while dark areas turn to a dark orange color. This effect is thanks to the GLAZES not having a good coverage, they are like a filter over the surface.





I DRYBRUSH the edges and lower part of the blade with Ref. 70.950 Black by Vallejo, adding depth and more definition.







On the darker area of the blade, we paint tiny orange and yellow dots to simulate heat zones.









OBJECT SOURCE LIGHTING OSL

Thin down Ref. 72.156 Fluorescent Orange in 3 drops of paint: 5 drops of water ratio, and apply the OSL effect on the right leg and the fabrics. This effect simulates the light from a closer object, adding a dynamic and interesting effect to the figure.



FINAL RESULT

The figure is finished! CONGRATULATIONS for reaching this point, do not miss practicing to master new concepts and improve!





















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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!



