

Step-By-Step Guide to Painting LM-BS003

LIFE

MINIATURES

Painting & Instruction
by
Sang-Eon Lee



1. The figure being primed with Mr. Surfacer 1200



2. Color range for flesh tones

VA = Vallejo acrylics

VA006=Light Fresh, VA036=Beige Red, VA035=Black Red, VA148=Burnt Umber



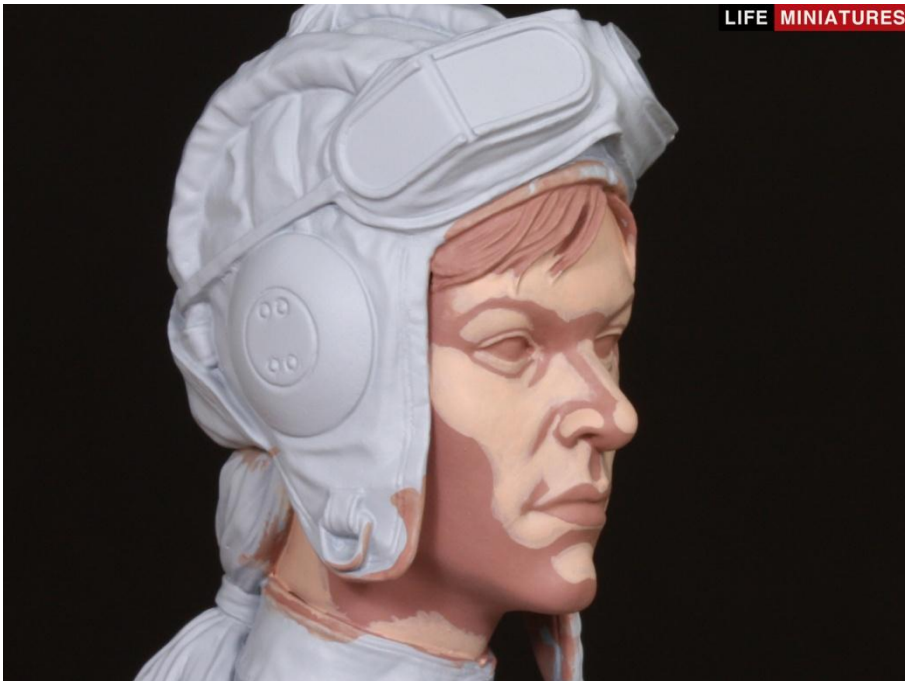
3. Assuming that the front lights are located at a 45-degree angle to the left and right side of the figure, I'm going to apply 4 different value to the face using PLANAR PAINTING. The position and value of shade will be made according to basic theory of light and shadow with that condition of lights.



4. Start with the flesh tone No.5
Please refer to the previous page to check the number of the color



5. Paint the flesh tone No.3 on approximately 60% of the face
Please be aware of keeping the size and position of each planar as similar to this tutorial as possible



5. Paint the flesh tone No.3 (different angle view)



5. Paint the flesh tone No.3 (different angle view)



5. Paint the flesh tone No.3 (different angle view)



5. Paint the flesh tone No.3 (different angle view)



6. Paint the flesh tone No.4



6. Paint the flesh tone No.4 (different angle view)



6. Paint the flesh tone No.4 (different angle view)



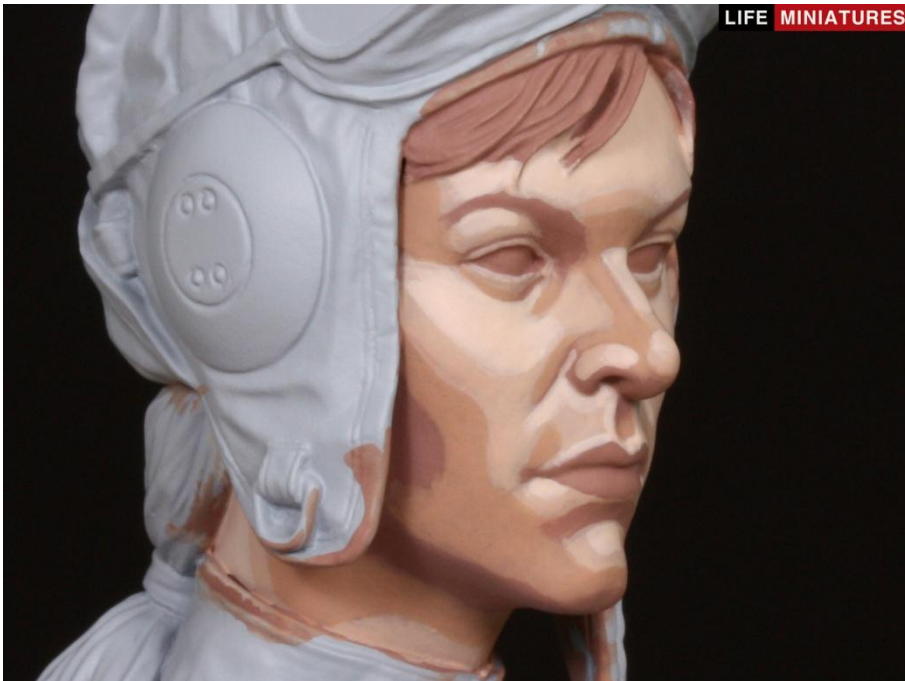
6. Paint the flesh tone No.4 (different angle view)



6. Paint the flesh tone No.4 (different angle view)



7. Paint the flesh tone No.2



7. Paint the flesh tone No.2 (different angle view)



7. Paint the flesh tone No.2 (different angle view)



7. Paint the flesh tone No.2 (different angle view)



7. Paint the flesh tone No.2 (different angle view)



8. Mix the flesh tone No.2 with No.3 at 1:1 ratio and apply it on the boundary line between the two different tones by overlapping thin dots or extremely short lines over and over until the distinction between No.2 and No.3 become blurred.

The same goes for other flesh tones.



9. Completion of blending



9. Completion of blending (different angle view)



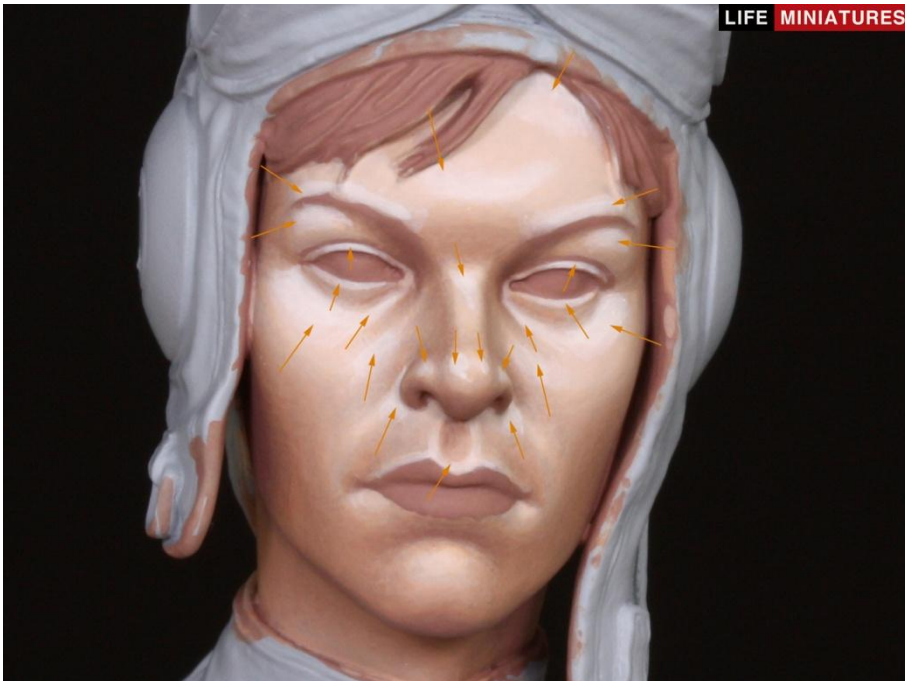
9. Completion of blending (different angle view)



9. Completion of blending (different angle view)



9. Completion of blending (different angle view)



10. Paint the flesh tone No.1 for the final highlights



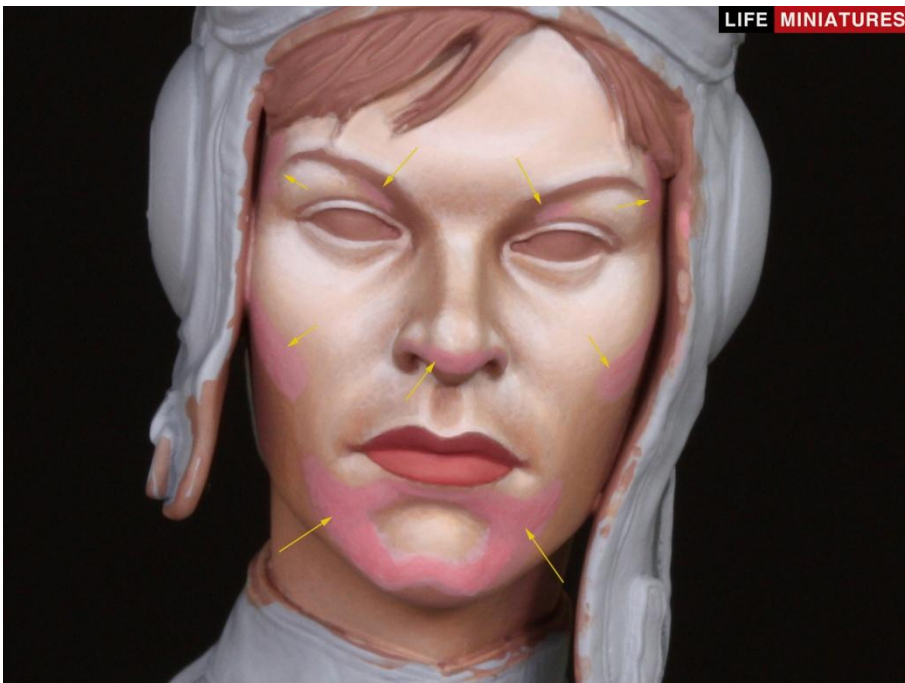
11. Blend it with surrounding colors



11. Blend it with surrounding colors (different angle view)



11. Blend it with surrounding colors (different angle view)



12. Apply the mixture of Skin tone No.2 and VA028(Vermillion) (1:1) to the positions that the yellow arrows show. Apply the mixture of Skin tone No.6 and VA028 (1:1) to the upper lip and the mixture of Skin tone No.4 and VA028 (1:1) to the lower lip.

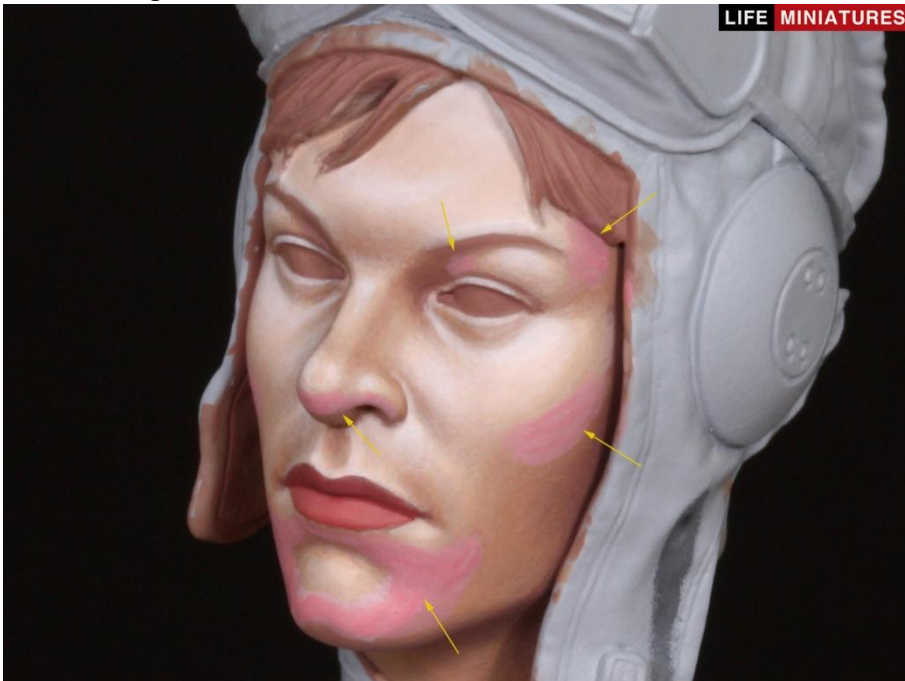
*Numbers indicate the ratios required.



LIFE MINIATURES

12. Apply the mixture of Skin tone No.2 and VA028(Vermillion) (1:1) to the positions that the yellow arrows show. Apply the mixture of Skin tone No.6 and VA028 (1:1) to the upper lip and the mixture of Skin tone No.4 and VA028 (1:1) to the lower lip.

(different angle view)



LIFE MINIATURES

12. Apply the mixture of Skin tone No.2 and VA028(Vermillion) (1:1) to the positions that the yellow arrows show. Apply the mixture of Skin tone No.6 and VA028 (1:1) to the upper lip and the mixture of Skin tone No.4 and VA028 (1:1) to the lower lip.

(different angle view)



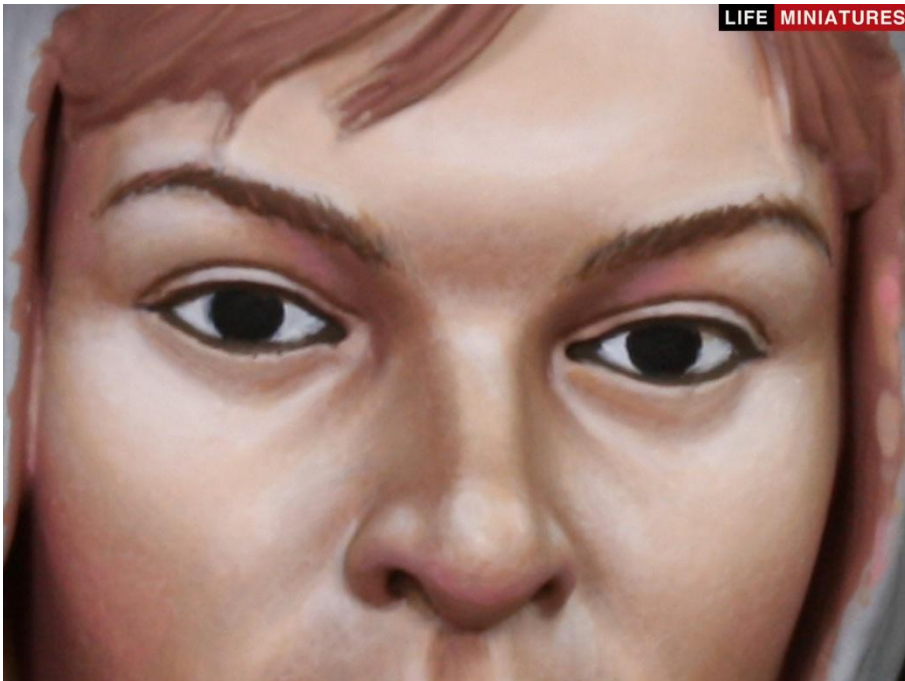
13. Blur the mixture of Skin tone No.2 and VA028(Vermillion) by tapping thin dots Of Skin tone No.3 over and over.



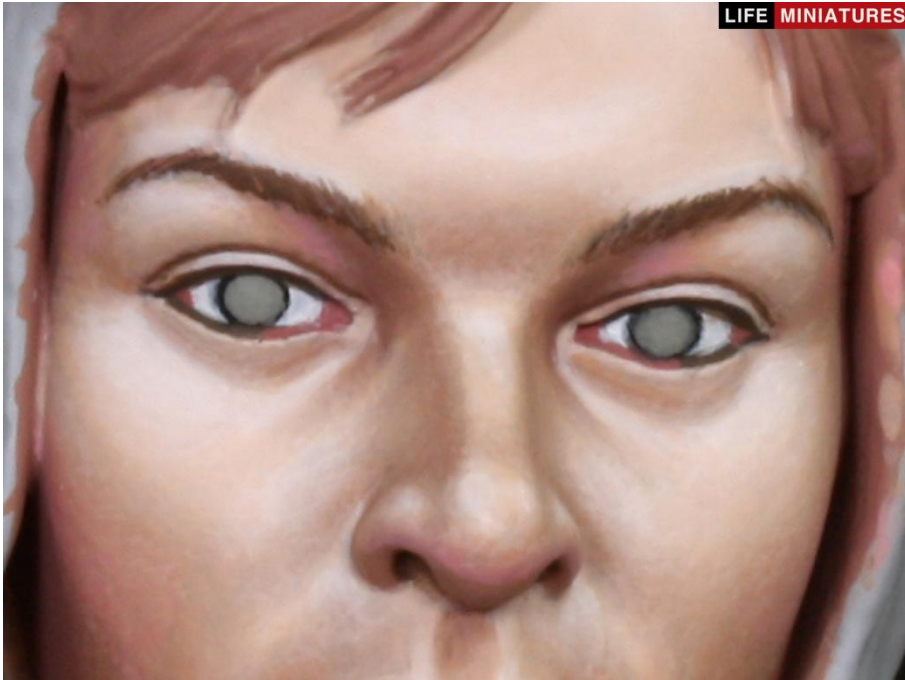
14. Draw eyebrows using VA148(Burnt Umber) and apply the same color to the Positions that the yellow arrows show. Apply highlight to the upper lip using Skin tone No.5 and to the lower lip using The mixture of Skin tone No.1 and VA028(Vermillion).



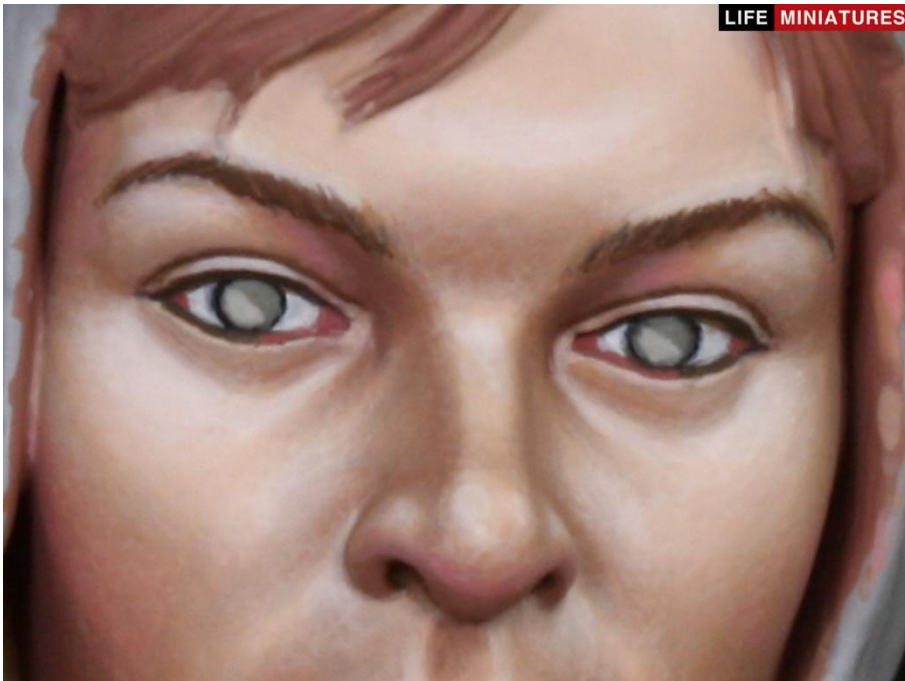
15. Paint eyeball with VA001(White) and blend the highlights of lips with surrounding Colors.



