



HOW TO PAINT
VETERAN
BLACK ARMOR



Today, we will learn how to paint rough black armor with scratching techniques like veterans. This technique can be used for a variety of models such as black templars, dark angels, black ridges, and slave to darkness.

First, prime the entire model with black. I used Scalor Artist Art Black, but it okay to using any products such as Vallejo, AK, GW, etc.



Now, after setting the direction of the light, mark the parts that receive the light with GW Layer Stormvermin Fur.

I set up the main light source in the upper left and the auxiliary light source in the upper right. The closer to the top which the close to main light source, I painted the larger the area that receives light.



Use GW Layer Stormvermin Fur + Scalor Artist Art Black (1:1) to blur the boundary between the two colors. I diluted the paint slightly and then used a stapling technique for a rough texture.

Stippling is a technique that repeatedly paints the dot. If you repeat stippling on the border of two colors using slightly diluted paint, you can get a rough yet soft gradation like the armor above. At this time, if the brush is too watery, the paint may spread, so wipe the paint brush on a tissue and paint it. You can think of glazing as a dot, not a wide.



Now, organize the mistakes and highlight the border of the armor with GW Layer Stormvermin Fur.

At this point, I felt that the armor was too bright.



Glaze the entire model with Ammo Mig Shader Ash Black to adjust the brightness of the armor. If you don't have a shader, you can use GW's Contrast paint or other brands' Ink paint. However, these paints can stain if applied straight, so dilute them sufficiently and glaze them.

Due to the nature of the paint, the model is likely to be oily after the paint dries. In this case, spray matte finish. After this process, you can get heavy black armor like the picture above. If you like the brightness you worked on earlier, you may skip this process.



Now, express the scratches on the armor with GW Layer Stormvermin Fur again. In the case of thin scratches, you only need to draw a thin line using Stormvermin Fur. In the case of deep wounds, paint the upper part of the area expressed in Stormvermin Fur with Black.

If you prefer no scratches, you can finish in the previous step.

The heavy and rough black armor is complete! Thank you.