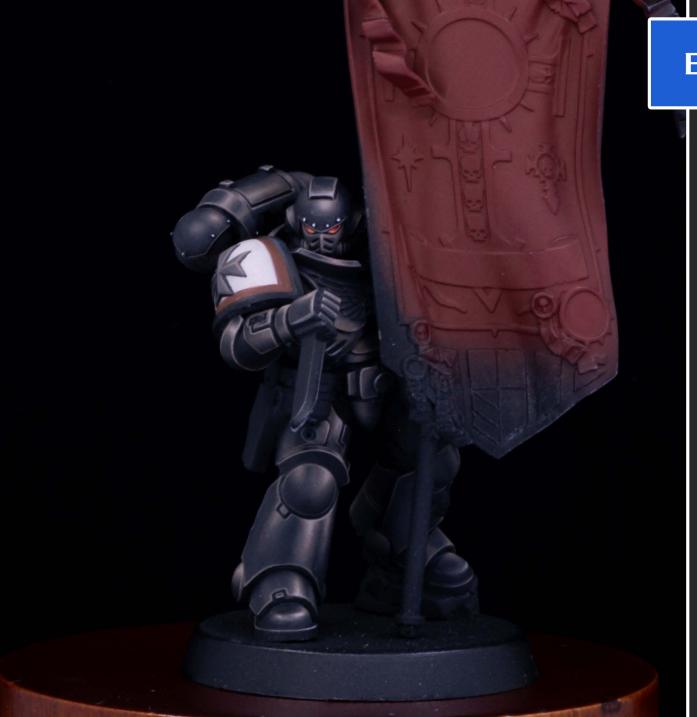


Today I'm going to walk you through some of the freehand work I did on this model, starting with the shoulder pad trim.

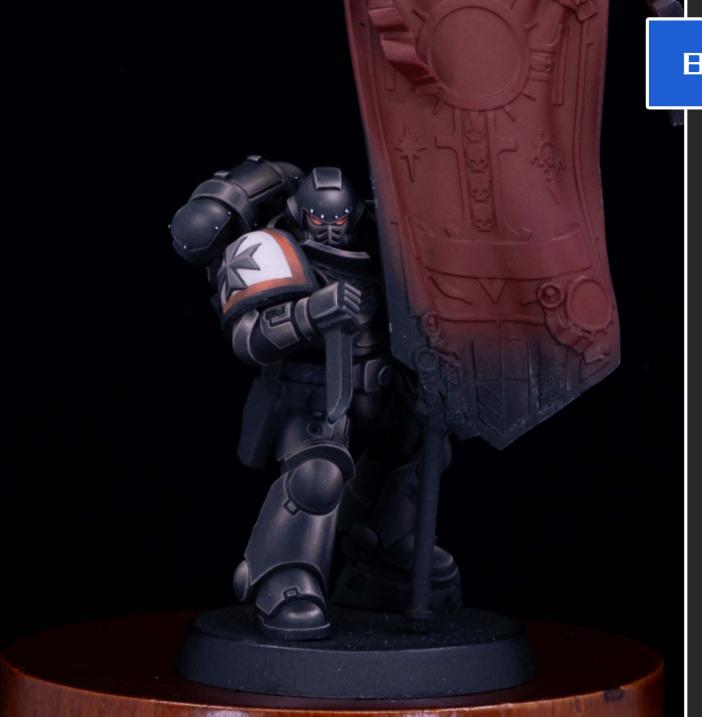
I started by painting the shoulder pads a dark, dull white to match the Black Templar theme I'm currently working on.

I underpainted with AK 3rd Grey Brown, then started working with AK 3rd Warm Grey.



Once all of the AK 3rd Warm Grey is painted, it's time to actually work on the trim.

Paint AK 3rd Red Brown neatly along the border of the shoulder pads. I went relatively large, but if I were to do it again, I would go much thinner.



