

Product guide

Step by Step



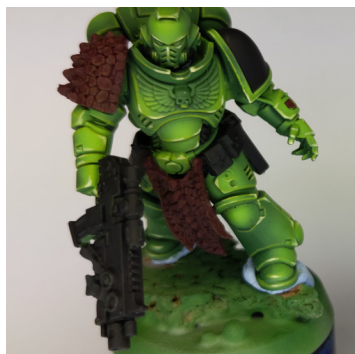
Tutorial

Salamanders Space Marines

This guide shows how to paint step by step a Space Marine from the Salamanders chapter.

NOTE: This tutorial is the sequel of the tutorial "Intense green armor", it is recommended to read it before continuing with this one.

By Jon Gómez (Pintureando.com)



- 1** First of all, apply Game Color Heavy Red 72.141 to the dragon scale shoulder pad and the tabard. The other shoulder pad, gun and pockets are painted using Model Color Black 70.950.



- 2** Second, the purity seal is painted using Model Color Red 70.926 and Game Color Bonewhite 72.034 for cloth / paper strips.



- 3** Metal Color Dark Aluminum 77.703 is used to paint the metal parts of the weapon.



- 4** A mixture of Metal Color Gold 77.725 with a little Metal Color Copper 77.710 is made to achieve a reddish gold, which is applied to the "Imperialis" symbol on the chest of the power armor.



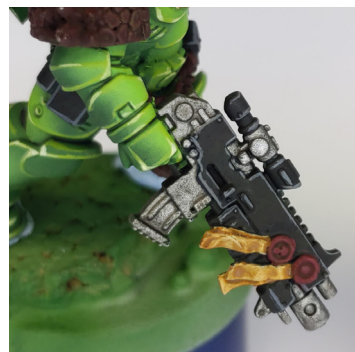
- 5** Game Wash Umber Wash 73.203 is applied to all red areas (purity seal and shoulder pad). Also, Game Wash Sepia 73.200 is used on the purity seal cloth.



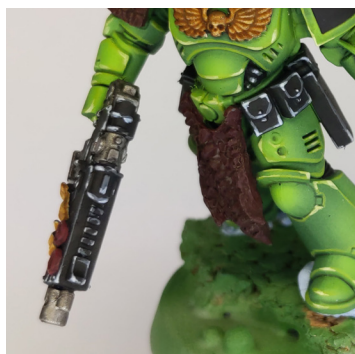
- 6** Game Wash Sepia 73.200 is applied to the golden part of the chest.



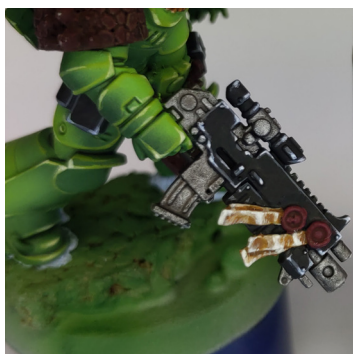
- 7** On the metallic areas of the weapon, a mixture of Game Wash Black 73.201 and Thinner Medium 70.524 is applied. Black wash can be applied directly, but if you want to apply it in a more controlled way and keep the metallic color lighter, diluting it is a good option.



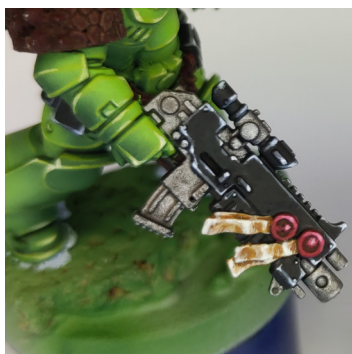
- 8** Edge Highlighting is done on all the black parts (weapon and pockets) using Model Color Neutral Grey 70.992.



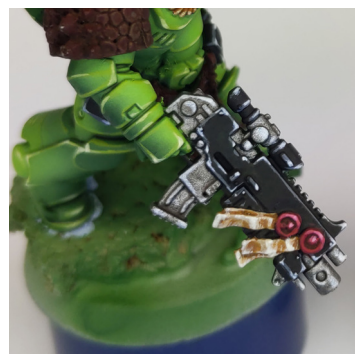
- 9** The edges are then painted using Model Color White 70.951 to achieve greater contrast.



- 10** For the purity seal cloth, Game Color Bonewhite 72.034 is used, followed by a little Model Color Ivory 70.918 on some edges.



- 11** To highlight the stamp of the purity seal, a first edge highlighting is made using Model Color Red 70.926, and then Game Color Squid Pink 72.013 is used, applying it only to the upper areas of the stamp.



- 12** For the metallic color of the weapon, a mixture of Model Color Silver 70.997 and Model Color White 70.951 is made. This mixture is applied on the edges.

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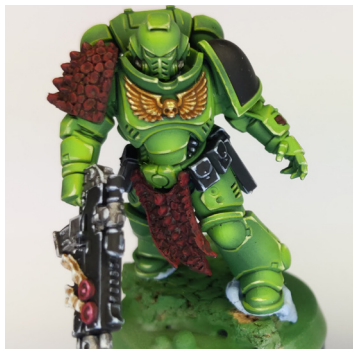


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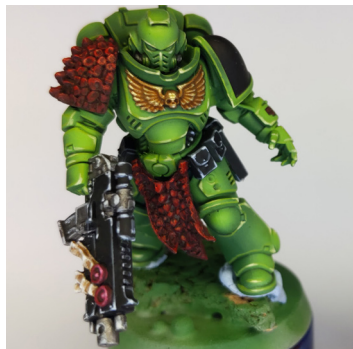
Salamanders Space Marines



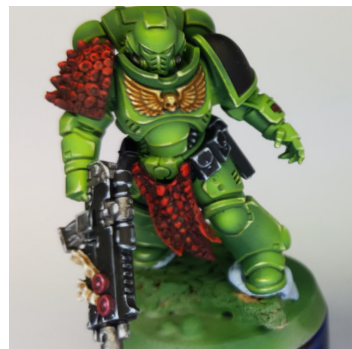
13 Metal Color Gold 77.725 is used for the golden area of the chest. Just apply a few gold dots on the corners and edges.



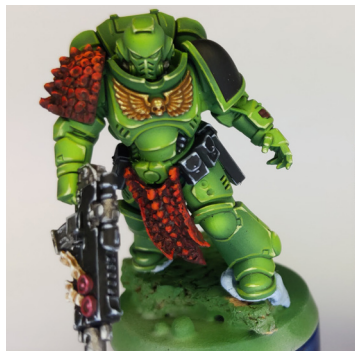
14 The lighting of the dragon scales will be done in several steps, where the tone and intensity will be increased. Firstly, Game Color Heavy Red 72.141 is applied. Remember to avoid painting on the dark areas or recesses.



15 In each new step, a smaller area of the scales will be painted to achieve a gradient. In this second step, Game Color Bloody Red 72.010 is used.



16 In the third step, Game Color Bloody Red 72.010 is mixed with Model Color Vermilion 70.909 and applied to a smaller area of the scales.



17 To finish with the dragon scales, apply the maximum point of light in the upper area of the scales, using Model Color Orange Red 70.910.



18 Finally, the Salamanders decal is placed on the black shoulder pad and the eyes are painted.



Finished miniature on a lava base (the tutorial "Lava bases" can be checked to know how to build and paint it).

