



only brush
VERSION

MARK VI
CORVUS
BLOOD ANGEL



I use this kind of brushes to make the stippling (multiple hits with the tip of the brush). As you see the paint is diluted and the brush is Unloaded of paint.

Uso este tipo de pinceles para hacer el stippling (multiples toques con la punta). Como veis la pintura esta diluida y el pincel Descargado de pintura

I paint a dark base using Ak tenebrous grey and Amethyst blue.

Pinto usa base oscura con Tenebrous grey y amethyst blue.



Any dark base will work
Cualquier base oscura funcionará

A Warhammer 40k Space Marine figure, likely a Space Hulk or similar, standing in a dynamic pose. The figure is primarily painted in a deep wine red color, with black highlights on the shoulder pads, elbow pads, knee pads, and various mechanical components like the chest plate and leg braces. It is standing on a dark, circular base.

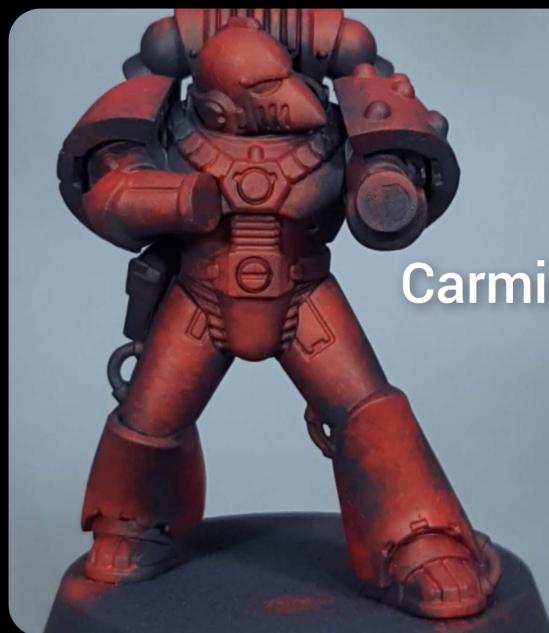
Wine red

2 coats per tones
2 capas por tono

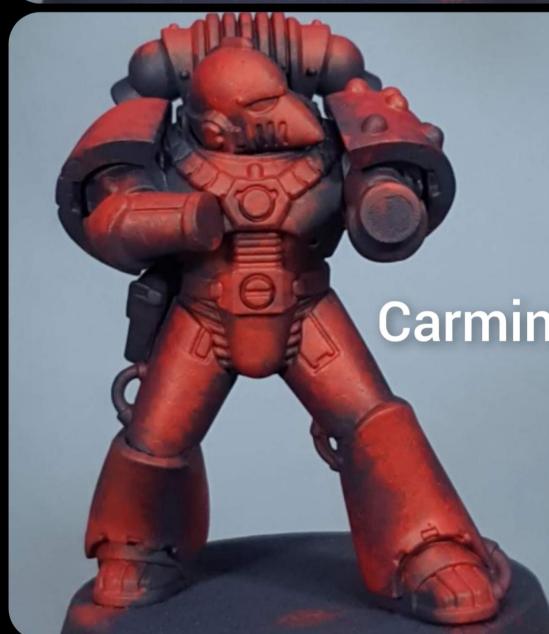
1 coat
1 capa



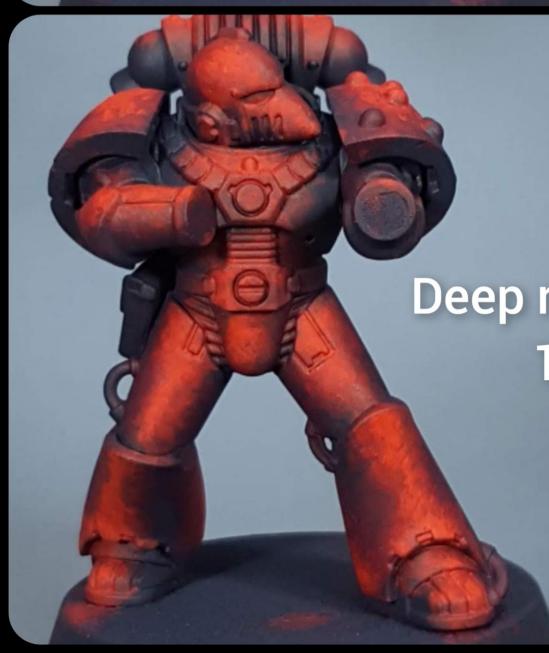
2 coat
2 capas



Carmine red +1 coat/capa



Carmine red +2 coat/capa



Deep red 1 coat, small brush
1 capa, pincel pequeño



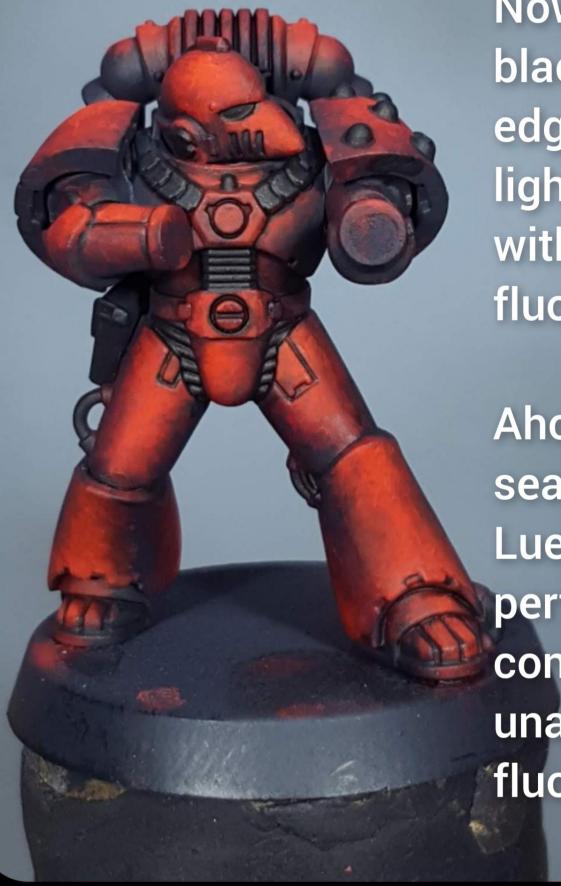
You can prepare a red ink dilution (vallejo or contrast) 5:1 (thinner:ink). And make a pass over the entire miniature with UNLOADED brush. Avoiding the creation of pools, this will help to merge all the layers.

Podéis preparar una dilución de tinta roja (vallejo o contrast) 5:1 (diluente:tinta). Y hacer una pasada por toda la miniatura con el pincel DESCARGADO. Evitando la creación de charcos, esto ayudará a fusionar todas las capas