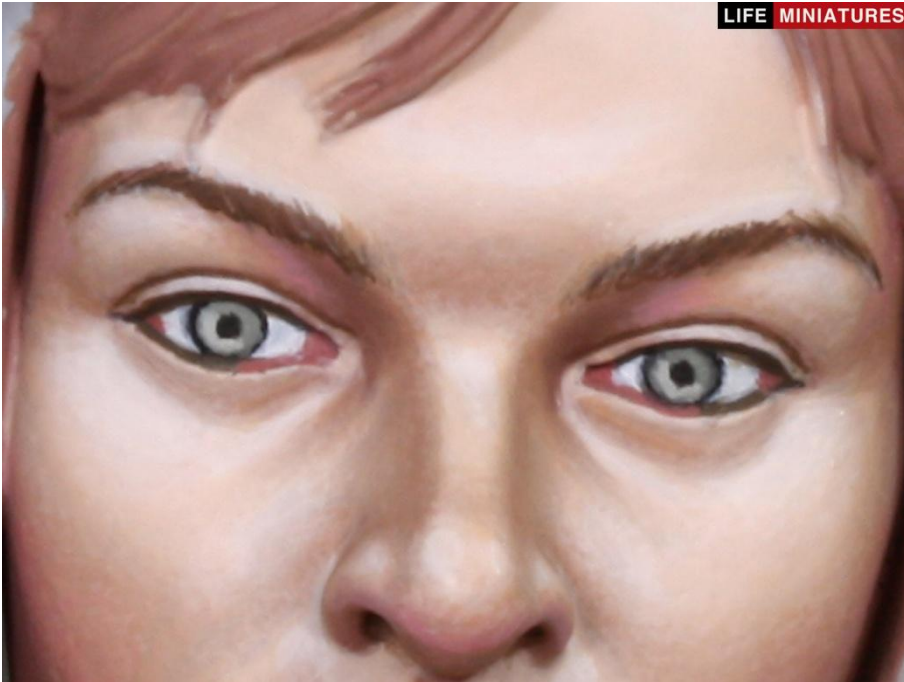
16. Paint black circles with VA169(Black)



17. Paint the irises with the mixture of Skin tone No.1 and VA102(Ger. Fieldgrey) (1:1) retaining the surrounding black rings.
Using the mixture of Skin tone No.5 and VA028(Vermillion)(1:1), paint the lachrymal glands and draw lines to the halves between the eyeball and lower eyelid.



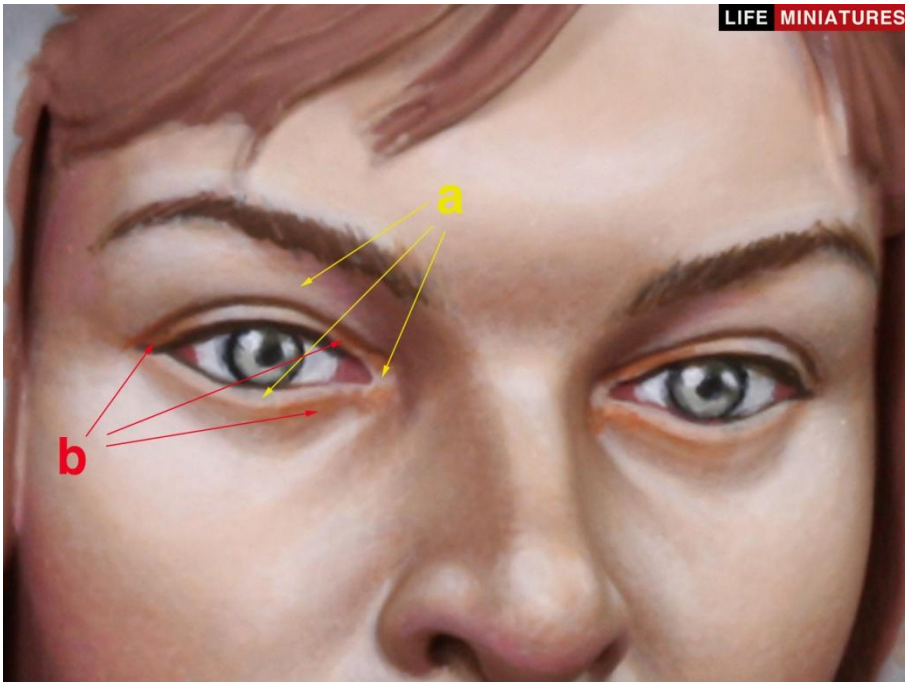
18. Add more Skin tone No.1 to the basic color of irises and paint the mixture on the lower half of the irises



19. Paint pupils with VA169(Black)

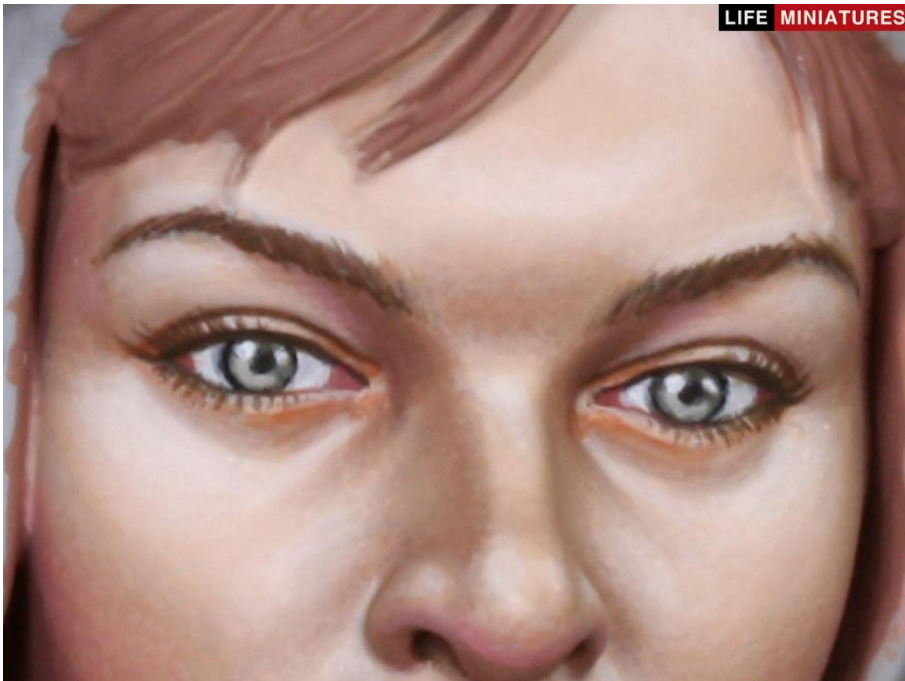


20. Paint reflective lights with VA001(White)

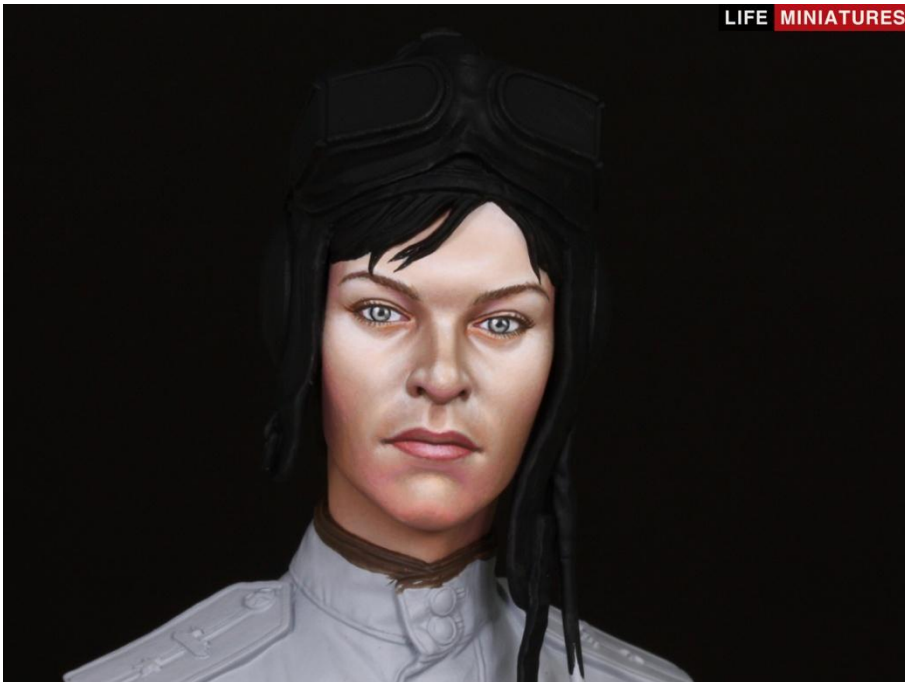


21. **a**= Skin tone No.2

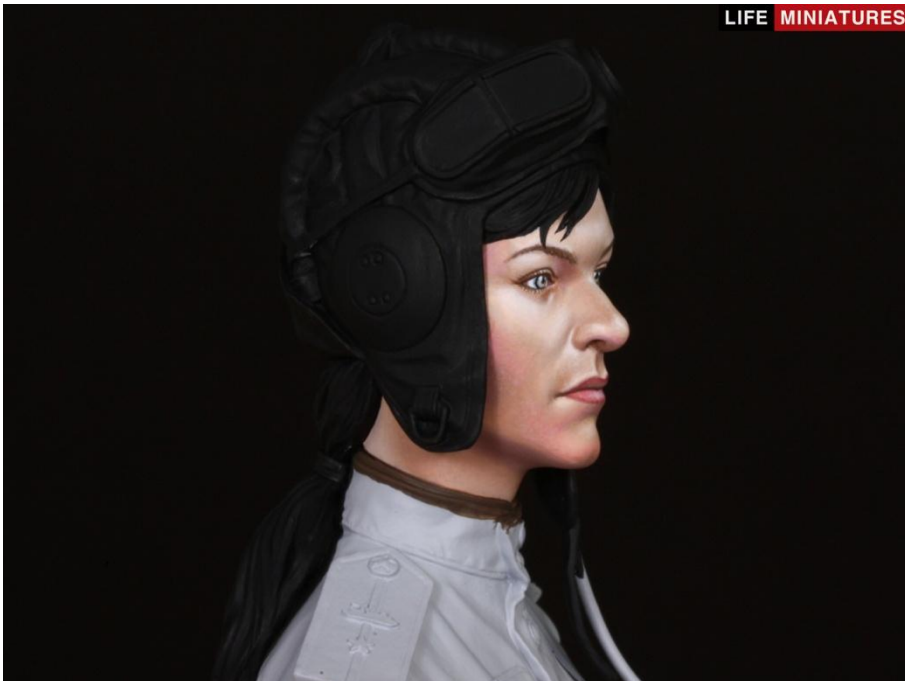
b = mixture of VA132(Brown Sand) and VA024(Bright Orange) (1:1)



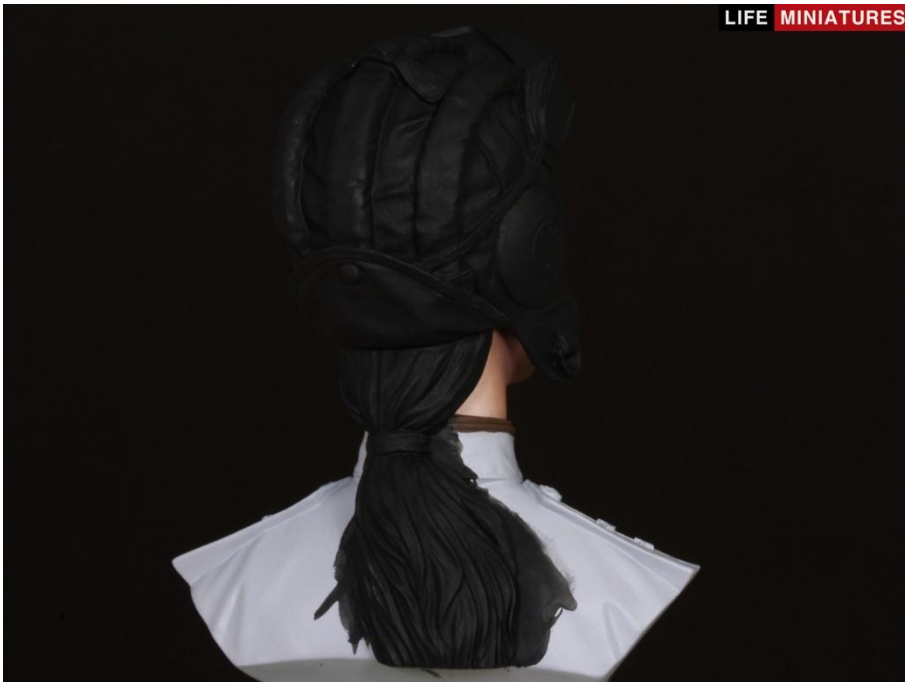
22. Draw eyelashes using VA148(Burnt Umber)



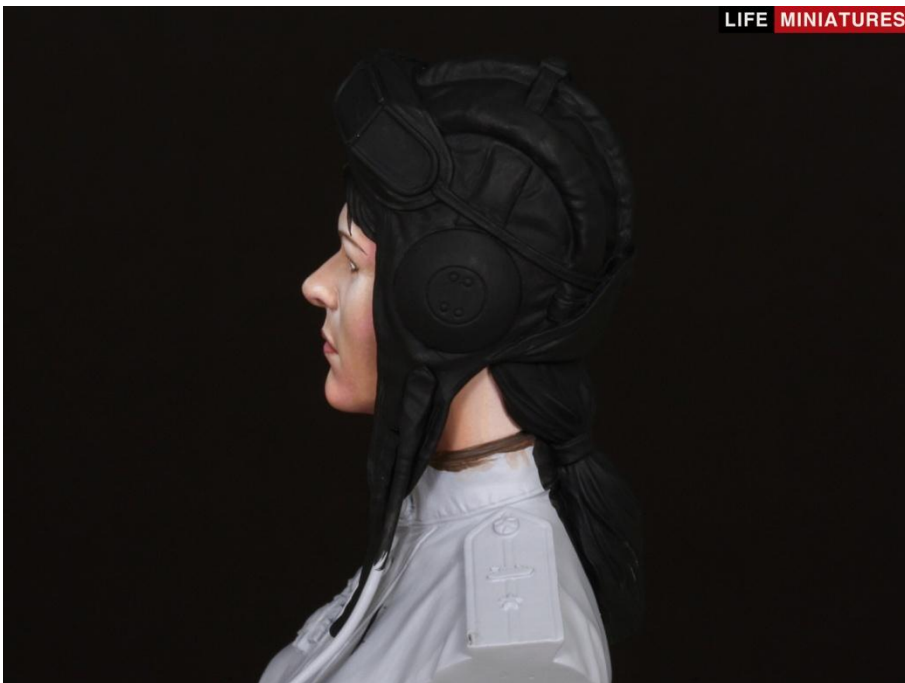
23. Base coat for hair and helmet using VA169(Black)
Apply VA148(Burnt Umber) for extreme shadow line around the neck
*The headset cord is temporarily attached by sticky plasticine. It will be removed
When I start painting the shirts for not being interrupted by it.



23. Base coat for hair and helmet using VA169(Black)
Apply VA148(Burnt Umber) for extreme shadow line around the neck
(different angle view)



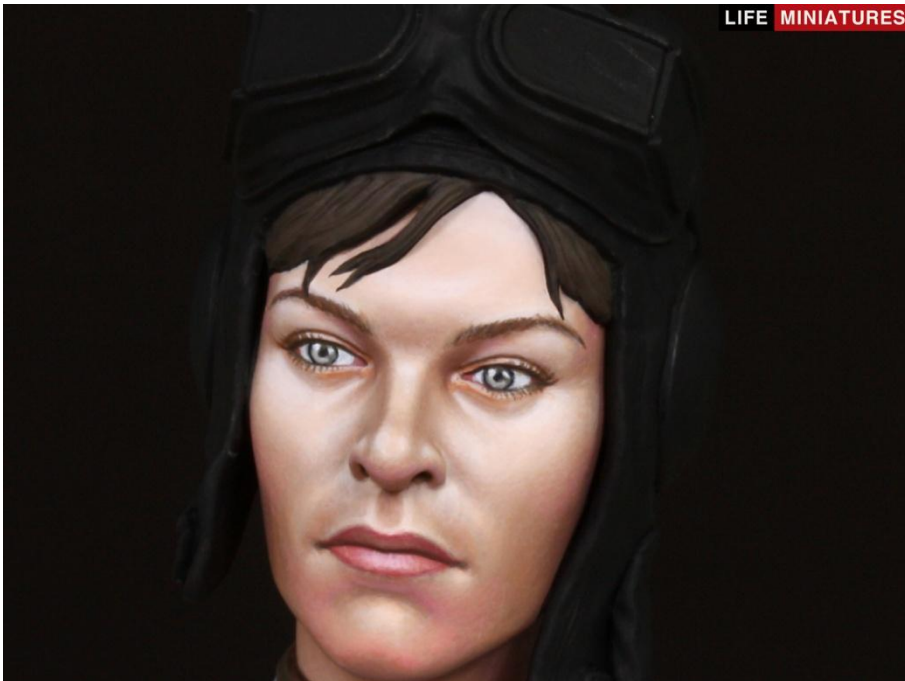
23. Base coat for hair and helmet using VA169(Black)
Apply VA148(Burnt Umber) for extreme shadow line around the neck
(different angle view)



23. Base coat for hair and helmet using VA169(Black)
Apply VA148(Burnt Umber) for extreme shadow line around the neck
(different angle view)



23. Base coat for hair and helmet using VA169(Black)
Apply VA148(Burnt Umber) for extreme shadow line around the neck
(different angle view)



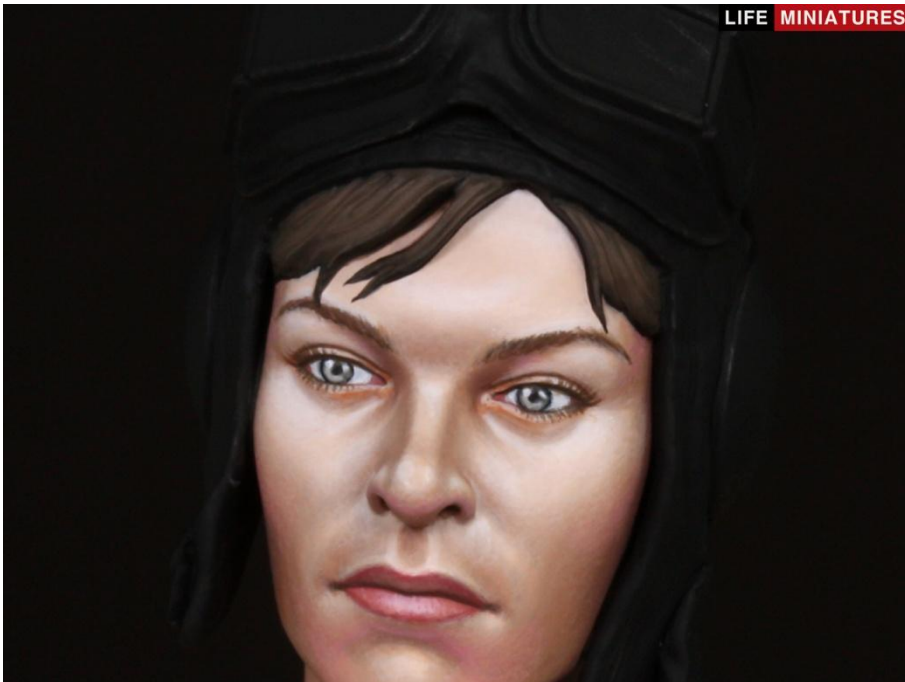
24. Paint VA148(Burnt Umber) for the base of the hair.