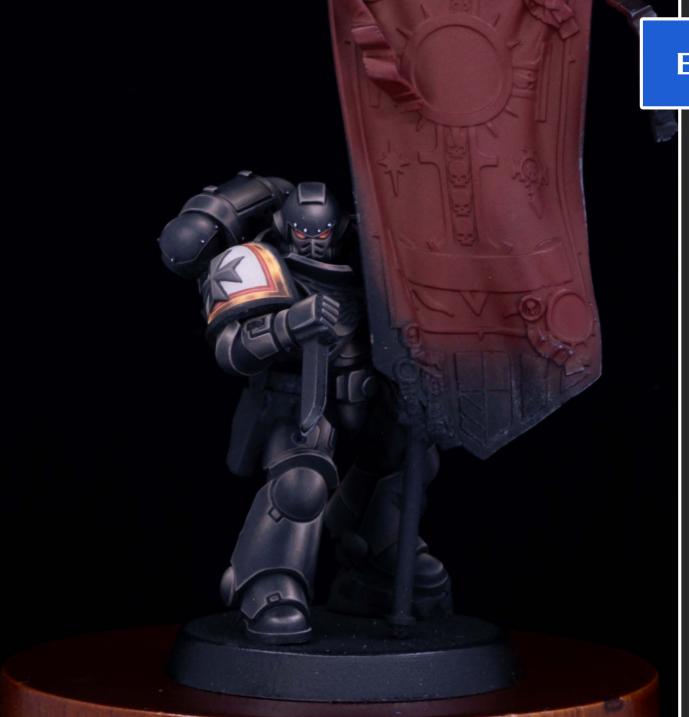
Now use AK 3rd Medium Rust to mark the areas that will catch the light and shine, and then use AK 3rd Medium Rust + AK 3rd Red Brown (1:1) to blur the lines between the two colors.

I used stipple glazing, but you can use any method you like, just make sure the colors are blurred enough.



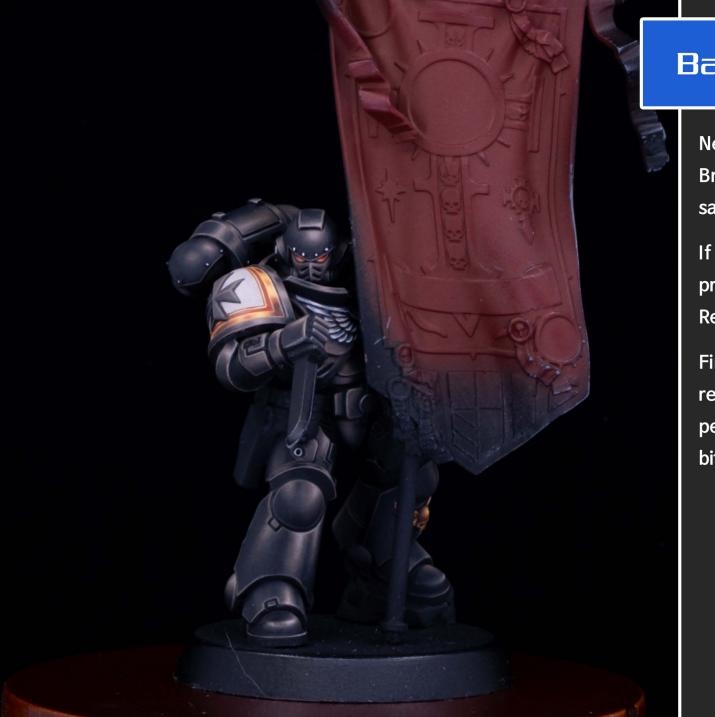
For some reason, one of the middle pictures got blown out, causing the process to skip ahead. The NMM technique itself is covered in many of my previous guides, so please refer to them.

I highlighted the inside of the Medium Rust with Vallejo Game Color Broze Brown, erased the color boundaries with glazing, and highlighted once more with AK 3rd Sand Yellow.



Now it's time to paint the inside trim. AK 3rd Red Brown to draw a thinner trim on the inside of the trim, and a little bit of AK 3rd Sand Yellow mixed with AK 3rd Carmine to create a thin line.

The reason for mixing the colors is that a slightly pinkish red gives better coverage than just red. If you're having trouble drawing a thin line like the one in the photo, check out the Damascus guide earlier. Drawing thin straight lines is not a difficult task, all it takes is a little practice and confidence.



