

# Tutorial

## How to paint an Off-White Tunic using the new Game Color Range

This tutorial shows you how to easily paint the off-white tunic on a miniature using the new Game Color paints. For this tutorial we used the Grimnir miniature (Warhammer 40k) from Games Workshop.

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1



The miniature is first primed in black with Hobby Paint Black 28.012 or Primer Black 70.602. Take several photos of the miniature and use the light reflected off the black as a reference to know where to place the highlights and shadows.

2



For the base color, apply a mixture of Game Color Stonewall Grey 72.049 and Game Color Bone White 72.034 in equal parts.

3



Apply the first shadows using a mixture of Game Color Cayman Green 72.067 and Game Color Khaki 72.061 in equal parts. This mixture will be diluted with water and applied as a glaze to all shadow areas (we can use the first photo as a reference).

4



Paint the deeper shadows by adding a little Game Color Charcoal 72.155 to the mixture. These are applied to the same areas as in the previous step, but to a lesser extent.

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5



A mixture of Game Color Bone White 72.034 and Game Color Off-White 72.101 is applied in equal parts for the first highlight. The stippling technique is used here to create a textured effect.

6



Add some Game Color Off-White 72.101 to the base color used in Step 2. Then, using the stippling technique, blend this new mixture with the highlights applied in the previous step.

7



Apply pure Game Color Off-White 72.101 to an even smaller area.

8



For the final highlight, use Game Color Dead White 72.001 to further reduce the area to be painted at the points of maximum light.



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9 Then, the rest of the details on the tunic and cape are painted for the final step.



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