24. Paint VA148(Burnt Umber) for the base of the hair.
(different angle view)



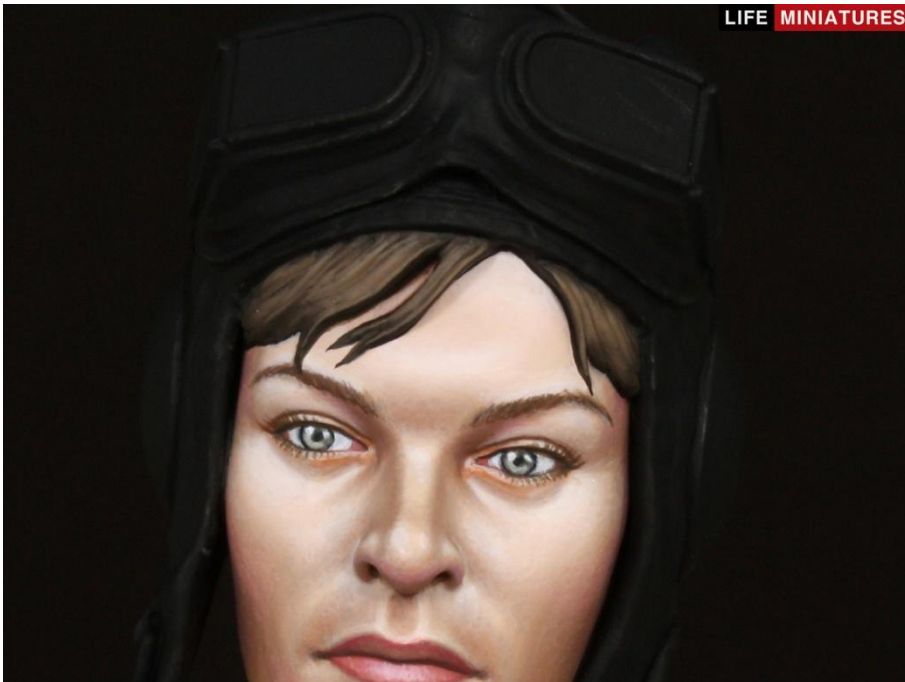
25. Color range for hair
VA = Vallejo acrylics
VA006=Light Fresh, VA059=French Mirage Blue, VA132=Brown Sand
VA148=Burnt Umber



26. Apply medium tone using No.3



26. Apply medium tone using No.3 (different angle view)



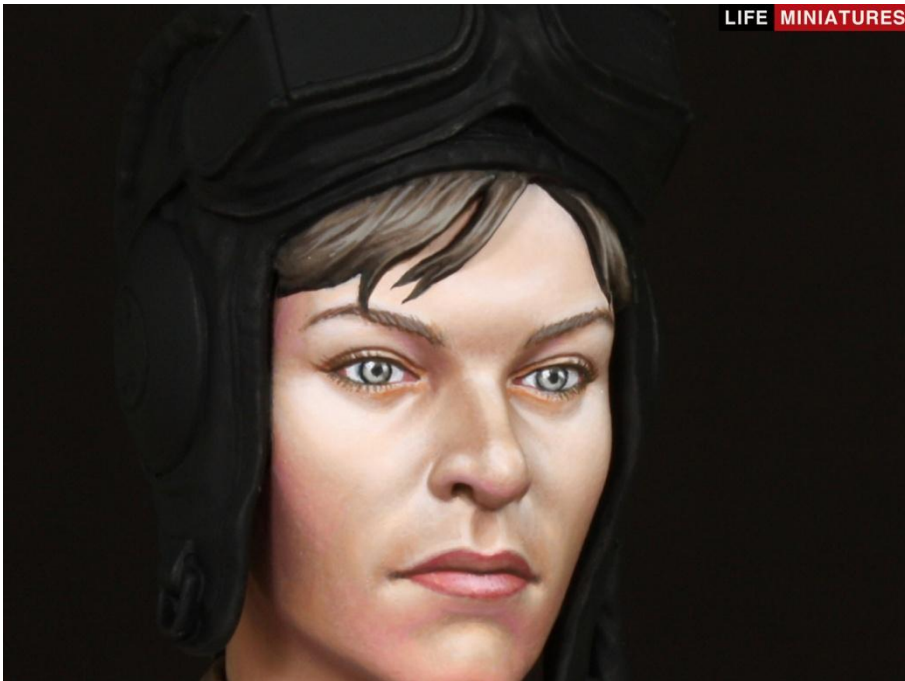
27. Apply highlights using No.2



27. Apply highlights using No.2 (different angle view)



27. Apply highlights using No.2 (different angle view)



28. Apply highlights to the hair and eyebrows using No.1



28. Apply highlights to the hair and eyebrows using No.1 (different angle view)



28. Apply highlights to the hair and eyebrows using No.1 (different angle view)



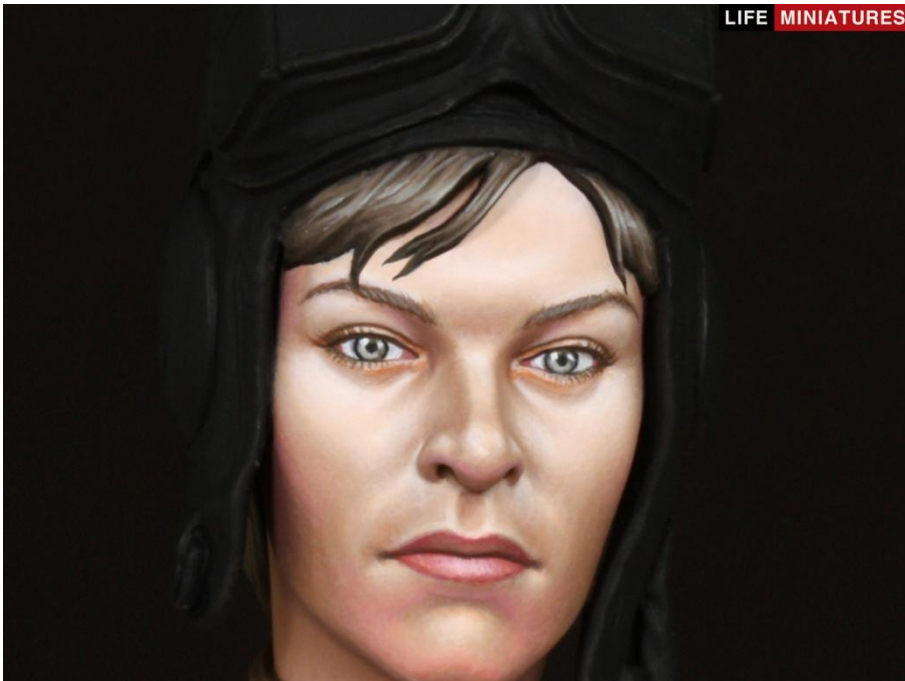
28. Apply highlights to the hair and eyebrows using No.1 (different angle view)



29. Apply the final highlights to the hair using the mixture of No.1 and VA006(Light Flesh)



29. Apply the final highlights to the hair using the mixture of No.1 and VA006(Light Flesh) (different angle view)



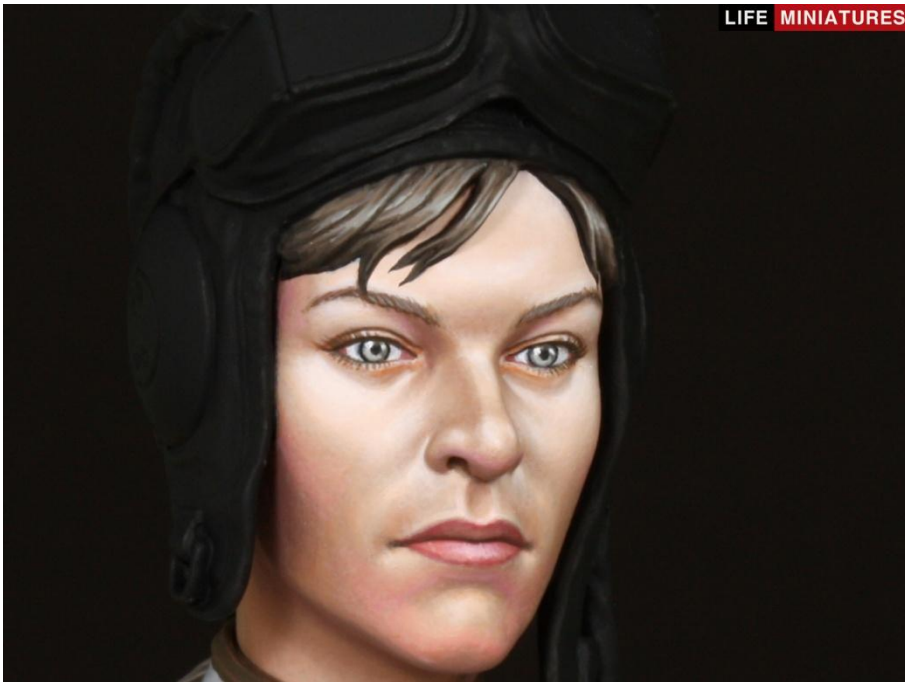
29. Apply the final highlights to the hair using the mixture of No.1 and VA006(Light Flesh) (different angle view)



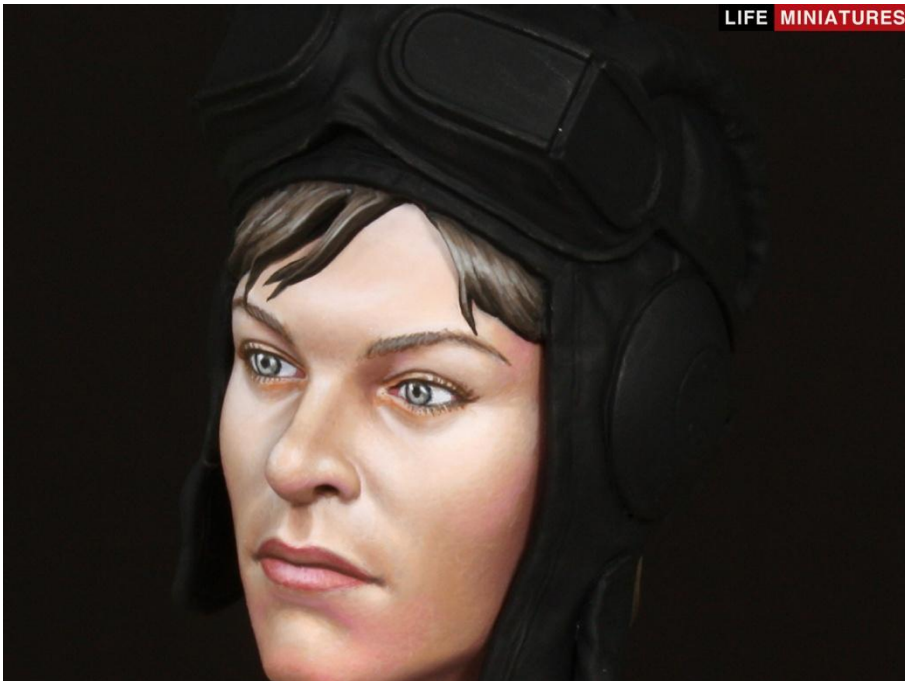
30. Apply shadows to the hair using the mixture of VA148(Burnt Umber) and VA169 (Black) (different angle view)



30. Apply shadows to the hair using the mixture of VA148(Burnt Umber) and VA169 (Black) (different angle view)



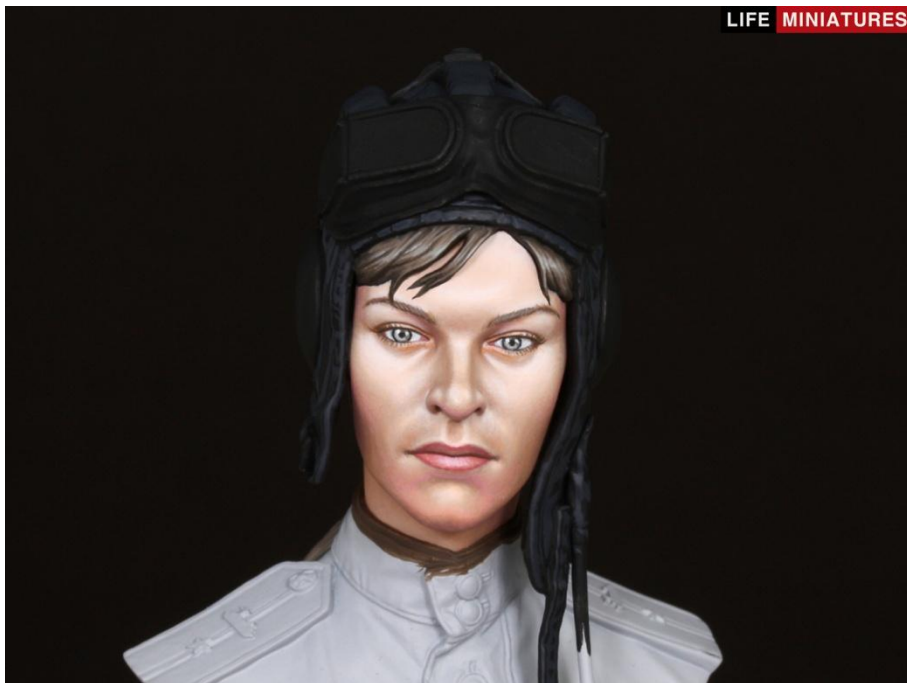
30. Apply shadows to the hair using the mixture of VA148(Burnt Umber) and VA169 (Black) (different angle view)



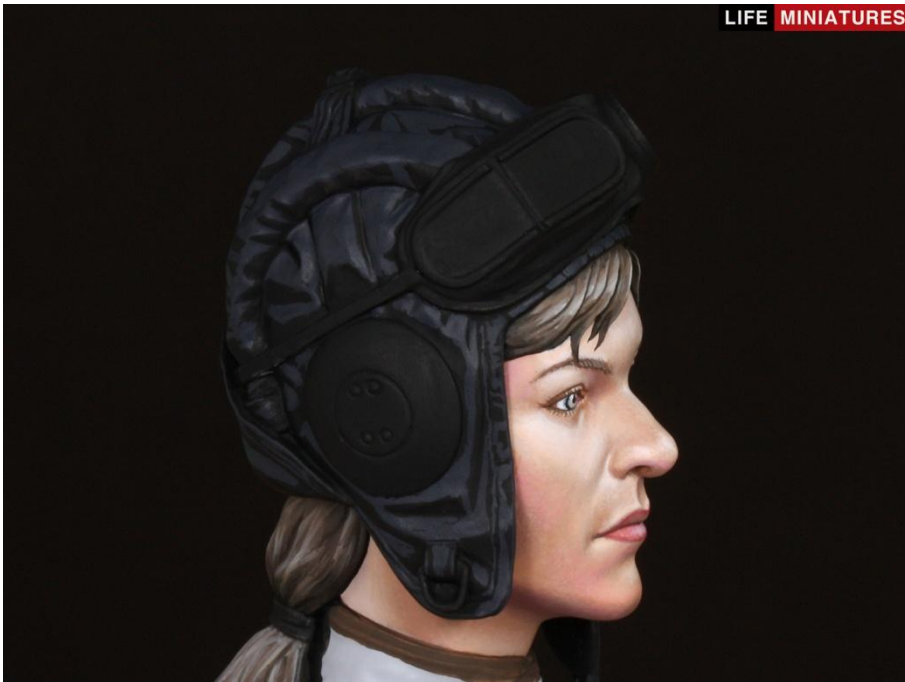
30. Apply shadows to the hair using the mixture of VA148(Burnt Umber) and VA169 (Black) (different angle view)



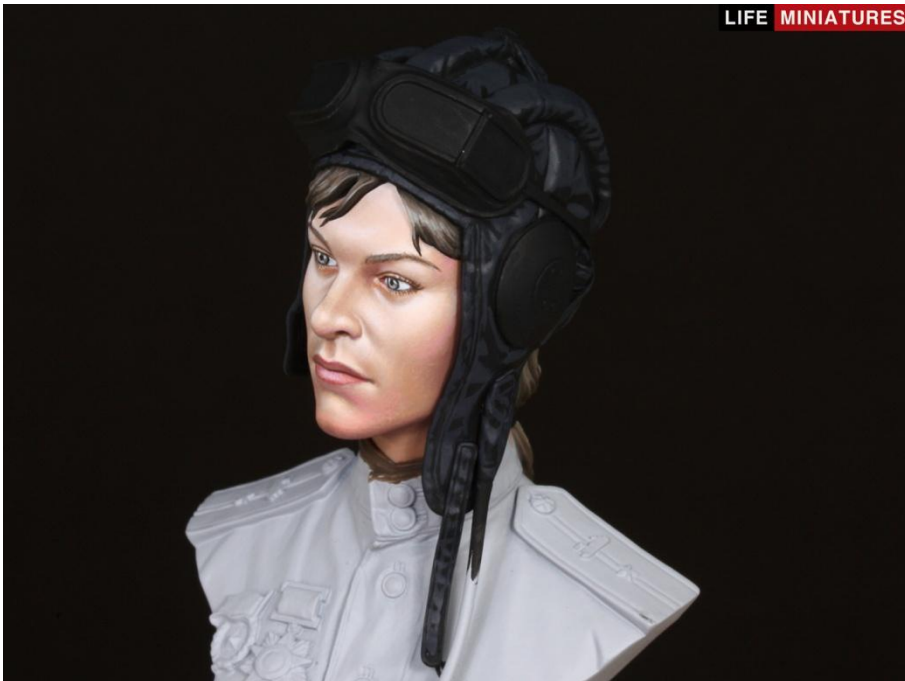
31. Color range for helmet
VA = Vallejo acrylics
VA059=French Mirage Blue, VA169=Black



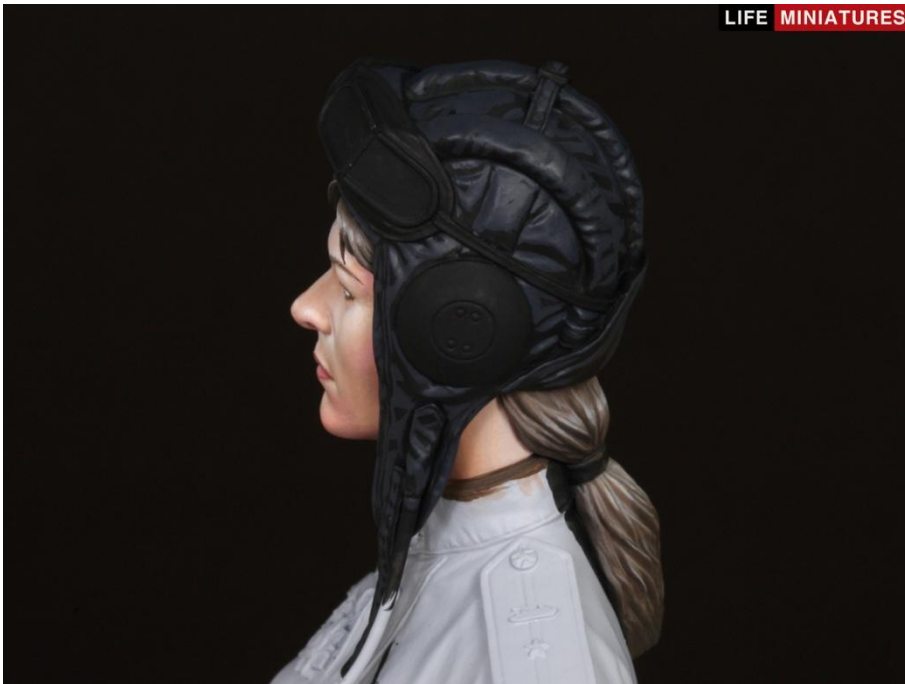
32. Paint No.3



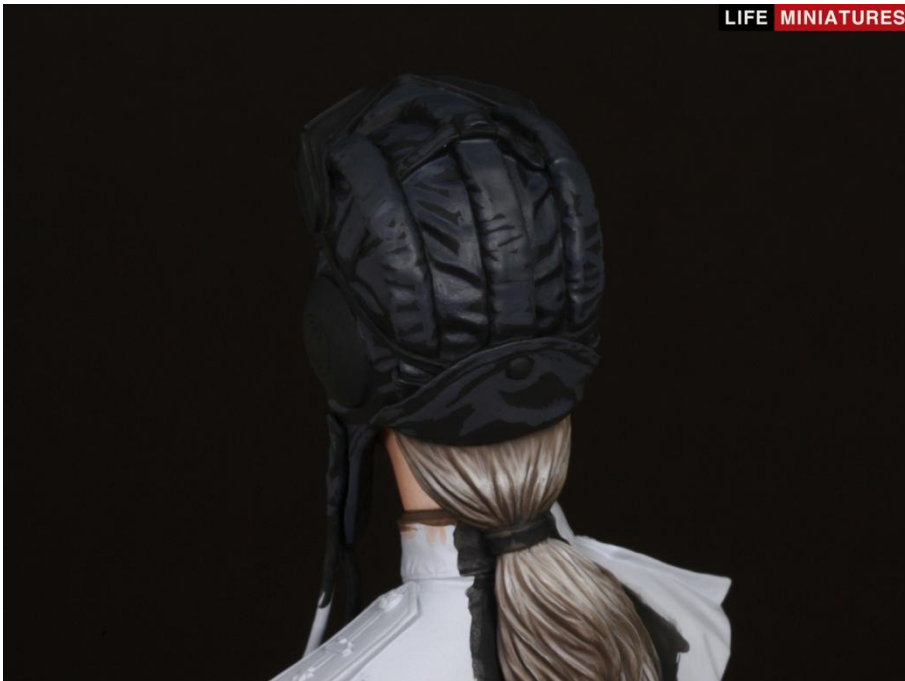
32. Paint No.3
(different angle view)