Now wash the recesses with citadel nuln oil (only the recesses with the tip of the brush, control it!)

Ahora uso un lavado citadel nuln oil directamente en los huecos, controlando



Now paint all non armor in black. Then i add some edgehighligth and max light with white and cover with a mix of Deep red and fluor orange 1:1

Ahora pinto todo lo que no sea armadura en negro. Luego hago un poco de perfilado y luz máxima con blanco y cubro con una mezcla de Deep red y fluor orange 1:1





I add the bolter, paint the metal parts. Gun metal and Bronze. And the transfers (integrated with some thin scratches)

Añado el bolter y pinto los metálicos (gun metal y bronze). Pongo los transfers y los intergro con unos finos arañazos con rojo)





Shot/disparo:
@deadly print studio



Remember: grey bases helps to
pop red minis.

Recordad: bases grises resaltan
minis rojas.



Base:
@make it epic



White
Blanco



Airbrush: white
Aero: blanco



Airbrush: cover GSW fluo YellowOrange
And white again in the fire
Con aero cubro con GSW yellowOrange fluo
Y pinto el centro en blanco de nuevo



Fluor yellow + Gws YellowOrange
Edgehighlight near areas
Perfil zonas cercanas



White
Blanco





Ak Interactive

3^a Generación (11)

11001

White Intense



11026

Tenebrous Grey Standard



11081

Fluorescent Orange Standard



11088

Deep Red Intense



11091

Carmine Standard



11096

Wine Red Standard



11129

Fluorescent Green Standard



11145

Lizard Green Standard



11183

Amethyst Blue Standard



11196

Bronze Metalizado



11212

Gun Metal Metalizado



Base



Armor



Metal



Eyes

Ojos



Shot

Disparo



Green Stuff World

Pinturas Fluorescentes (2)



1701

Yellow Brillo



1702

Yellow-orange Brillo