Next, draw the border again with AK 3rd Red Brown and add a thin line inside using the same paint you used to color the gold.

If you find that the red is too big in the previous step, you can adjust the width with Red Brown.

Finally, apply Scalecolor Inktense Red to the red to accentuate the red. Don't try to get a perfect result the first time, just paint a little bit and you'll get a similar result in no time.



This time, I'll going to show how to create some intricate lettering on the banner.

First, we're going to paint the parchment part. I used AK 3rd S.C.C. No. 1A Very Dark Brown for the base color, followed by AK 3rd Decomposed Flesh, and Vallejo Game Color Bone White for the highlights.

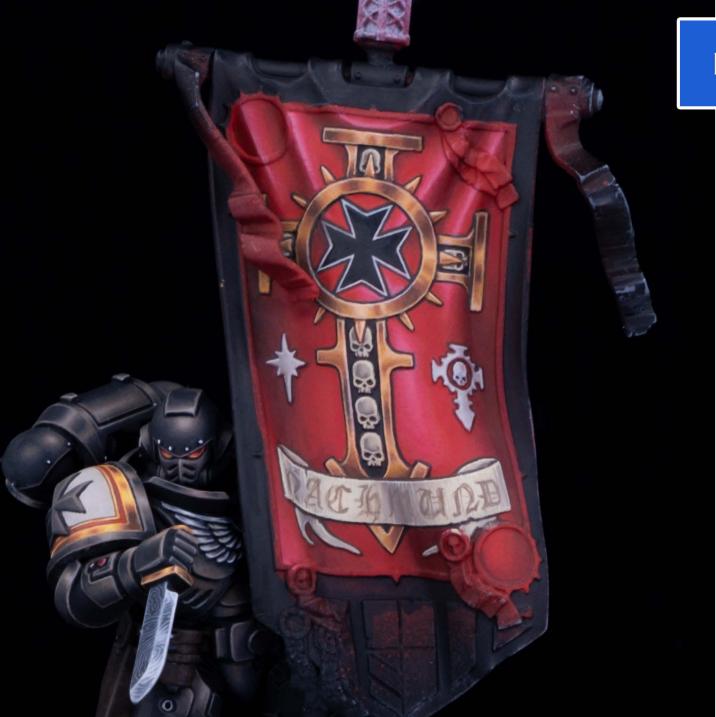
I created the texture on the left side without any glazing by drawing a series of vertical lines with thinned paint and overlapping them, which I'll cover in a separate guide later.



Now it's time to write the letters.

When I'm doing something as complicated as this, I like to use Photoshop to sketch it out first. I found a font I liked in online, wrote down the letters I wanted, and placed them on a piece of parchment paper. It would be nice if I could twist the letters exactly, but my Photoshop skills were limited.

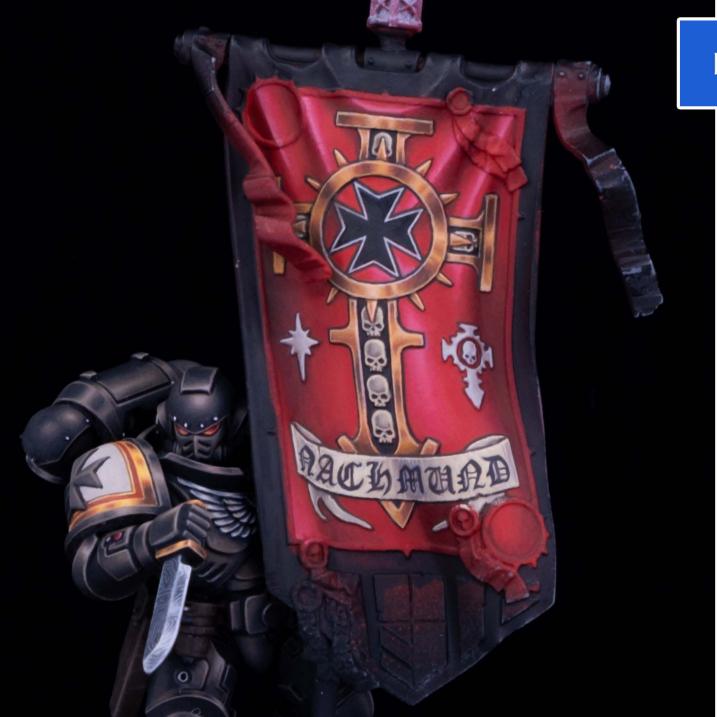
I additionally sketched out a picture to go behind the banner. There is a definite difference in the actual difficulty and quality of the work with and without a sketch, so if you have to work with large letters, I would definitely recommend giving it a try.