32. Paint No.3
(different angle view)



32. Paint No.3
(different angle view)



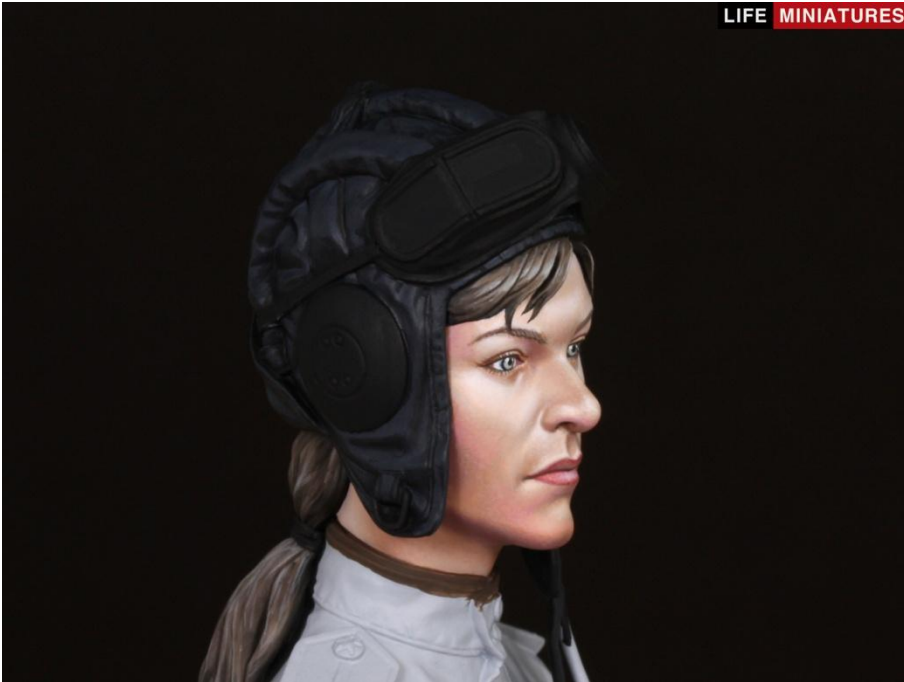
32. Paint No.3
(different angle view)



32. Paint No.3
(different angle view)



33. Blending



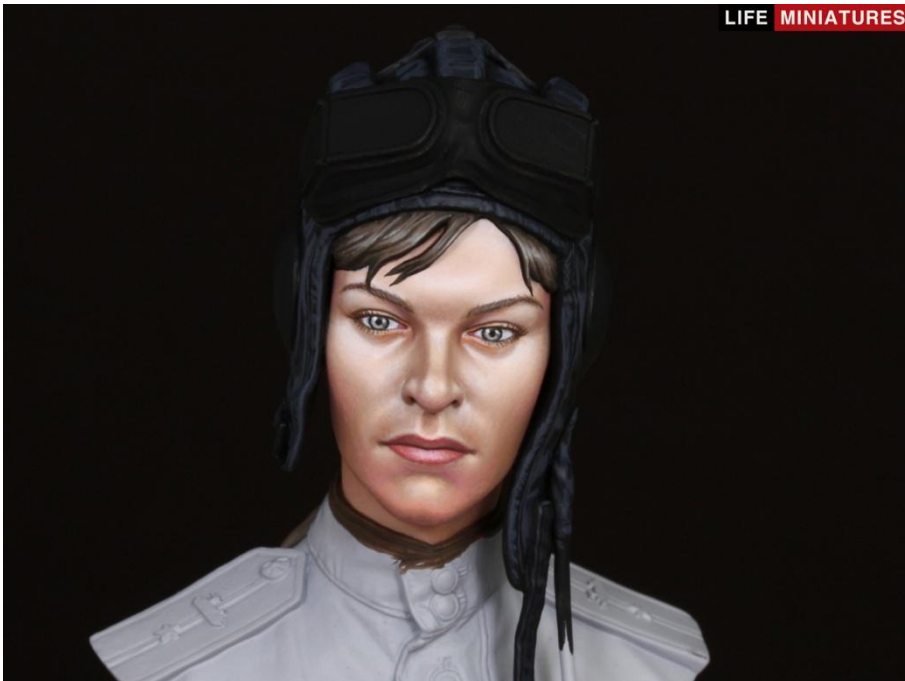
33. Blending (different angle view)



33. Blending (different angle view)



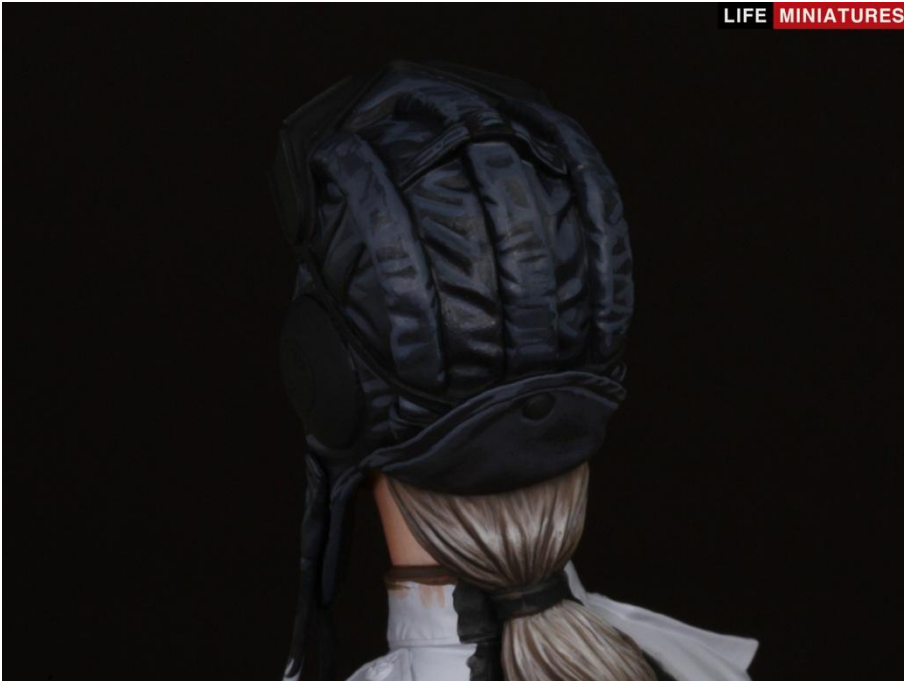
33. Blending (different angle view)



34. Paint No.2



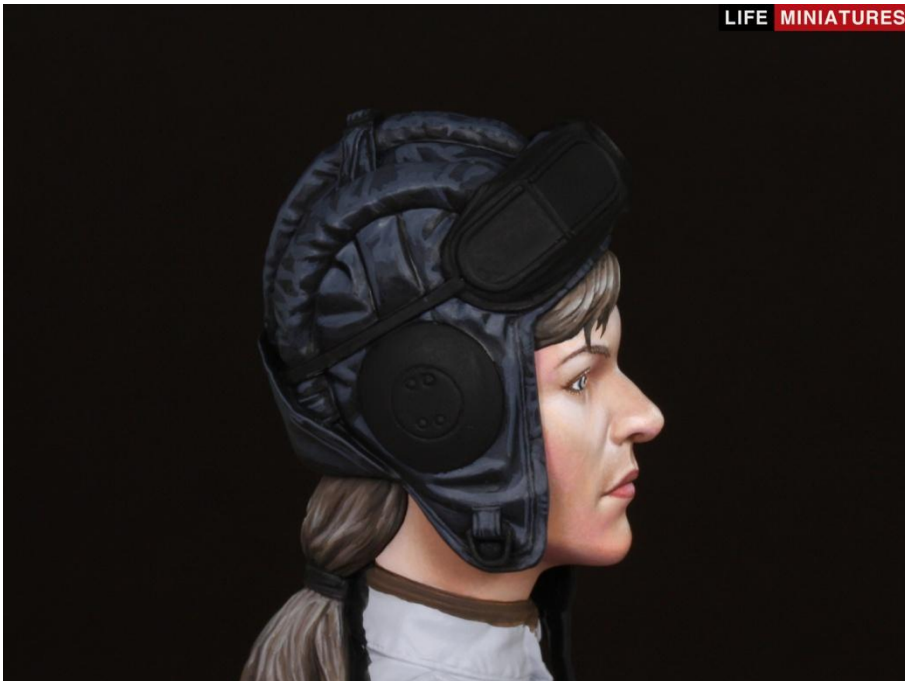
34. Paint No.2 (different angle view)



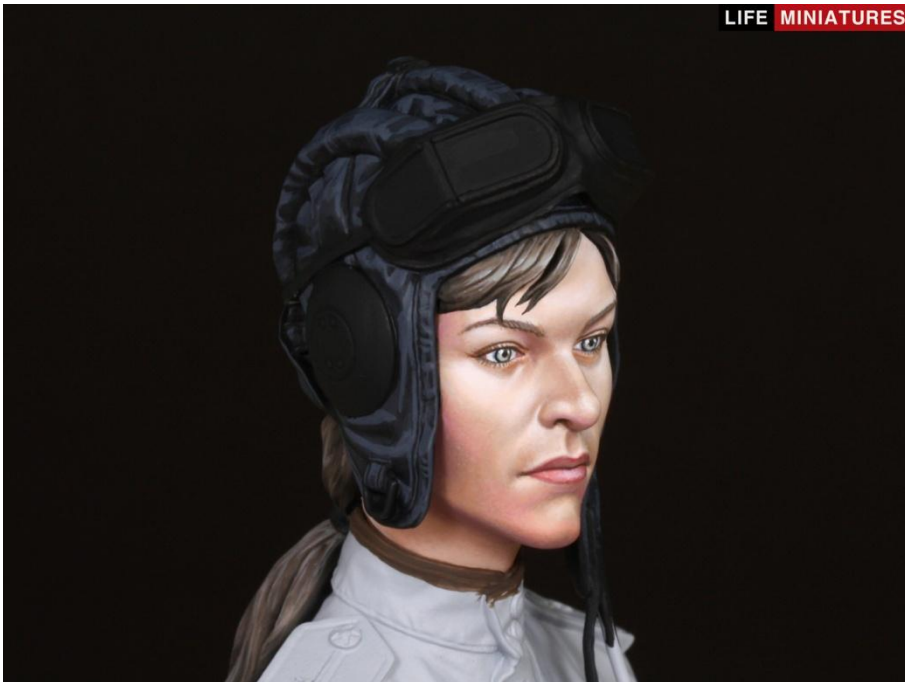
34. Paint No.2 (different angle view)



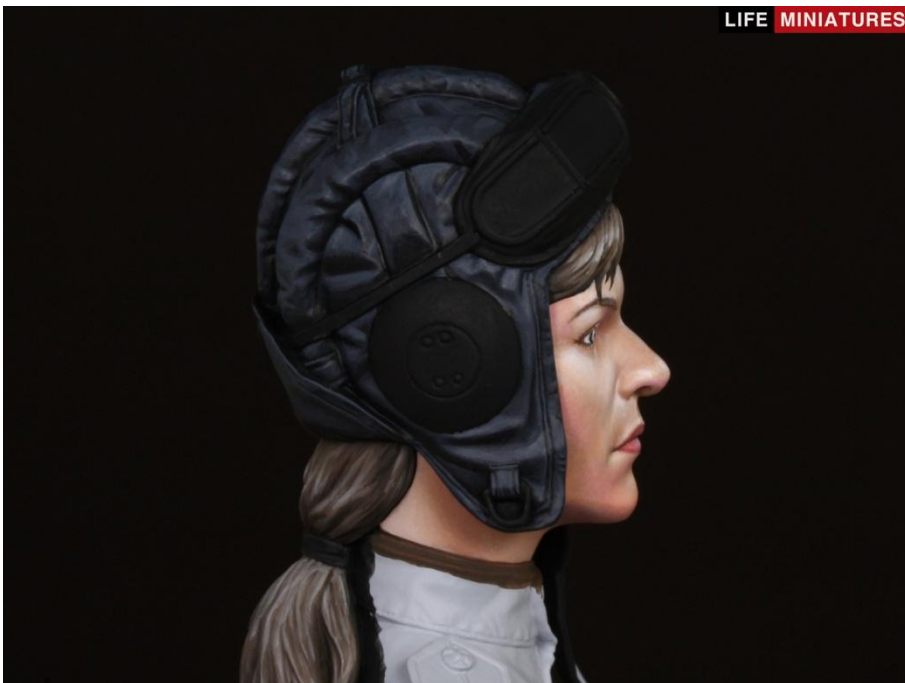
34. Paint No.2 (different angle view)



34. Paint No.2 (different angle view)



34. Paint No.2 (different angle view)



35. Blending



35. Blending (different angle view)



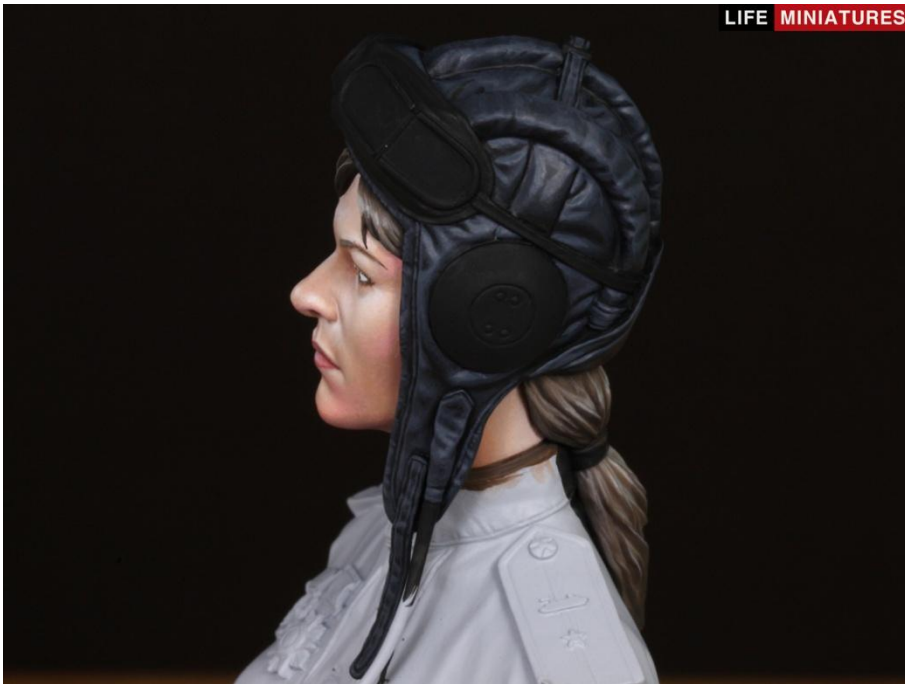
35. Blending (different angle view)



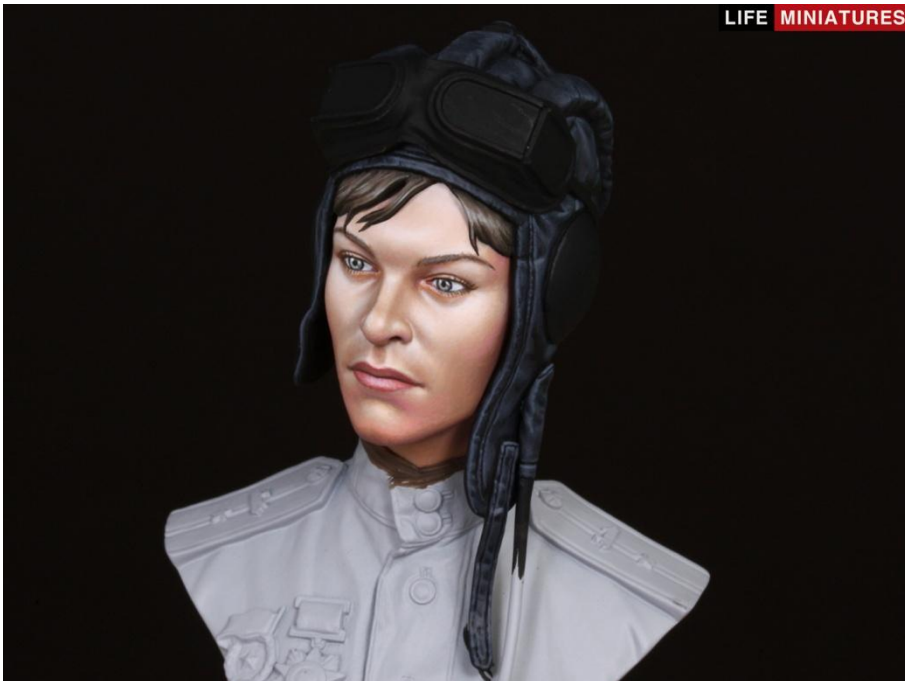
35. Blending (different angle view)



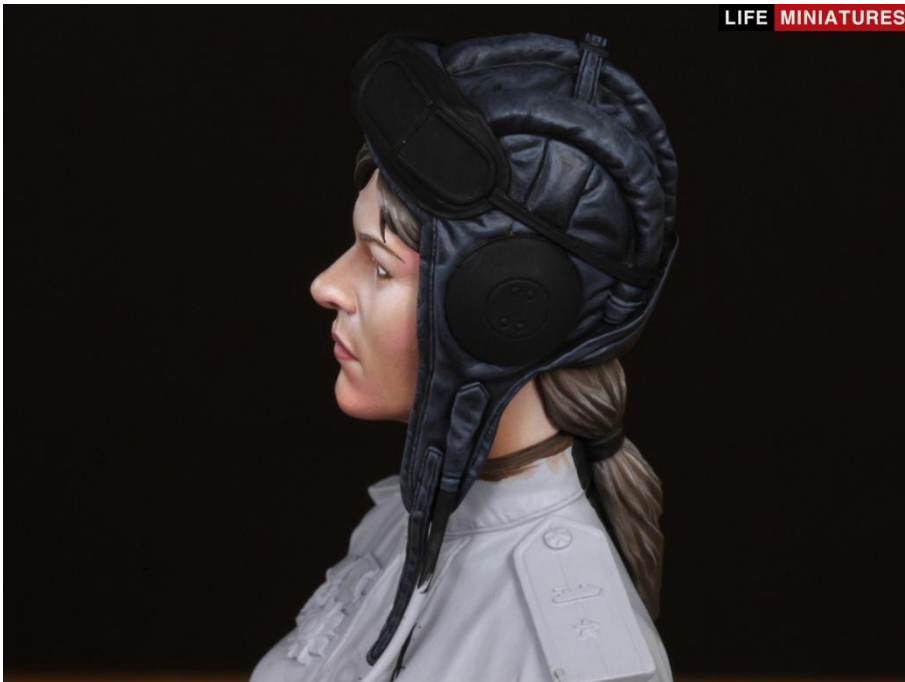
35. Blending (different angle view)



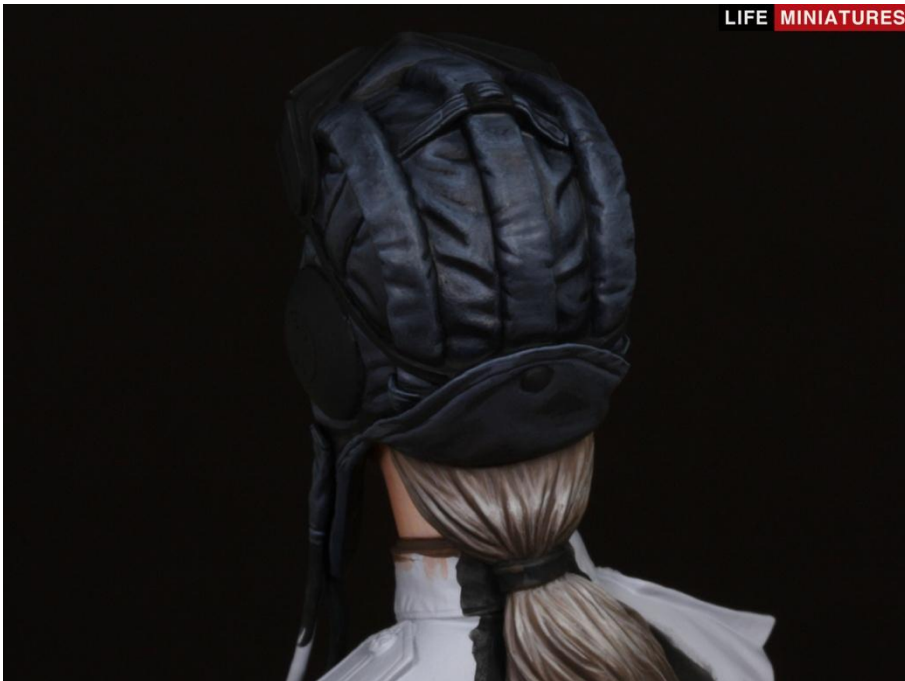
35. Blending (different angle view)



