

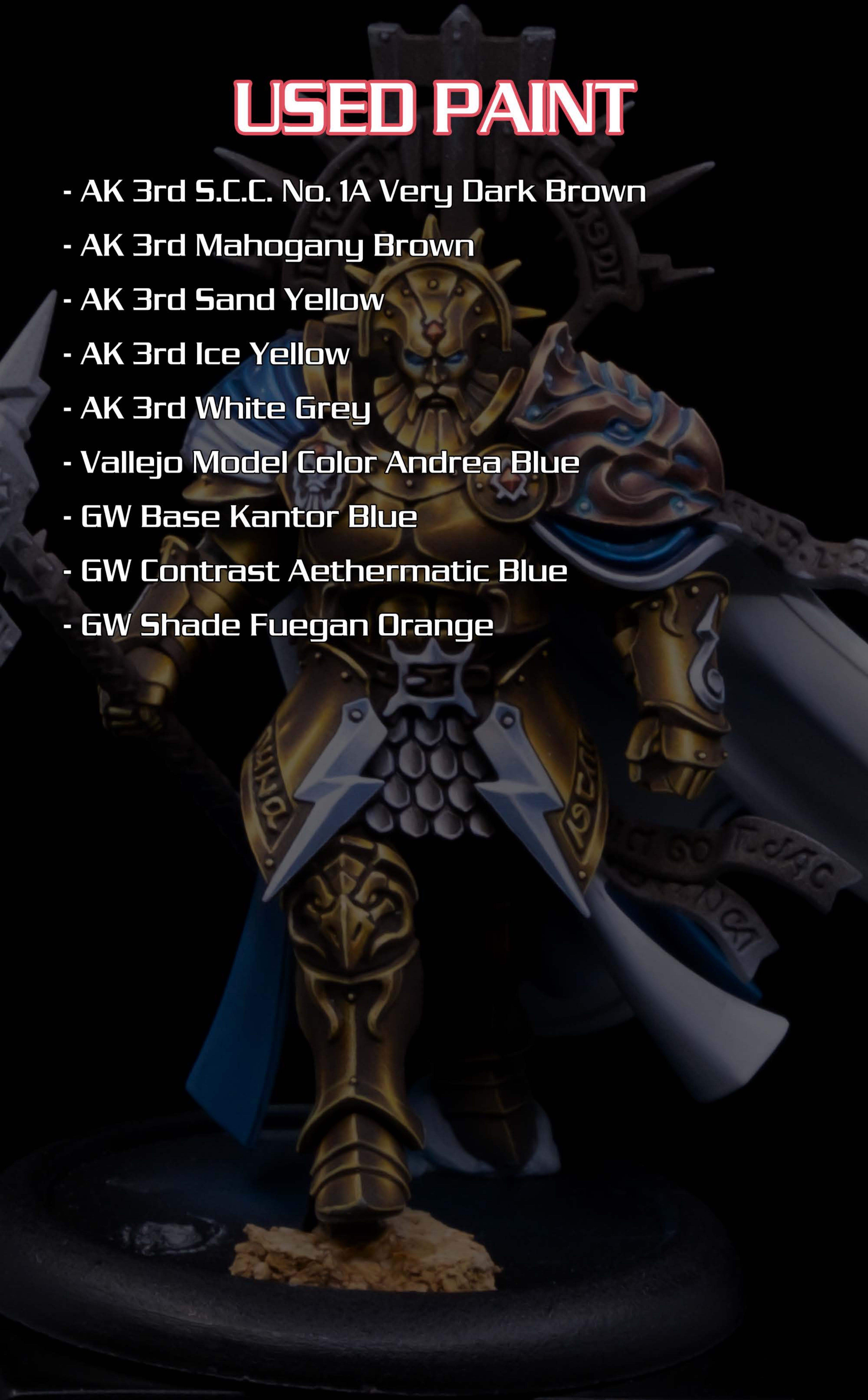


HOW TO PAINT

Copper Shoulder Pad

USED PAINT

- AK 3rd S.C.C. No. 1A Very Dark Brown
- AK 3rd Mahogany Brown
- AK 3rd Sand Yellow
- AK 3rd Ice Yellow
- AK 3rd White Grey
- Vallejo Model Color Andrea Blue
- GW Base Kantor Blue
- GW Contrast Aethermatic Blue
- GW Shade Fuegan Orange





Today, I've going to show you how to paint the copper armor for Stormcast Eternal. After priming the entire model, paint the part that will be the copper armor with AK 3rd S.C.C. No. 1A Very Dark Brown.



Paint the part where the copper receives light with AK 3rd Mahogany Brown. I'm not an art expert, so I don't know the exact light shape in which the metal reflects light. But usually the direction in which light is assumed to be, I highlight more, and direction in which light is missing or weak, I highlight less.

At this point, if you don't set the light completely front of the metal, leaving a little shadow on every area gives you a more realistic feeling.



After slightly diluting AK 3rd S.C.C. No. 1A Very Dark Brown + AK 3rd Mahogany Brown (1:1), glaze the boundaries of the two colors. The two colors mix pretty well, so it won't be too difficult to blend. At this time, it is better not to touch the deepest parts of the shadow (such as the valley or around the eyes) so that the very dark brown color remains clear.



Now, dilute AK 3rd Mahogany Brown + AK 3rd Sand Yellow (1:1) only slightly, and paint the lighted area to little brighter. At the same time, highlight the edge with the same color.

The reason why I mix yellow is to match the copper tone with the gold next to it. If you want to paint copper with a stronger red color, use pink or skin color (such as AK 3rd Brown Rose) instead of yellow.



Highlight the edge using AK 3rd Mahogany Brown + AK 3rd Sand Yellow + AK 3rd Ice Yellow (1:1:2) and paint the brightest areas. This creates a much more fitting atmosphere because the color used for bright highlighting is the same as gold.



Now paint GW Shade Fuegan Orange thin from medium to dark area. Through this process, you get a sense of red and can add a sense of reflection, and you can match the tone with gold. If you apply too much or too dark, the color itself may turn orange, so be careful. If the color of the light color changes during the shading process, you don't have to worry too much. It can be pretty on its own, and if you want to turn it back, use the previous color to highlight it.

The copper itself is finished. I've decided to add to this the lightning glowing effect of Stormcast.



After diluting the Vallejo Model Color Andrea Blue, apply it around the grooves and rivets. I started this work because I wanted to express the glowing the power of lightning, but if you wanted, you could use it to express the rusting effect. In this case, use a blue-greenish paint like Blue Green instead of Andrea Blue.



Repeat Andrea Blue for 2-3 times to create a dark color, then apply GW Contrast Athermatic Blue to the same area. This process will change the color slightly and give you a sense of depth. Then, use Vallejo Andrea Blue + AK 3rd White Grey (1:1) to highlight protruding areas like rivets or eyes.

If you're expressing rust, you can paint the protruding part again in copper color.



Use GW Kantor Blue + Vallejo Andrea Blue (1:1) to express the depth by painting the deepest groove. I painted it around the eyes. Afterwards, dilute AK 3rd S.C.C. No. 1A Very Dark Brown very thin, and then clean up the lines that are too stained on the shadow.



It's complete!

Thanks for the reading long guide!