



HOW TO PAINT
YELLOW ARMOR



Today I will tell how to paint yellow armor. First, prime the entire model with black. It may be surprising that a yellow color starts with black, but this recipe isn't that hard to paint over black.

Rather since black gives a heavy atmosphere of the next color, it produces a much prettier result than starting with gray.



Now, I'm paint the entire model with Vallejo Model Color Orange Brown. I used airbrush, but it okay to paint it with a brush. Orange Brown is close to brown, so it goes on top of black easily. It should be enough just slightly dilute it and paint 2-3 times.

If you look at the picture above, you can see that Orange Brown is slightly dark and turbid. This is because it was painted over black. Because we're going to use this color as the darkest color in the armor, this dark atmosphere is rather an advantage.



Use AK Golden Brown to paint widely, leaving only the shadow. Golden Brown is darker than regular yellow, and it goes very well with Orange Brown because it has orange feel.

This is the main color of the armor, so please paint it wide. However, it is recommended to leave a little bit of Orange Brown for gloss feeling.



Now, slightly dilute AK Golden Brown + Orange Brown (1:1) in water, and use glazing techniques to remove the boundary between the two colors.

Let's talk a little bit about the brush stroke in glazing. I usually use glazing to remove boundaries. Depending on the direction of the brush strokes, the number of glazes required can vary dramatically.



Glazing is a technique of painting thinning translucent paint, so it's similar to painting with a medium transparency brush in Photoshop. If you draw a 'face' like the example above, it's not easy to make the erase the boundary. Because another boundary is stands out which glazing itself has created.

As shown in the example below, if you continue to draw the 'short line' in one direction, the boundaries fade quickly. Especially because paint get lighter in size and concentration as the brush goes end point. This short stroke is very effective in erasing boundaries with glazing.



Now use AK Golden Brown + AK Sand Yellow (1:1) to paint the bright sides of the armor. At this time, paint it with the short line technique described above from the beginning. After that, dilute the paint and glaze the boundaries again with a short line technique. You can get the above results faster.

Usually, with this technique, you can make a smooth gradation like the one in the picture above in about two or three times of glazing.



In the same way, use AK Sand Yellow to paint the brightest parts of the armor, and highlight the edges of the armor. Likewise, if you paint and glaze using a short line technique, you can quickly remove the boundary while making the texture.



Paint the surrounding details to check the harmony.

If you are satisfied with the harmony with the details, paint the border between the rivet and armor with GW Contrast Blood Angels Red. I used a red contrast to harmony with yellow. If you want a clearer shadow, you can use a paint like Wyldwood.

If you look at the overlapping parts of the rivets and helmets on the legs, you can see the red lines creating a shadow.



Now, paint the rivet with AK Dark Sea Gray as if you are making a dot, and then highlight with AK Silver Gray again.

At the same time, I drew scratches all over the armor with AK Sand Yellow, then I drew deep scars with AK Grim Brown. If you like clean armor without scratches, you can skip this process.

From this darkest color (scratches) to the brightest, I used in a range of brown - orange - yellow, so the colors are match well.



Finally, paint the remaining details, it's done!

Thank you for reading the long guide.