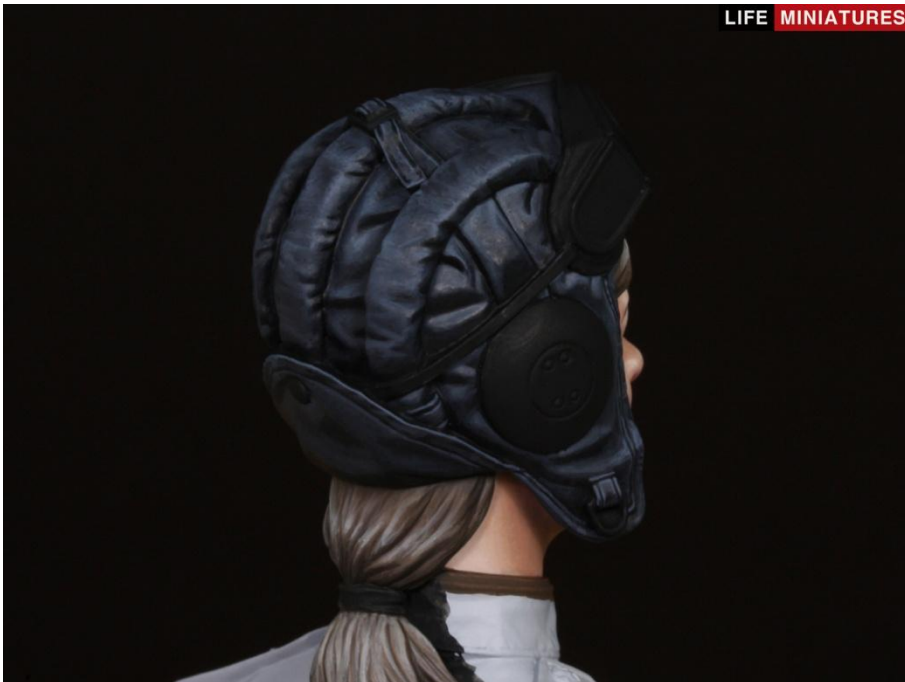
36. Apply the final highlights using No.1



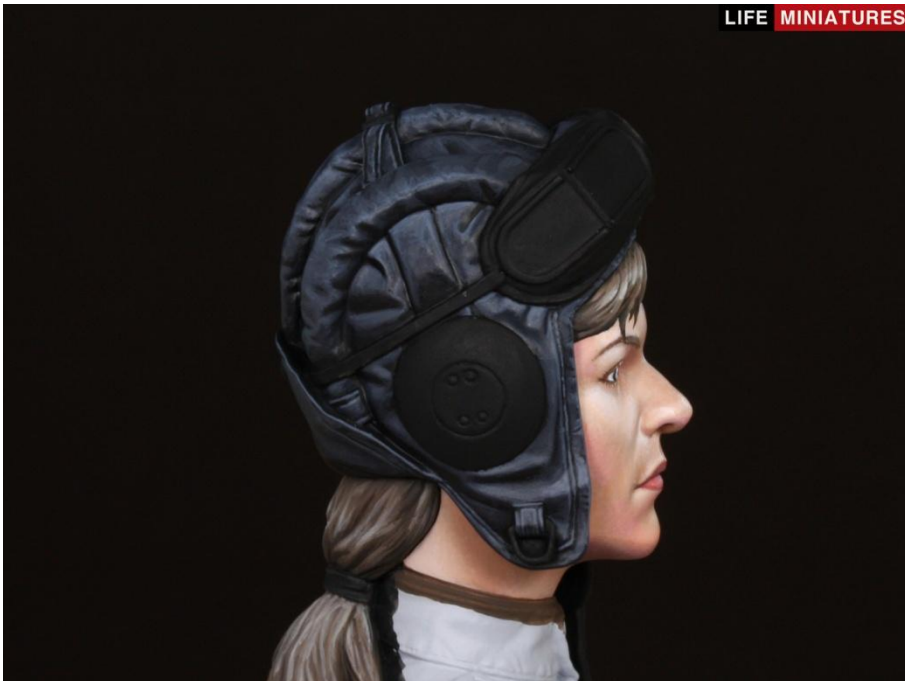
36. Apply the final highlights using No.1
(different angle view)



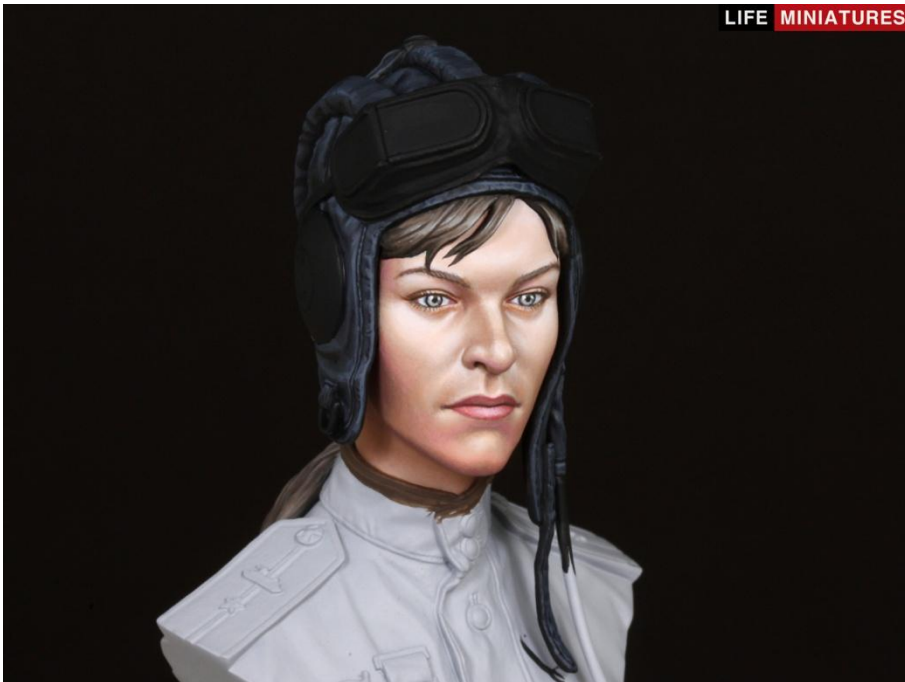
36. Apply the final highlights using No.1
(different angle view)



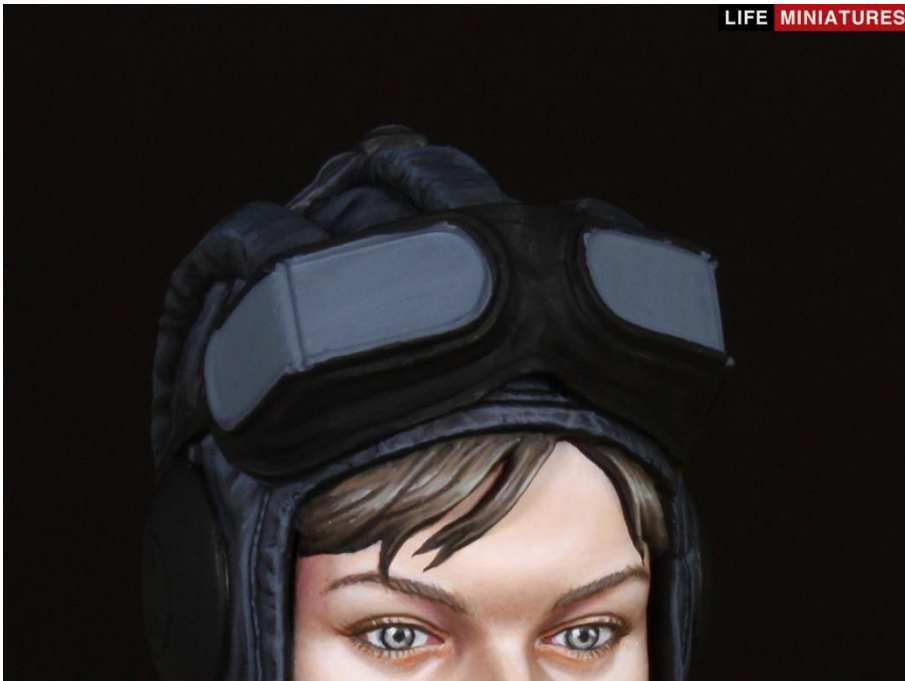
36. Apply the final highlights using No.1
(different angle view)



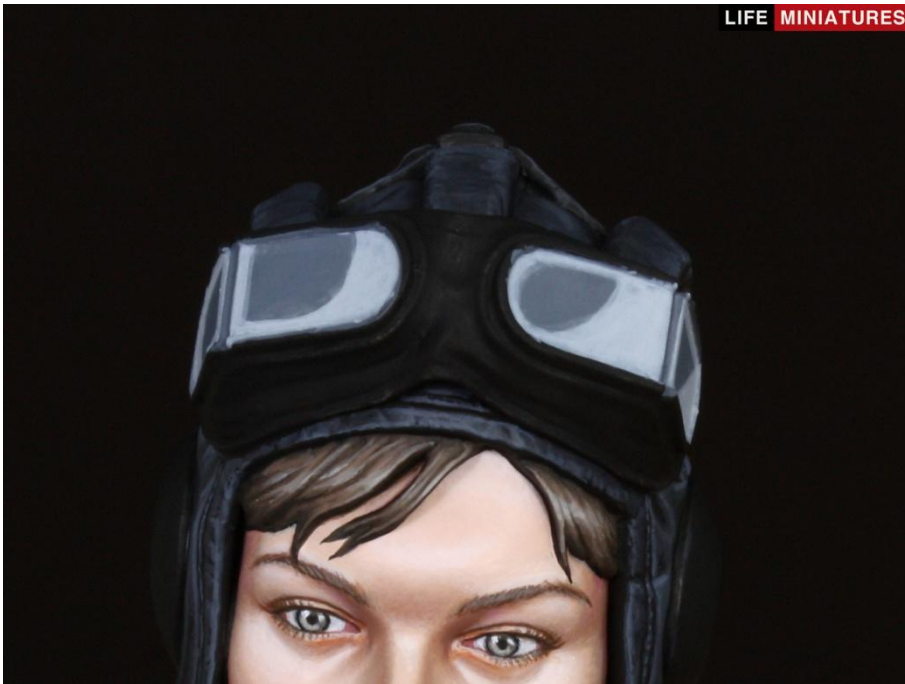
36. Apply the final highlights using No.1
(different angle view)



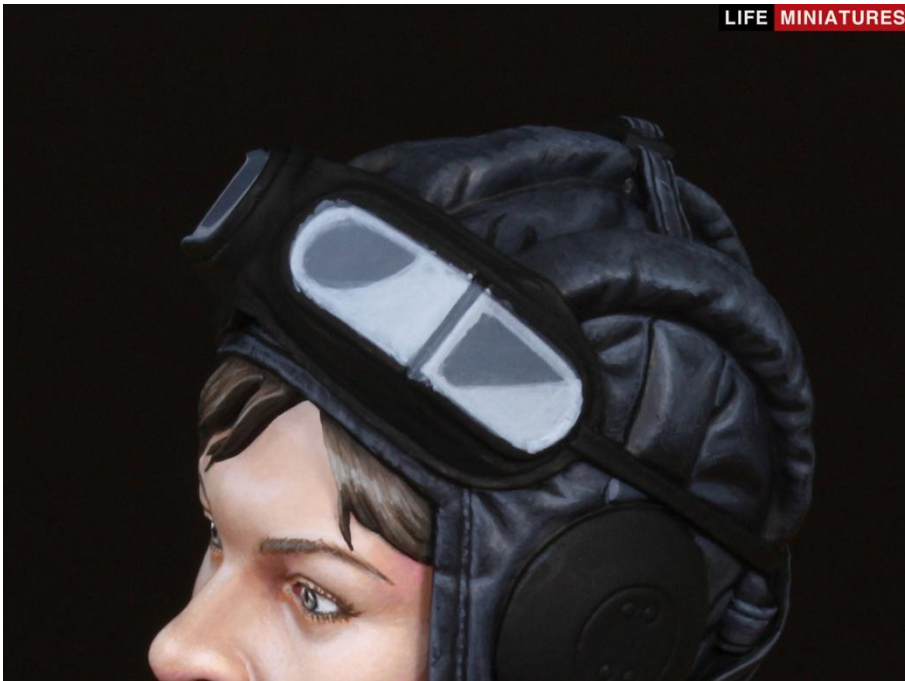
36. Apply the final highlights using No.1
(different angle view)



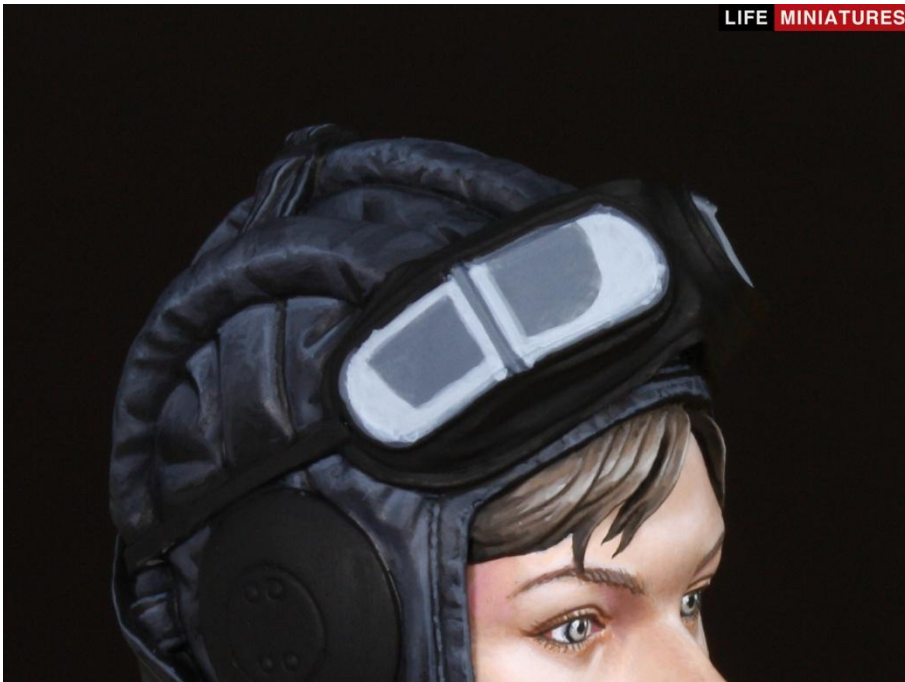
37. Apply the base color to the goggles lens using No.1



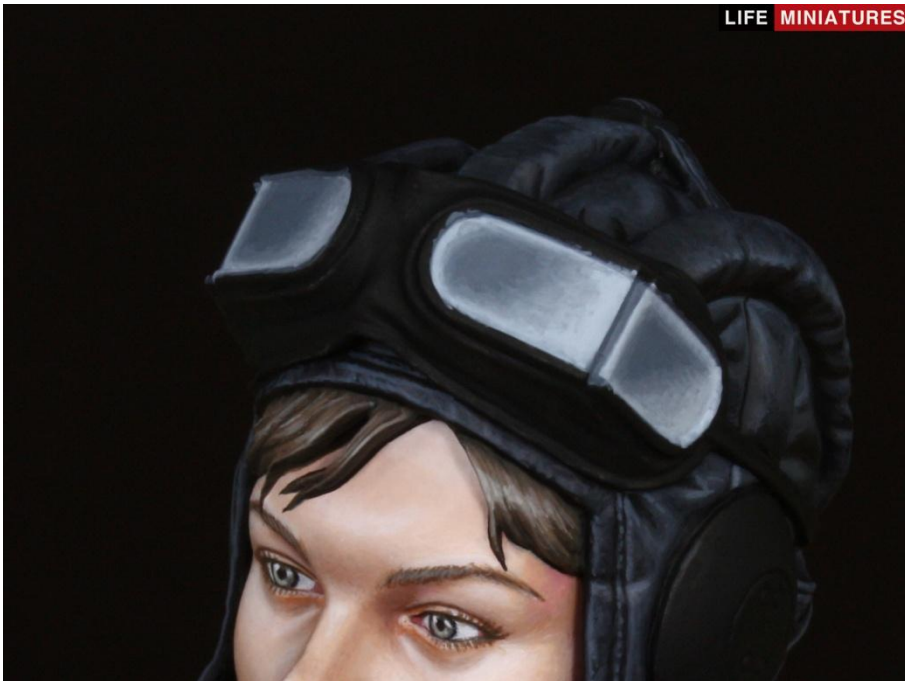
38. Paint the mixture of No.1 and VA001(White) (1:2) to depict the reflective lights



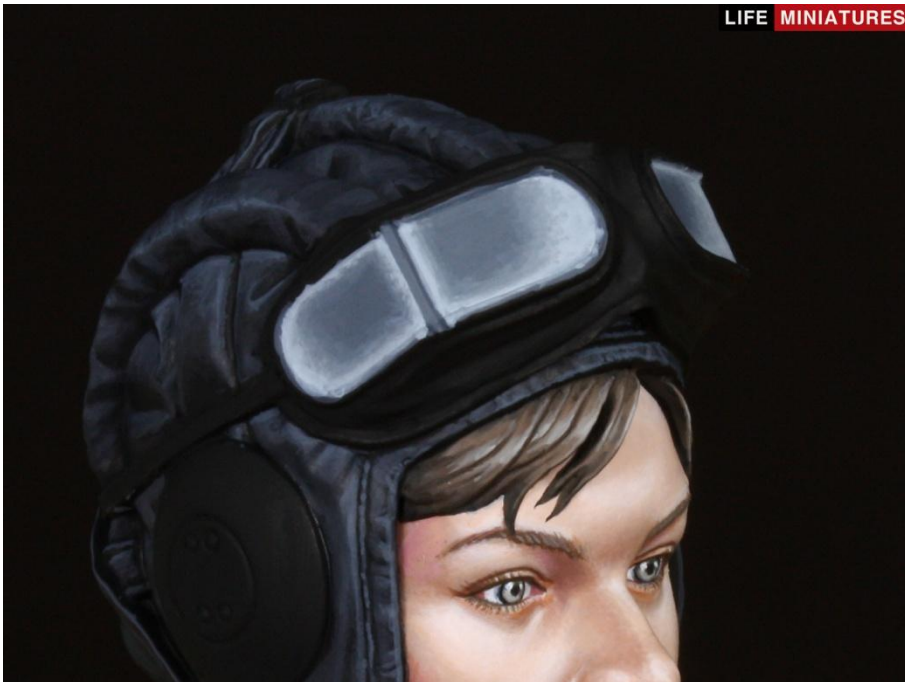
38. Paint the mixture of No.1 and VA001(White) (1:2) to depict the reflective lights
(different angle view)



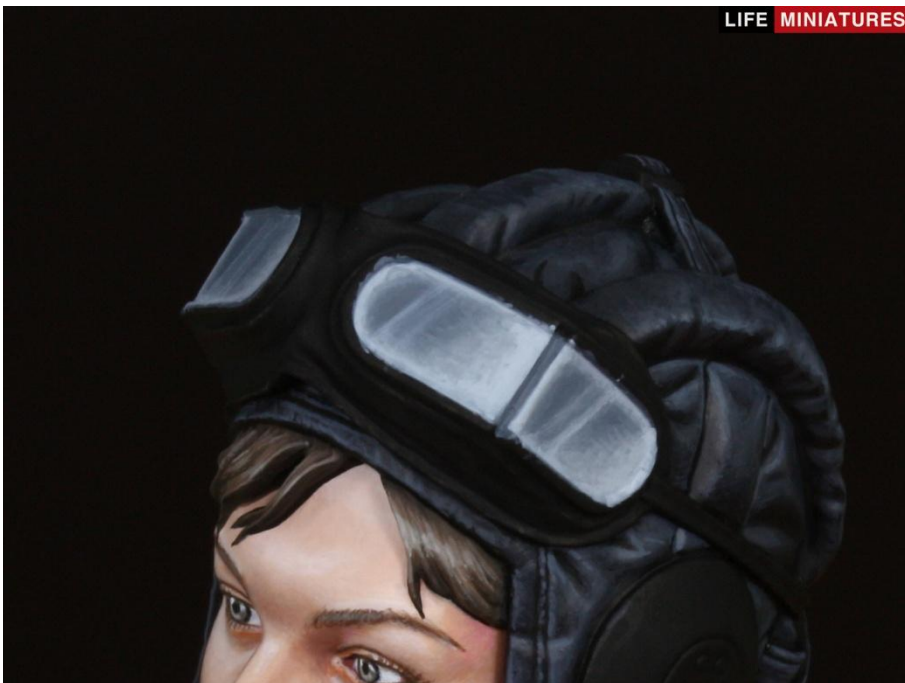
38. Paint the mixture of No.1 and VA001(White) (1:2) to depict the reflective lights
(different angle view)



