

Product guide

Step by Step



Tutorial

Painting a textured leather map case

In WWII figures, accessories are of the utmost importance to add realism to the end result, their painting has to be as accurate as that one of the figures. This step by step guide talks you through a method to paint leather accessories, adding textures and weathering typical of the material.

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1 A color palette is created using Leather Brown 70.871 as base color, which is mixed with Orange Brown 70.981 to apply some highlights, and with Black 70.950 to create shadows. Desert Yellow 70.977 is used as a maximum highlight.



2 Two diluted coats of Leather Brown 70.871 are applied to get a homogeneous base color.



3 Medium and heavy highlights, as well as shadows, are painted mixing Orange Brown 70.981 and Black 70.950 respectively. The color is applied quite diluted to allow the blending of the paints together. A zenithal lighting system is followed, placing extreme highlights on the higher parts of the volumes and extreme shadows on the lower parts.



4 Using the highlights, the medium tones are blended, even more diluted, invading the areas with shadows, with a stippling motion that makes the blending easier and adds the characteristic texture commonly seen in leather equipment. Some top highlights are added also, mixing Orange Brown with Desert Yellow 70.977.



5 The blending and texturing process is done once more; the more coats that are applied, the better the blending becomes.



6 With Black 70.950 the seams and all the elements on the main surface, such as straps and belts, are outlined.

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7 Some texture is added on the highlights stippling a heavy highlight with the tip of the brush.



8 Medium tones are used to blend the effect created by extreme highlights.



9 Small scratches are simulated on the leather surface, painting a line of highlight directly below of a painted shadow line, to simulate the volume of scratches.



10 Blending work finished. Some extreme highlights are added once more as they tend to disappear after blending. The small scratches are also blended to the background.



11 The metal hasp is painted using grey tones, which are achieved mixing Black 70.950 and Sky Grey 70.989. Pure Sky Grey is used to paint light reflections on the top edges.

12 View of map case finished, attached to the figure.



(Ref. Alpine Miniatures: 16002 Russian Tank Officer WW2)