Referring to the previous picture, write the letters AK 3rd Grey Brown. The key to this step is twofold.

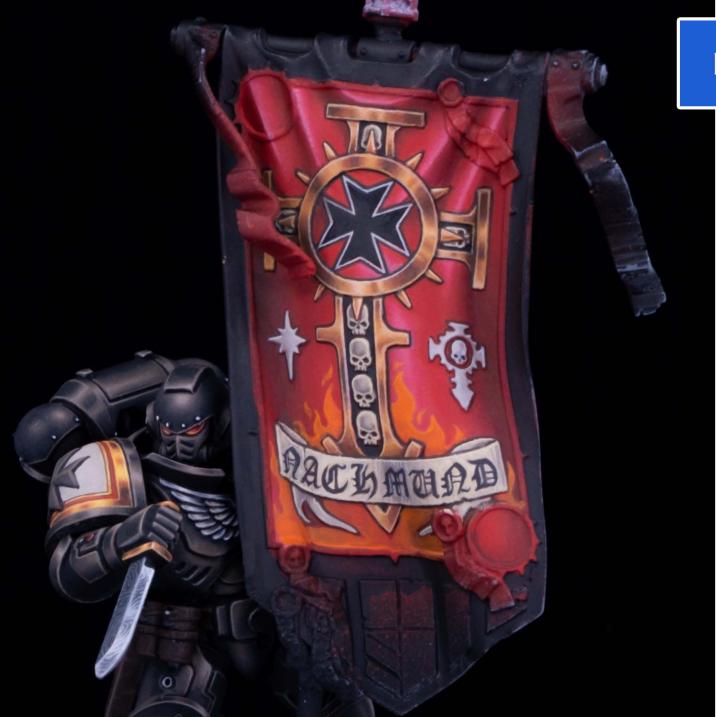
The first is to use a dark paint that's close to the shadow color of the parchment. In this case, it's much easier to correct if you get it wrong because the colors are similar. If you use black to begin with, you're more likely to get a letter off or misplaced.

The second is to start writing from the center of the parchment. If you start from the left or right, you're more likely to end up with a letter that's too short or too long. If you start in the center, referencing the picture you placed in Photoshop, you'll have a much more reliable placement of your letters.



Use AK 3rd Tenebrous Grey to write the correct lettering by following the lettering we marked as Grey Brown earlier.

Since we already have a sketch of Grey Brown, the chances of failing are drastically reduced. All we need to do is carefully follow the sketch and make sure we get the details of the font right.



With the lettering done, let's move on to the flames, and again, there's a pattern so you don't have to worry about failing.

Freehand like this doesn't require symmetry, so it's not too difficult if you're confident. I used Vallejo Game Color Bronze Brown + AK 3rd Medium Orange (1:1) to paint the flames, using the photoshop works as a reference. Again, I used a color close to the base color to begin with, because it's easier to correct.



I used Vallejo Game Color Bronze Brown + AK 3rd Medium Orange (2:1) to color the flames, and AK 3rd Tenebrous Grey for the cracked planet underneath. This is pretty much the image I envisioned in the blueprint.



I thinned out Vallejo Game Color Bronze Brown and glazed the top and bottom of the flames to give them color. I made an additional light color with Vallejo Game Color Brozne Brown + AK 3rd Sand Yellow (1:1) to highlight some of the crack between debris of planets.



After that, paint in the surrounding details and pretty much done! It's a shame that the banner isn't finished though.

Thanks for reading this long guide.