

Product guide

Step by Step



Tutorial

PART 2

How to paint a purple dragon

This tutorial shows the second part of how to paint a dragon with the set 72.305 Purple Dragons. In it, we will cover how to paint the horns, the claws, the eyes and the base.

This fantastic miniature has been printed in resin by the company "Alchemy 3D prints". The design of the miniature is by "Lord of the Print".

By Jon Gómez (Pintureando.com)



1 The claws and teeth are painted using Game Color Bone White 72.034.



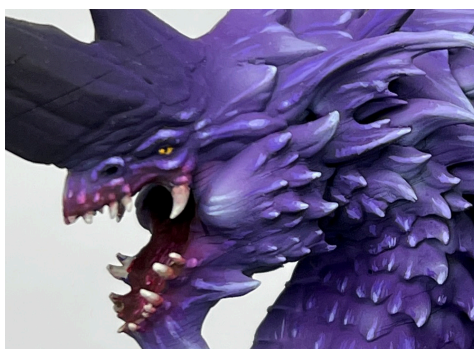
2 Next, a wash is applied using Game Wash Umber 73.203. A glaze is applied in the mouth area, using very diluted Game Color Gory Red 72.011, to add a reddish tone.



3 The claws and teeth are highlighted again using Game Color Bone White 72.034. On the tips a final light of Model Color Ivory 70.918 is applied.



4 The tongue is painted using Game Color Gory Red 72.011, and then highlighted with a mixture of Game Color Gory Red and Model Color Magenta 70.945 using the stippling technique. Finally a few touches of pure Magenta are added.



5 The eyes are painted over entirely with Game Color Gold Yellow 72.007. Once dry, a thin line is drawn using Game Color Black 72.051 to emulate the pupil.



6 Apply a small dot with Game Color Dead White 72.001 on the upper part to recreate the sheen of the eye.



7 The head of the dragon is masked except for the upper horn, which is painted with Model Color Chocolate Brown 70.872.



8 Game Color Bone White 72.034 is applied to the upper part of the horn. Then a second highlight is added with Model Color Ivory 70.918 to increase the contrast.



9 Apply a wash over the horn using Game Wash Umber 73.203.

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- 10 Finally, add some highlights with a mixture of Game Color Bone White 72.034 and Model Color Ivory 70.918, increasing the brightness in the upper areas of the horn.



- 11 On the black primed base, Model Air Neutral Gray 71.051 is applied with the airbrush on the rocks, and then Game Air Stonewall Gray 72.749 is applied on the lighter areas.



- 12 Apply Model Air Dark Earth 71.029 to the ground and lower parts of the rocks, also with the airbrush. Then, highlight the area with Model Color Flat Earth 70.983.



- 13 Model Color Dark Sand 70.847 is applied with a dry brush to the base ground. Game Wash Black 73.201 is applied to the rocks, and then Game Color Cold Grey 72.050 is applied with a dry brush to enhance their texture. Then a more selective dry brush is applied to the edges with Game Color Stonewall Grey 72.049.



- 14 Finally, Vallejo Pigments Faded Olive Green 73.122 is added to some areas of the rocks, to achieve a dirty effect. The rest of the details are then also painted.



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