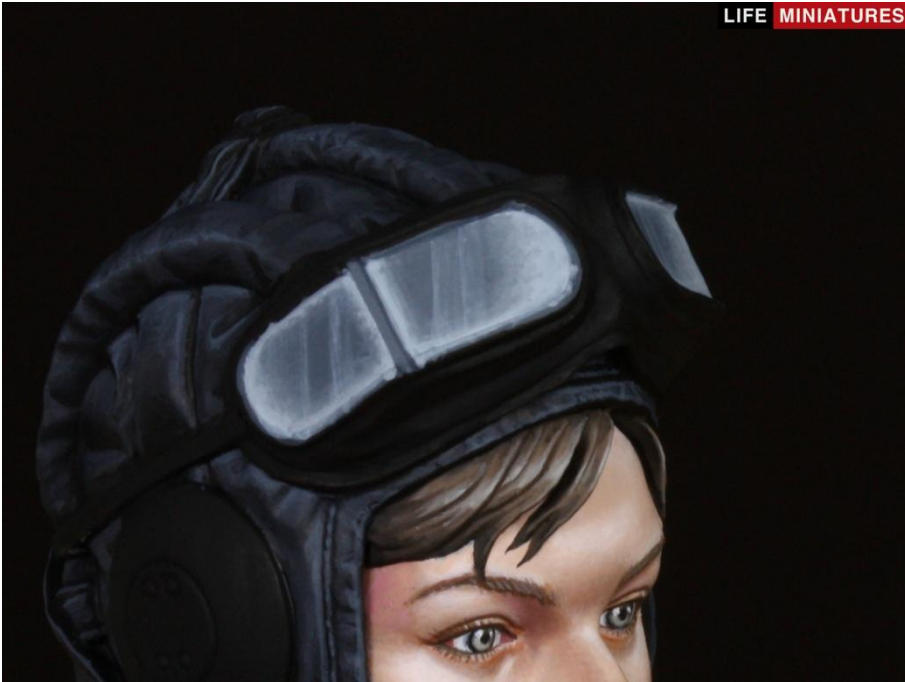
39. Blending



39. Blending (different angle view)



40. Apply thin layer of the same color with the one in the previous step to depict another type of reflective lights

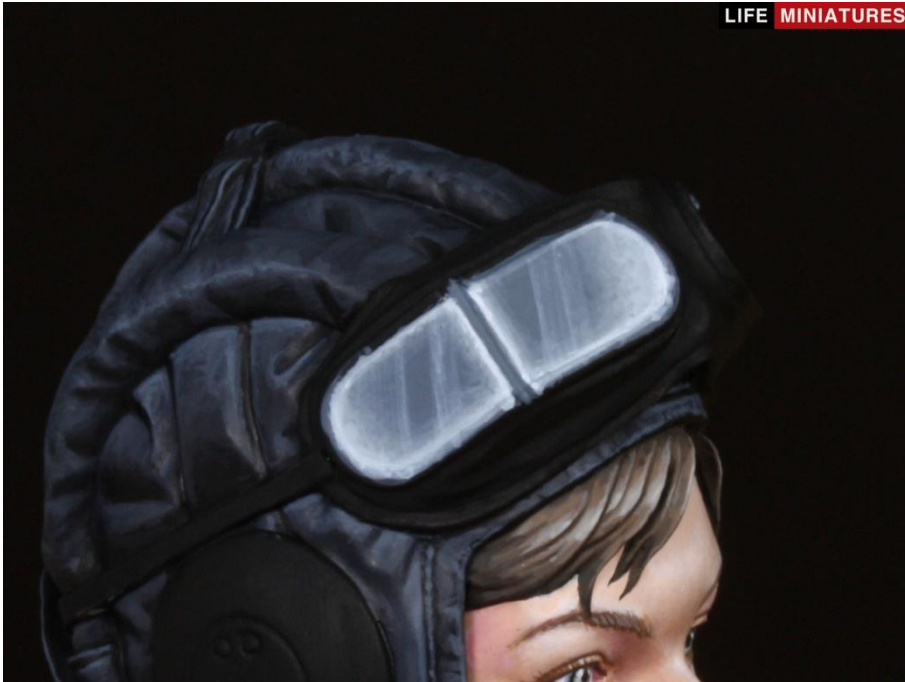


40. Apply thin layer of the same color with the one in the previous step to depict another type of reflective lights

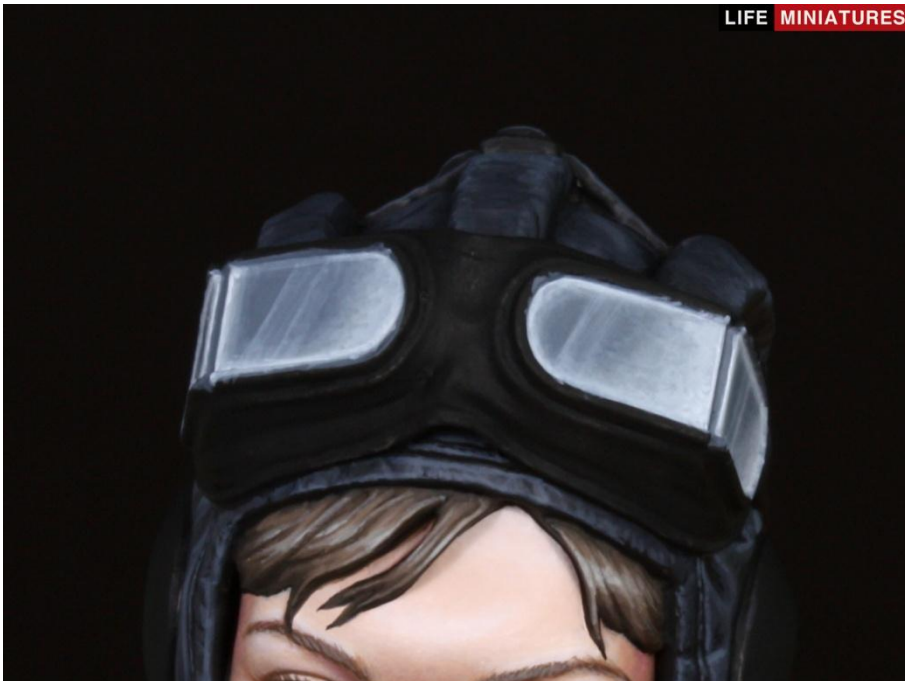
(different angle view)



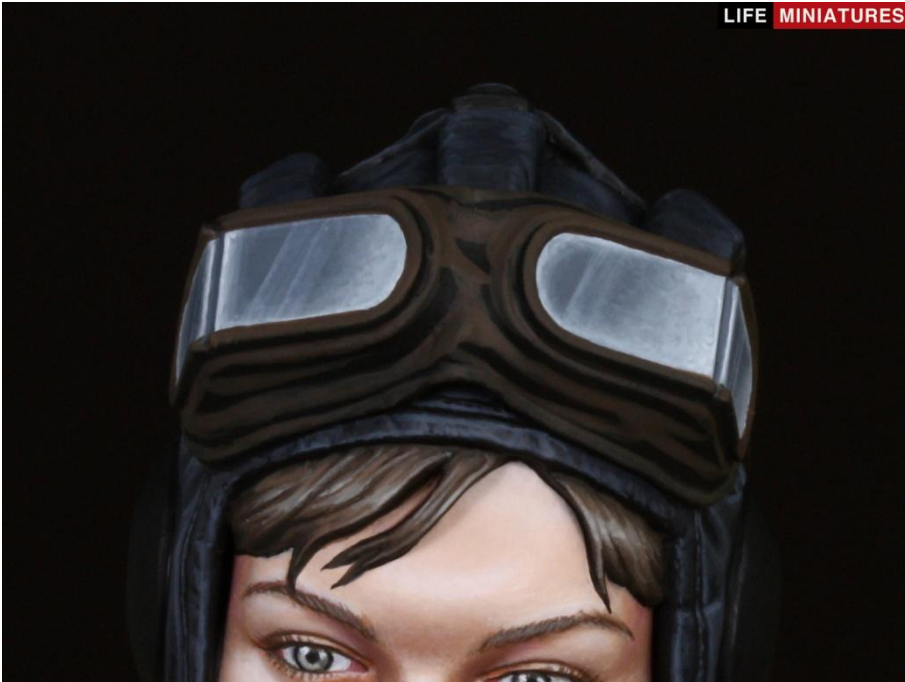
41. Apply the brightest reflective light to the edge of the lens using VA001(White)



41. Apply the brightest reflective light to the edge of the lens using VA001(White)
(different angle view)



41. Apply the brightest reflective light to the edge of the lens using VA001(White)
(different angle view)

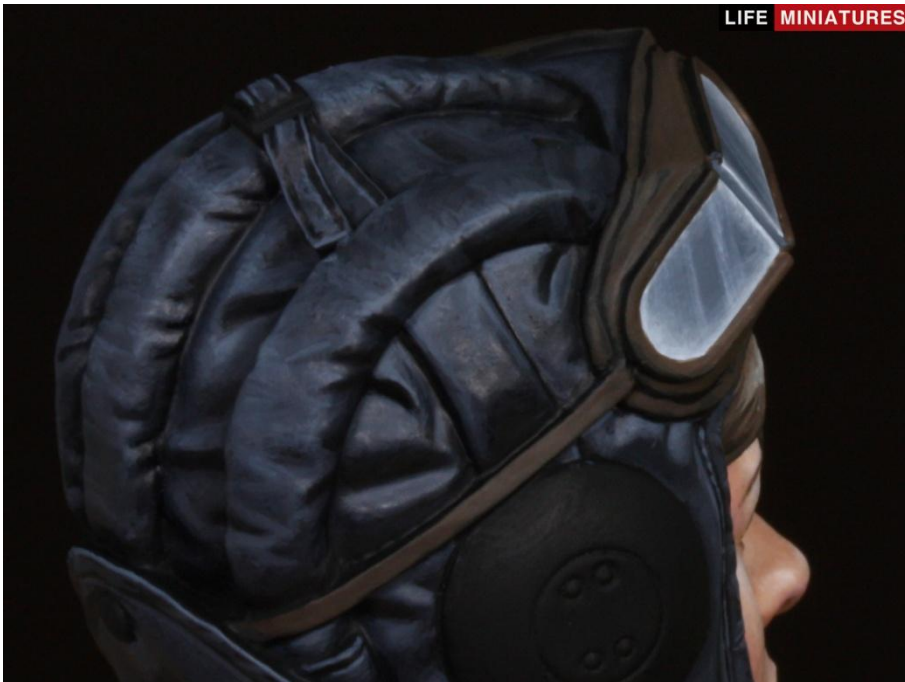


42. Apply VA148(Burnt Umber) to the goggles retaining some parts of base coat(Black) for the shadows.



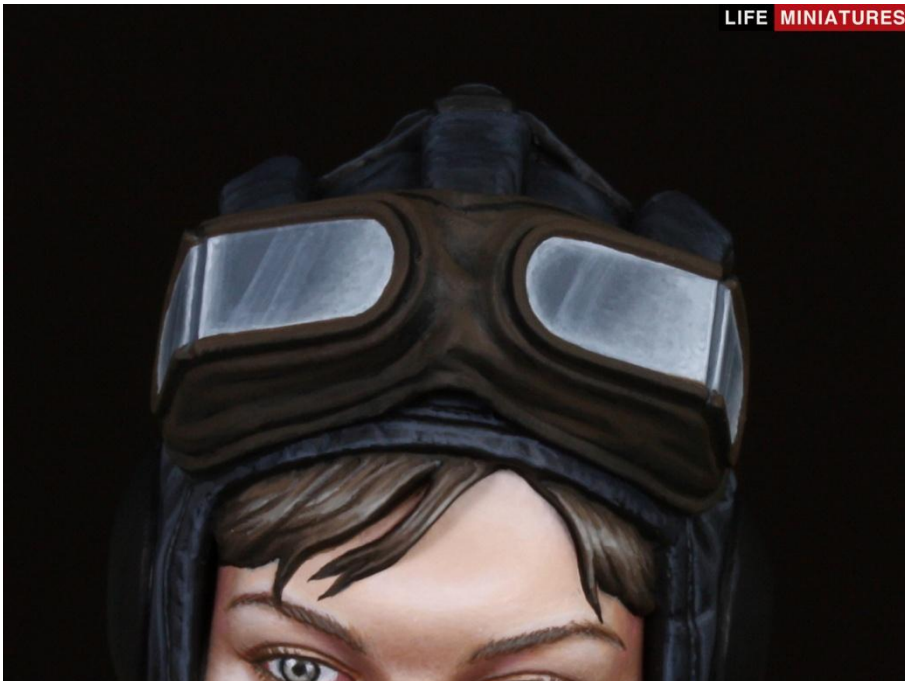
42. Apply VA148(Burnt Umber) to the goggles retaining some parts of base coat(Black) for the shadows.

(different angle view)

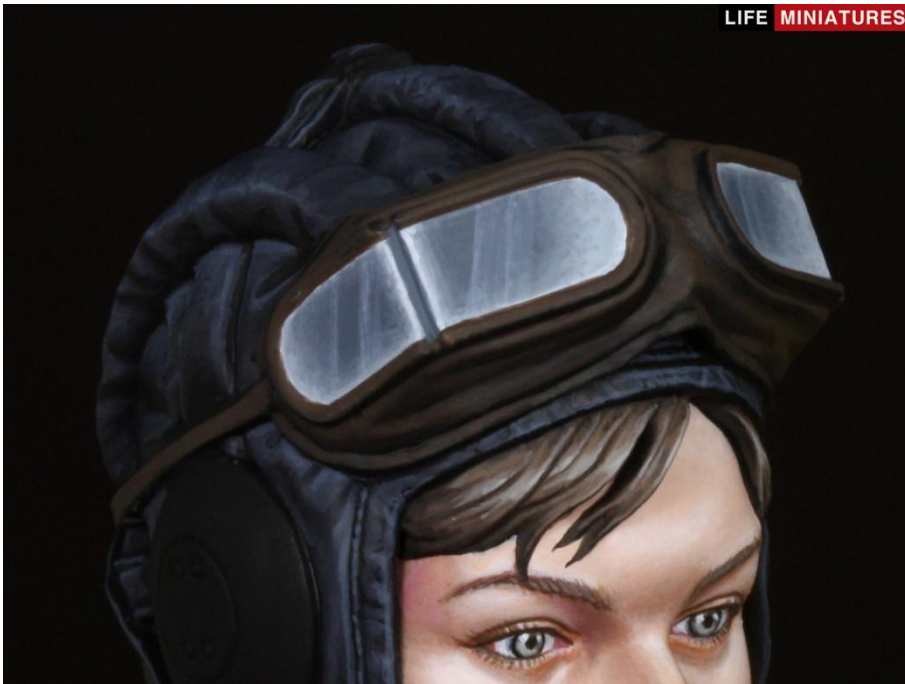


42. Apply VA148(Burnt Umber) to the goggles retaining some parts of base coat(Black) for the shadows.

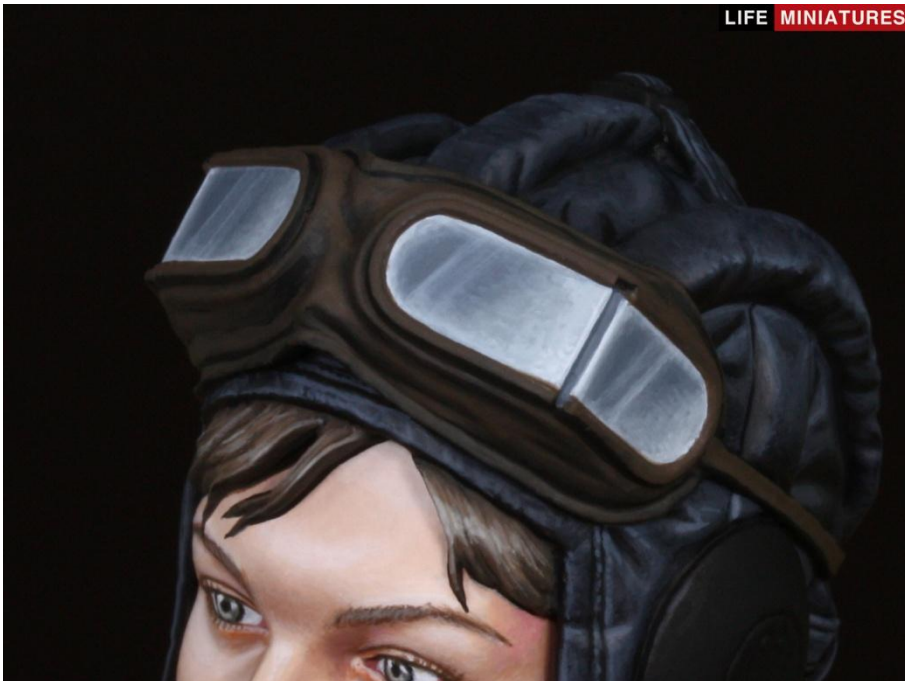
(different angle view)



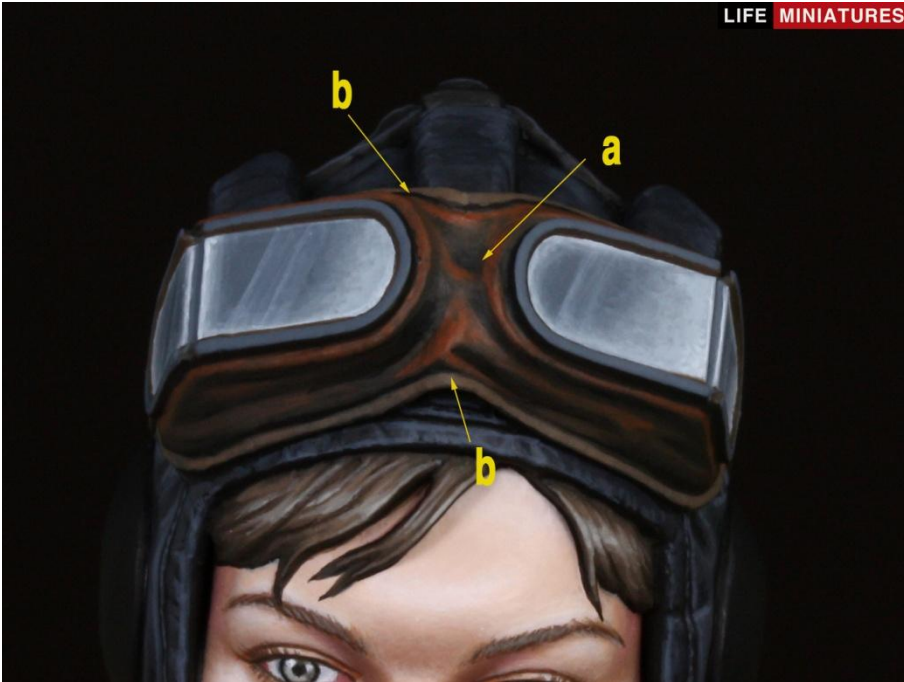
43. Blending



43. Blending
(different angle view)



43. Blending
(different angle view)



44. Apply VA059(French Mirage Blue) to the lens frame.
Apply highlights to **a** using VA136(Red Leather), to **b** and the strap using the mixture of VA132(Brown Sand) and VA148(Burnt Umber) (1:1)

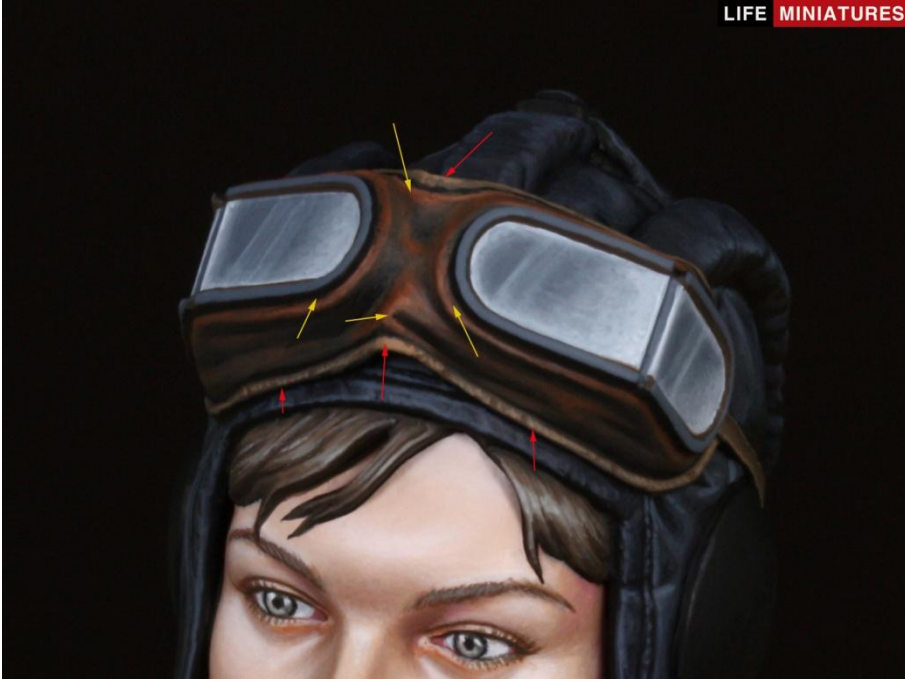


44. Apply VA059(French Mirage Blue) to the lens frame.
Apply highlights to **a** using VA136(Red Leather), to **b** and the strap using the mixture of VA132(Brown Sand) and VA148(Burnt Umber) (1:1)

