

# Tutorial

## How to paint a turquoise luminous effect (OSL), using the new Game Color Range

This tutorial shows you how to easily paint a turquoise lighting effect using the new Game Color paints. The OSL technique, or Object Source Lighting, is perfect for creating special lighting effects on your fantasy and science fiction miniatures. For this tutorial we used the Grimnir miniature (Warhammer 40k) from Games Workshop.

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1



The finished miniature (see tutorial "How to paint an Off-White Tunic"), still missing the Turquoise light effects.

2



Apply a mixture of Game Color Abyssal Turquoise 72.120 and Game Color Turquoise 72.024 in equal parts around the area where the light effects will be painted.

3



Paint over these areas with Game Color Turquoise 72.024, and reduce the area of application.

4



Apply Game Color Aquamarine 72.119 to an even smaller area.

5



Use Game Color Sunrise Blue 72.118 diluted with water as a glaze and reduce the area to be painted even more.

6



Use Game Color Dead White 72.001 diluted with water to increase the contrast effect. This is applied to the center of the palm and eye sockets.



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7



Repeat the same steps as before to create a glow on the base rocks.

8



The miniature is finished and ready for the battlefield!



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