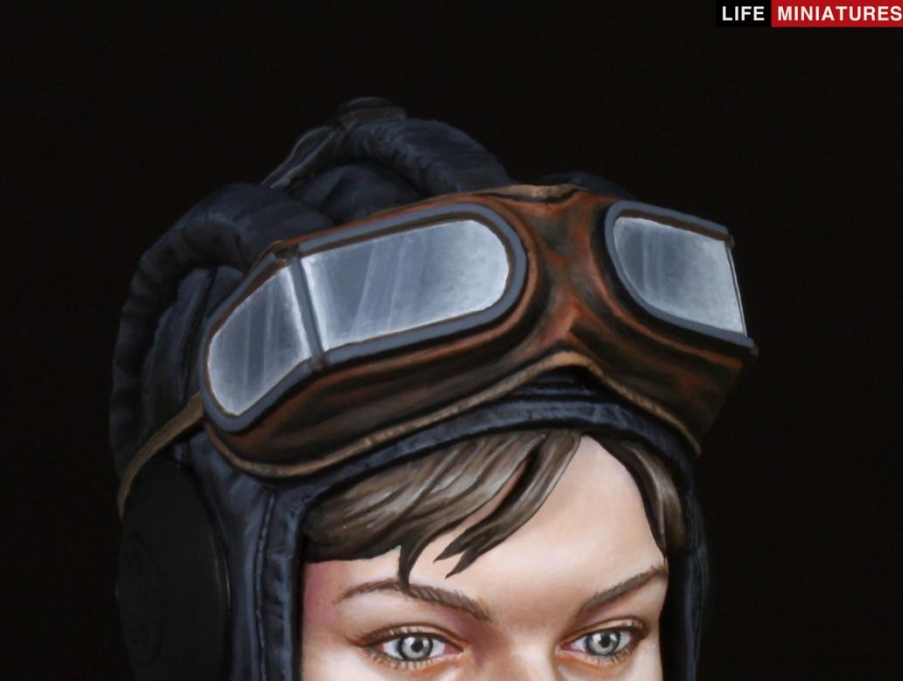
(different angle view)



44. Apply VA059(French Mirage Blue) to the lens frame.
Apply highlights to **a** using VA136(Red Leather), to **b** and the strap using the mixture of VA132(Brown Sand) and VA148(Burnt Umber) (1:1) (different angle view)



45. Apply the final highlights to the positions that the yellow arrows show using the mixture of VA136(Red Leather) and VA132(Brown Sand) (1:1), to the positions that the red arrows show using VA132(Brown Sand)



45. Apply the final highlights to the positions that the yellow arrows show using the mixture of VA136(Red Leather) and VA132(Brown Sand) (1:1), to the positions That the red arrows show using VA132(Brown Sand)
(different angle view)

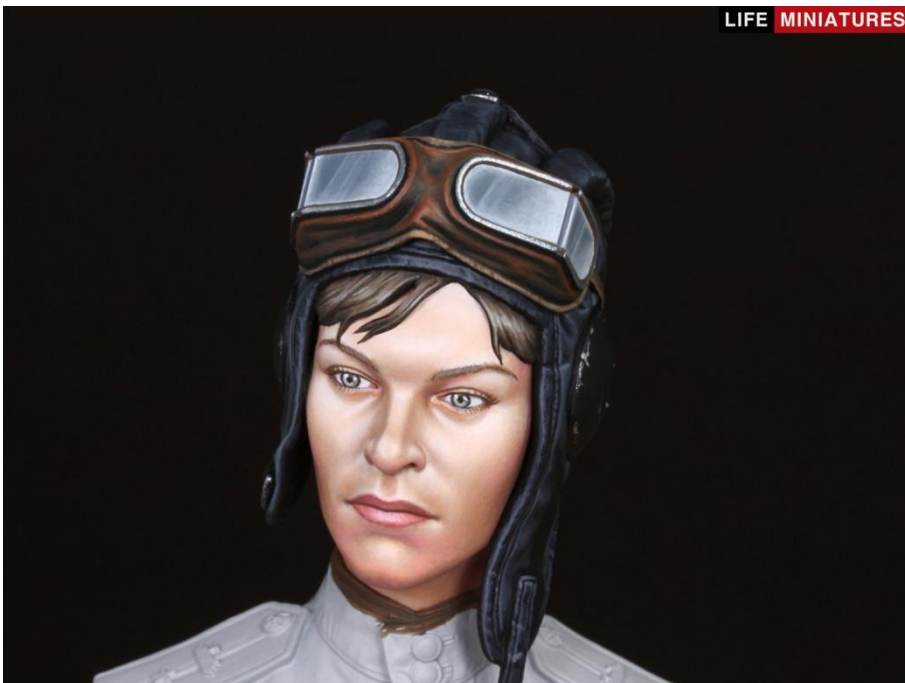


45. Apply the final highlights to the positions that the yellow arrows show using the mixture of VA136(Red Leather) and VA132(Brown Sand) (1:1), to the positions That the red arrows show using VA132(Brown Sand)

(different angle view)



45. Apply the final highlights to the positions that the yellow arrows show using the mixture of VA136(Red Leather) and VA132(Brown Sand) (1:1), to the positions That the red arrows show using VA132(Brown Sand) (different angle view)



46. Apply Silver to the lens frame, buckle on the top, sling on the right side And for chipped paint effect on the headset and the button.



46. Apply Silver to the lens frame, buckle on the top, sling on the right side
And for chipped paint effect on the headset and the button.

(different angle view)



46. Apply Silver to the lens frame, buckle on the top, sling on the right side
And for chipped paint effect on the headset and the button.

(different angle view)

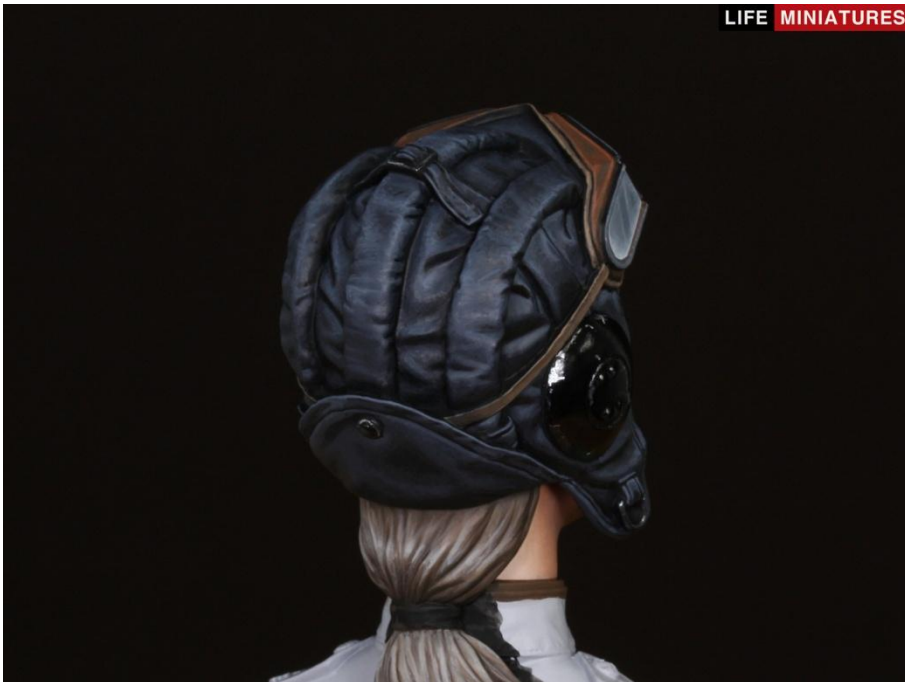


46. Apply Silver to the lens frame, buckle on the top, sling on the right side
And for chipped paint effect on the headset and the button.

(different angle view)

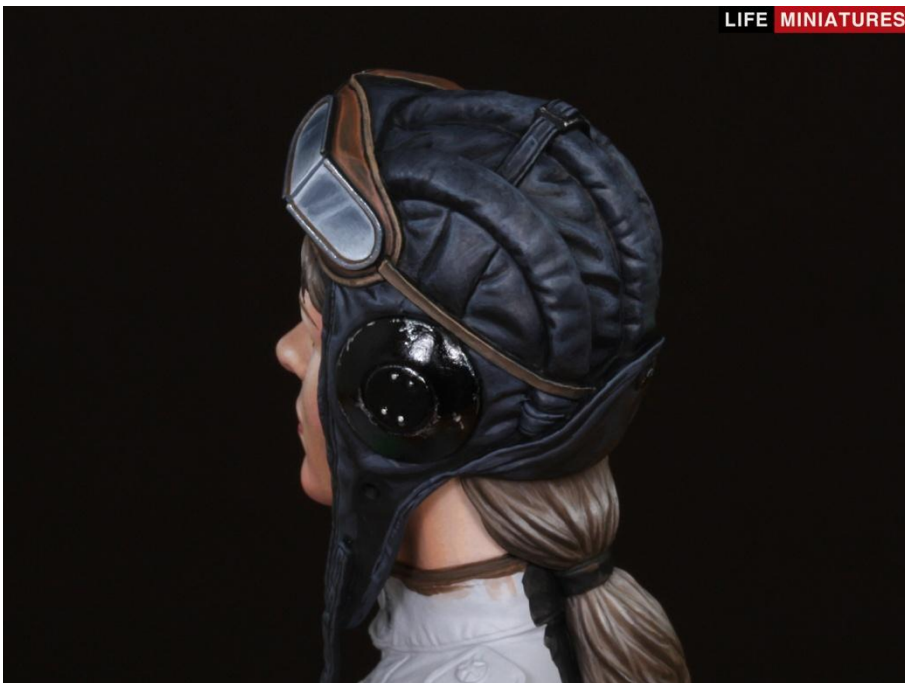


47. Apply Gloss Varnish to the headset and the button.



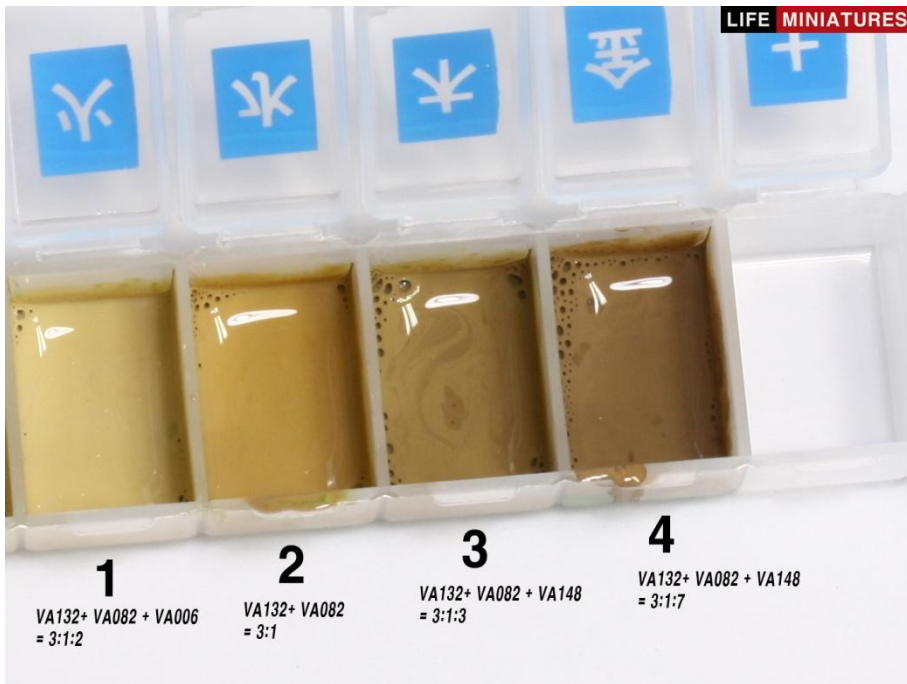
47. Apply Gloss Varnish to the headset and the button.

(different angle view)



47. Apply Gloss Varnish to the headset and the button.

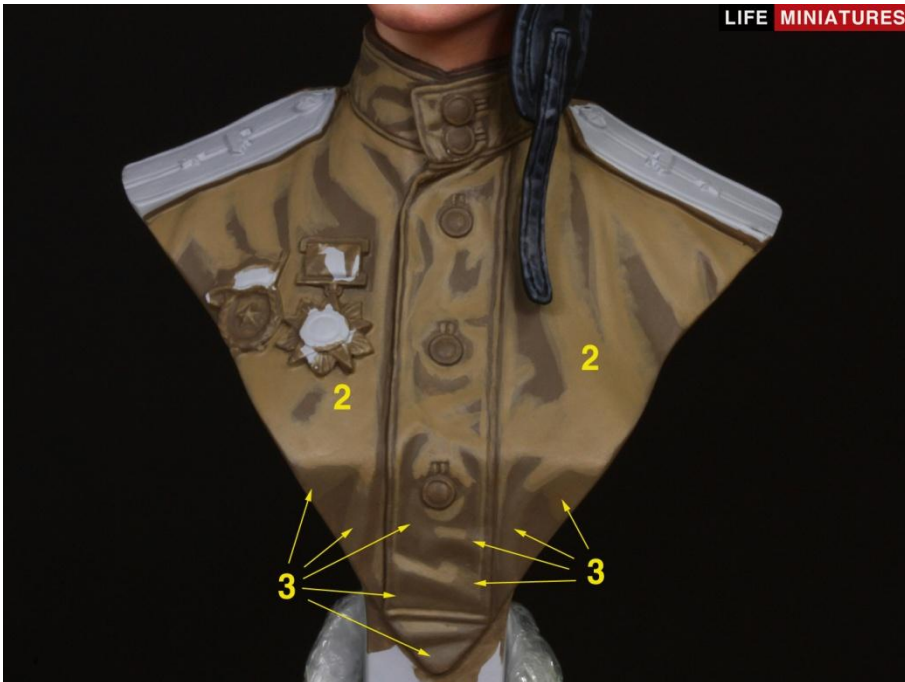
(different angle view)



48. Color range for shirts
 VA = Vallejo acrylics
 VA006=Light Fresh, VA132=Brown Sand, VA082=Olive Green, VA148=Burnt Umber



49. Base coat using No.4

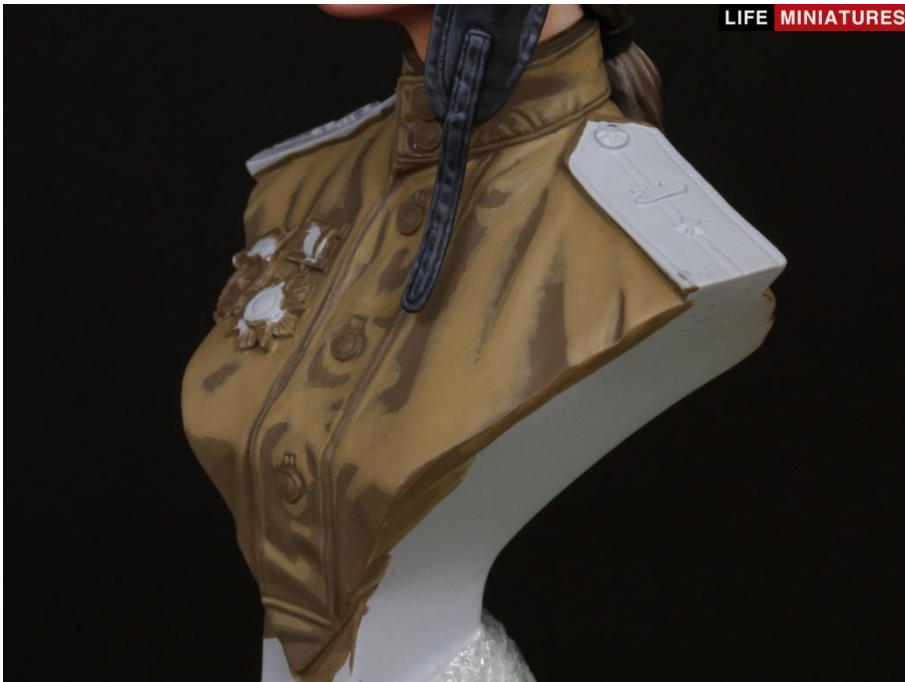


50. Apply highlights using No.2 and No.3



50. Apply highlights using No.2 and No.3

(different angle view)



50. Apply highlights using No.2 and No.3
(different angle view)



50. Apply highlights using No.2 and No.3
(different angle view)



50. Apply highlights using No.2 and No.3
(different angle view)



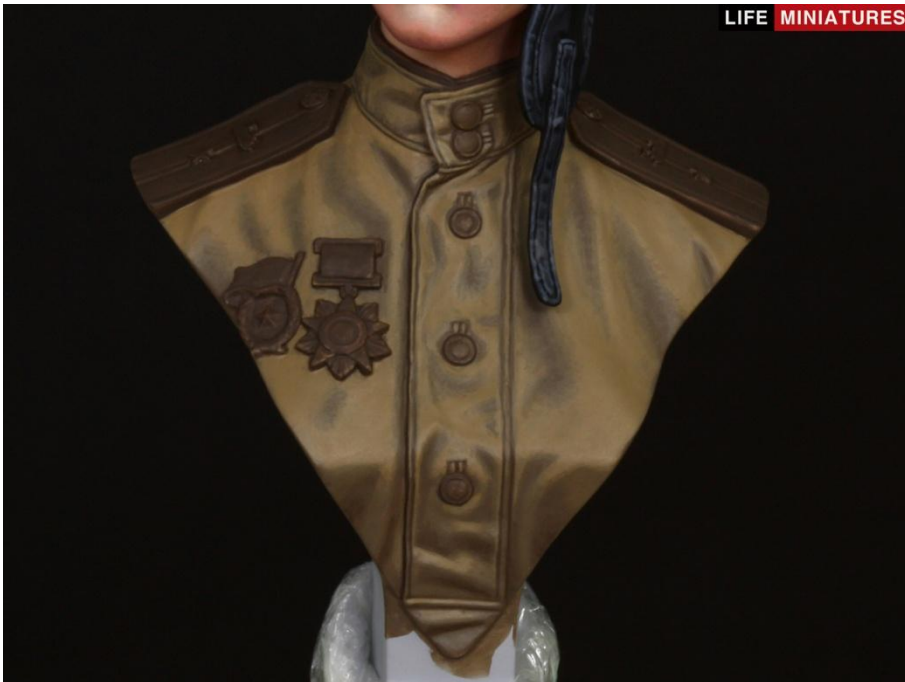
51. Blending



51. Blending
(different angle view)



51. Blending
(different angle view)



52. Apply shadows to the bottom of the torso using VA148(Burnt Umber).
Apply VA148 to the sewing lines of lower half of the torso and extreme shadows around the buttons.
Base coat for shoulder board and medals using VA148



52. Apply shadows to the bottom of the torso using VA148(Burnt Umber).
Apply VA148 to the sewing lines of lower half of the torso and extreme shadows around the buttons.
Base coat for shoulder board and medals using VA148
(different angle view)



53. Apply the final highlights using No.1



53. Apply the final highlights using No.1

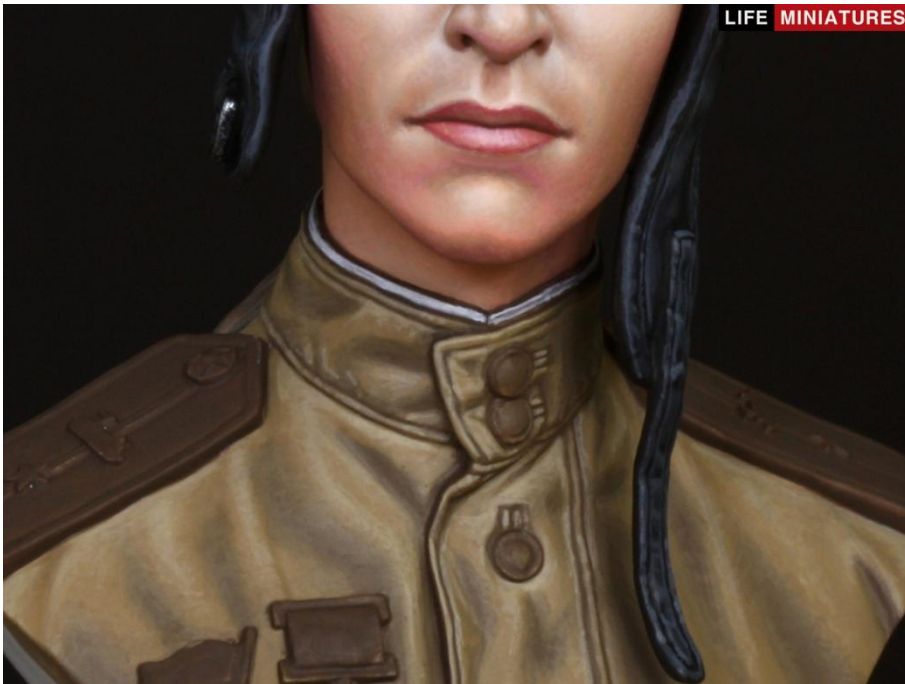
(different angle view)



53. Apply the final highlights using No.1
(different angle view)



54. Blending



55. VA001(White) on the collar of the undershirts

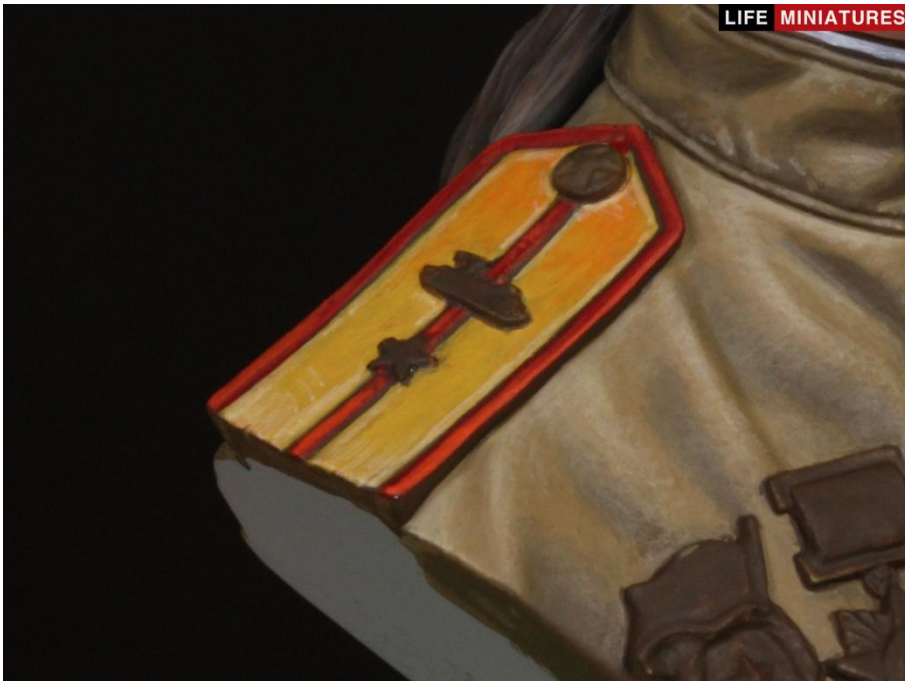


56. Base coat for shoulder board

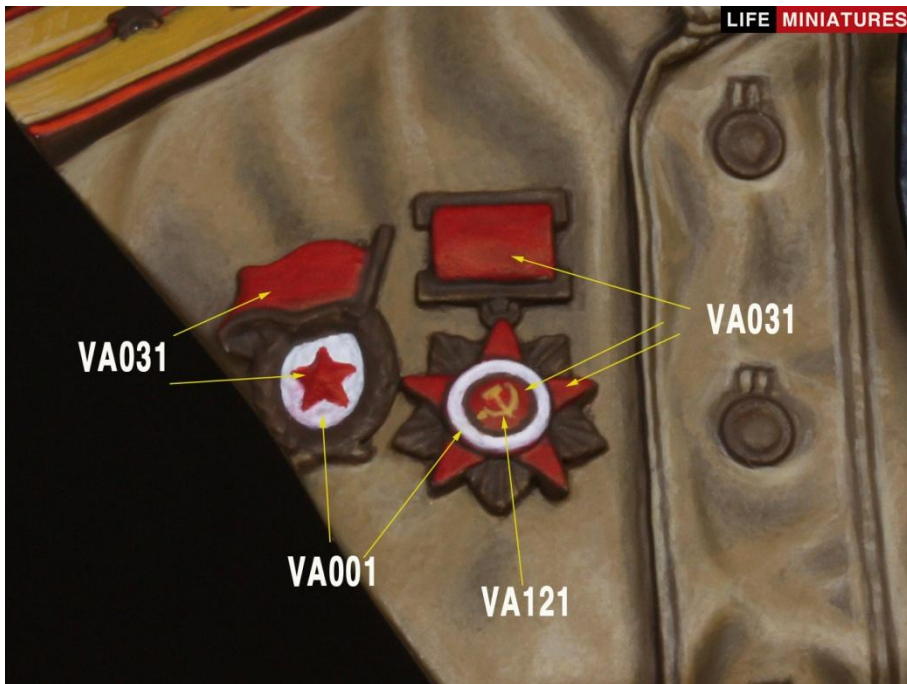
VA031=Flat Red, VA121=Yellow Ochre, VA148=Burnt Umber



57. Apply thin layer of VA022(Light Orange) to the upper part of yellow board. Apply highlights to the red trim using VA024(Bright Orange)



58. Apply the highlights to the edge and the lower part of the yellow board using the mixture of VA121(Yellow Ochre) and VA006(Light Flesh)

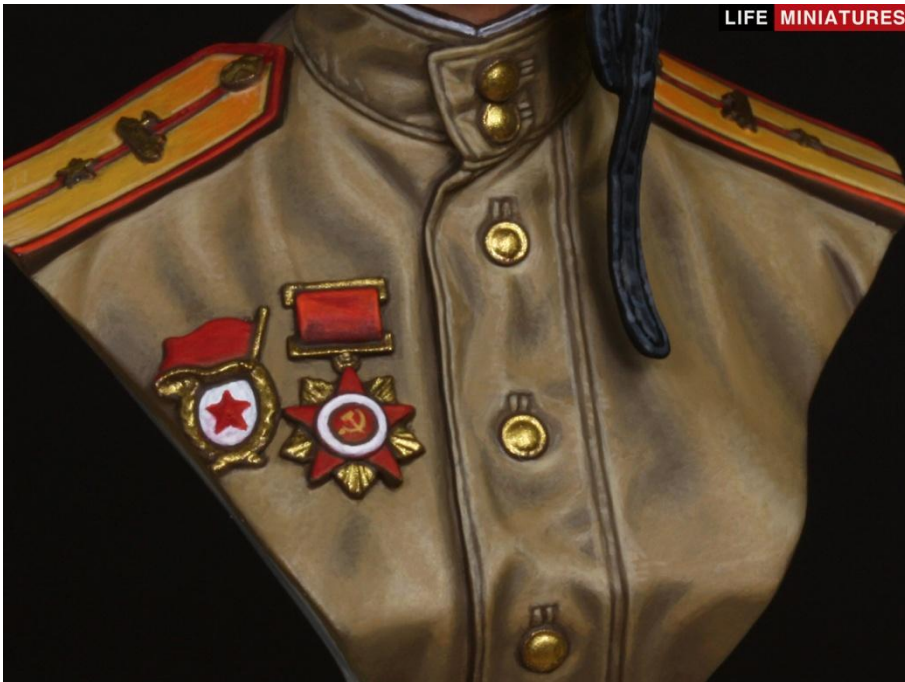


59. Paint the each element of the medals except the metallic colors.

VA031=Flat Red, VA001=White, VA121=Yellow Ochre



60. Apply highlights to the ribbon using VA024(Bright Orange) and shadows using VA148(Burnt Umber)



61. Apply gold to the medals, buttons, insignias on the shoulder board.

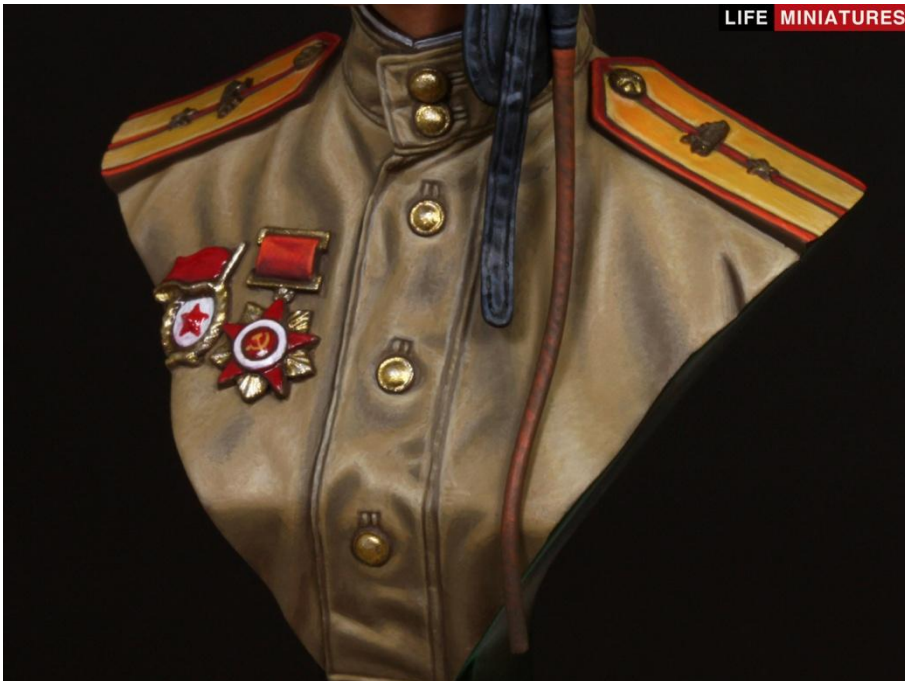


62. Apply highlights to the gold parts using the mixture of gold and silver.



63. Apply gloss varnish to the medals except the red ribbon.

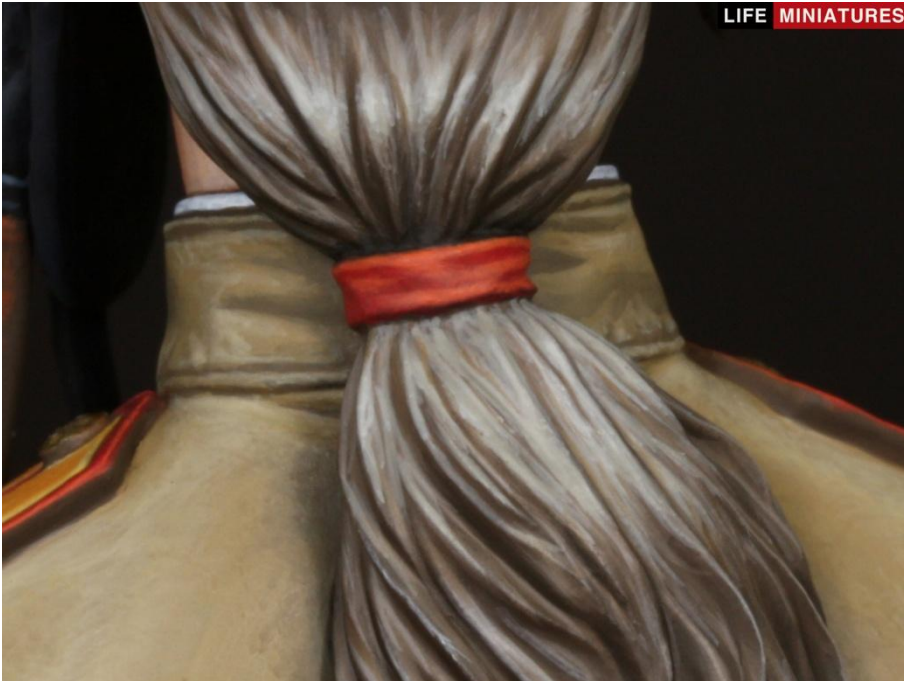
Base coat for the headset cord using VA148(Burnt Umber)



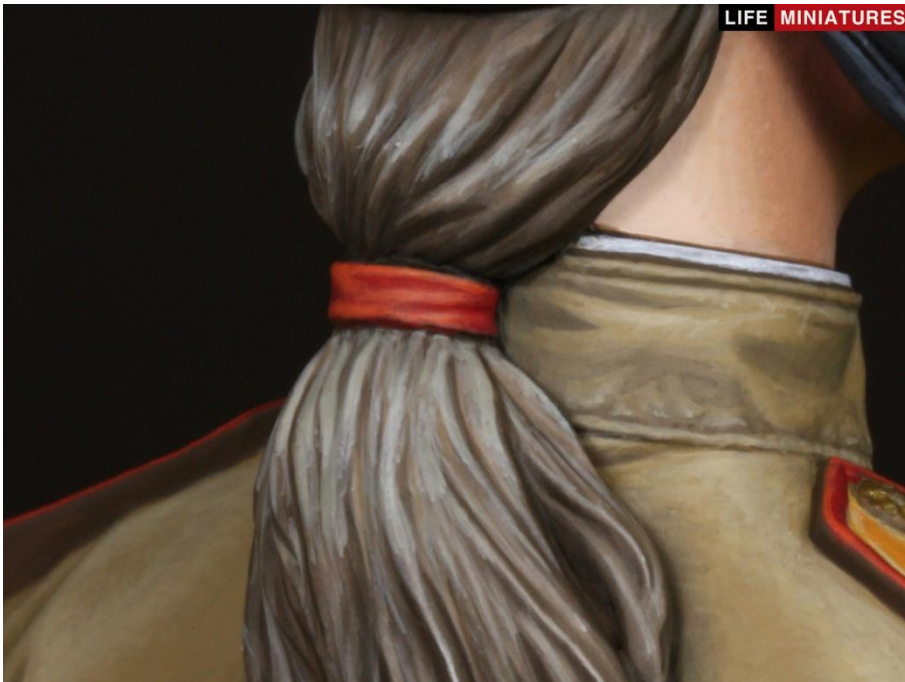
64. Apply highlights to the headset cord using VA136(Red Leather).



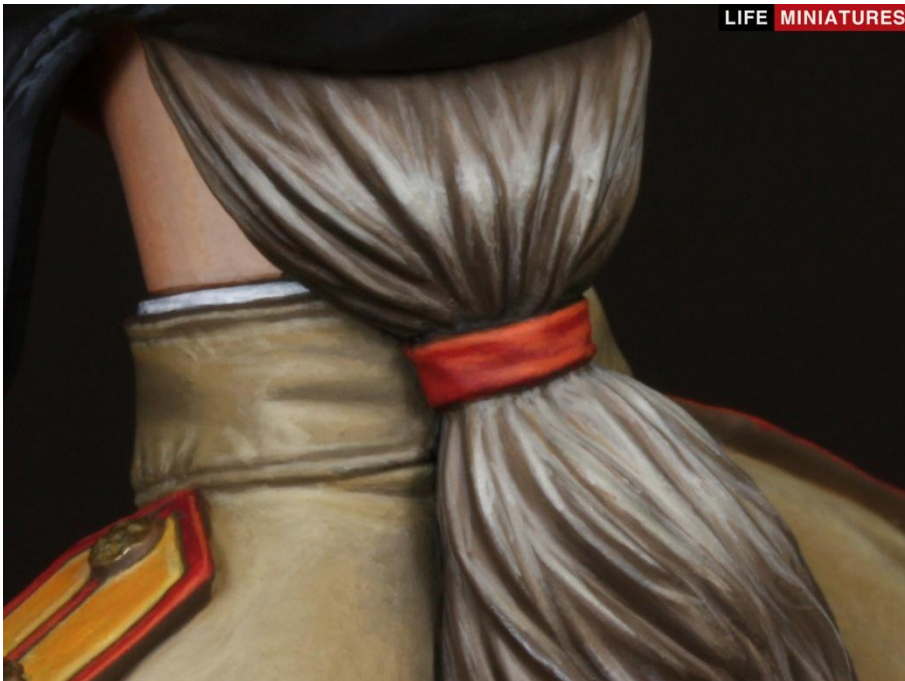
65. Base coat for hair band using VA031(Flat Red)



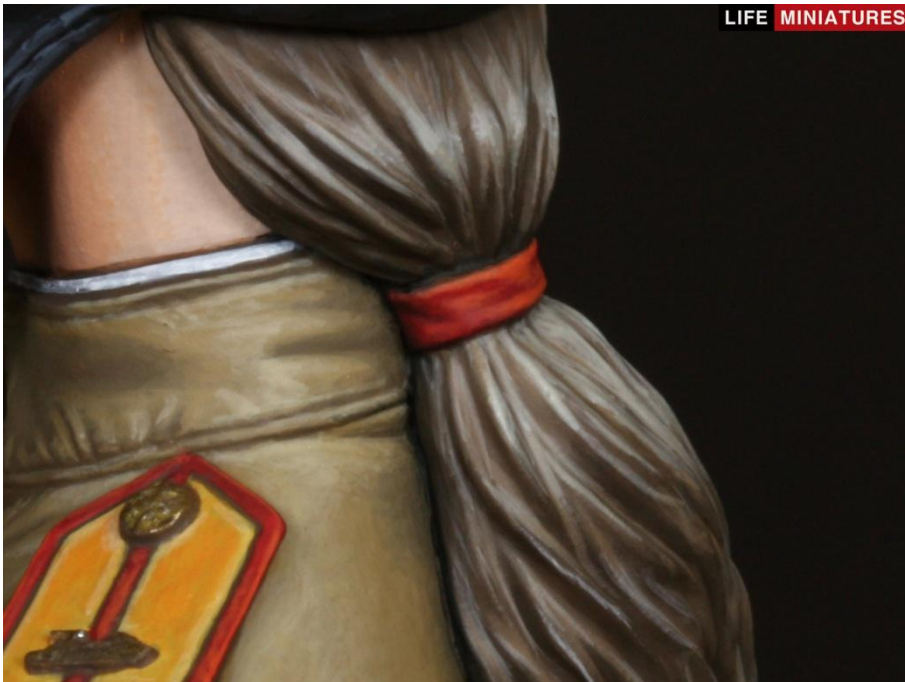
66. Apply highlights using VA024(Bright Orange)



66. Apply highlights using VA024(Bright Orange)
(different angle view)



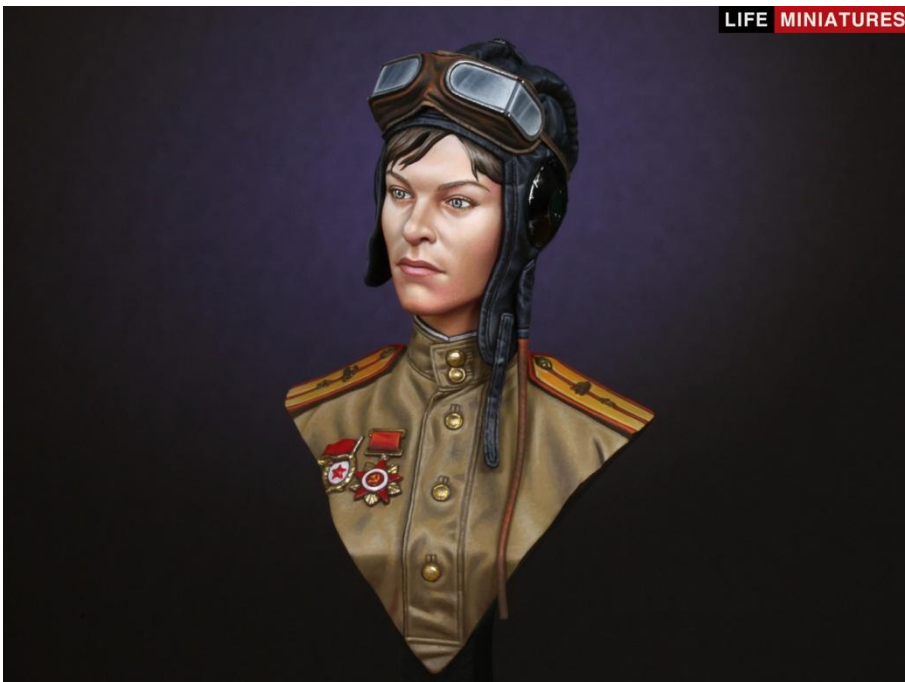
66. Apply highlights using VA024(Bright Orange)
(different angle view)



67. Apply shadows using the mixture of VA031(Flat Red) and VA169(Black)



67. Apply shadows using the mixture of VA031(Flat Red) and VA169(Black)
(different angle view)



68. Completion