

Gaming+



How To Paint
Winter Korps unit

Face & Hair

Today we'll be painting a Warmachine model from Privateerpress in Gaming+ quality.

This company recently started selling 3D printed products, and the quality is quite good.

I start by going over the entire model and checking for any noticeable imperfections or supporter marks.



Face & Hair



As I'll explain in the Gaming+ methodology video, the face is the first focal point, so I'm going to give it some attention.

I started by painting the entire face with Vallejo Game Color Succubus Skin, followed by a light coat of GW Contrast Darkoath Flesh.

Once that's dry, I'll paint over the Succubus Skin again, leaving only the deepest wrinkles. I painted the eyes with AK 3rd Tenebrous Grey, followed by AK 3rd Deck Tan for the whites of the eyes.

Face & Hair



Repaint the entire face with Vallejo Game Color Rosy Flesh, except for the darker areas of the skin (such as under the cheeks) and inside the wrinkles.

Normally, I would also add some additional contrast to the face, but since this is a Gaming+ painting, I'll skip it.

So far, I've only used three paints for skin : base (Succubus Skin), wash (Darkoath Flesh), and highlights (Rosy Flesh), but you can see that it turned out pretty well. I also painted the eyes with AK 3rd Tenebrous Gray.

Face & Hair



Now it's time to paint the beard, hair, etc. I painted the models' hair with three different colors.

Rather than focusing on each recipe here, it's better to focus on the fact that you can simply follow the same method (base – highlight – contrast) for different hair colors.

The dark brown beard was painted with AK 3rd Tenebrous Grey + AK 3rd Very Dark Brown (1:1). I painted the orange beard with AK 3rd Deep Brown. And I use orange hair with Vallejo Game Color Grunge Brown, then added a thin coat of Contrast Wyrddwood to mark the deep recesses. But really, it wouldn't matter if I used the same paint for both.

Face & Hair



Now it's time to highlight the hair. For each of them, mix the base color we used earlier with AK 3rd Silver Grey and draw lines to match the hair.

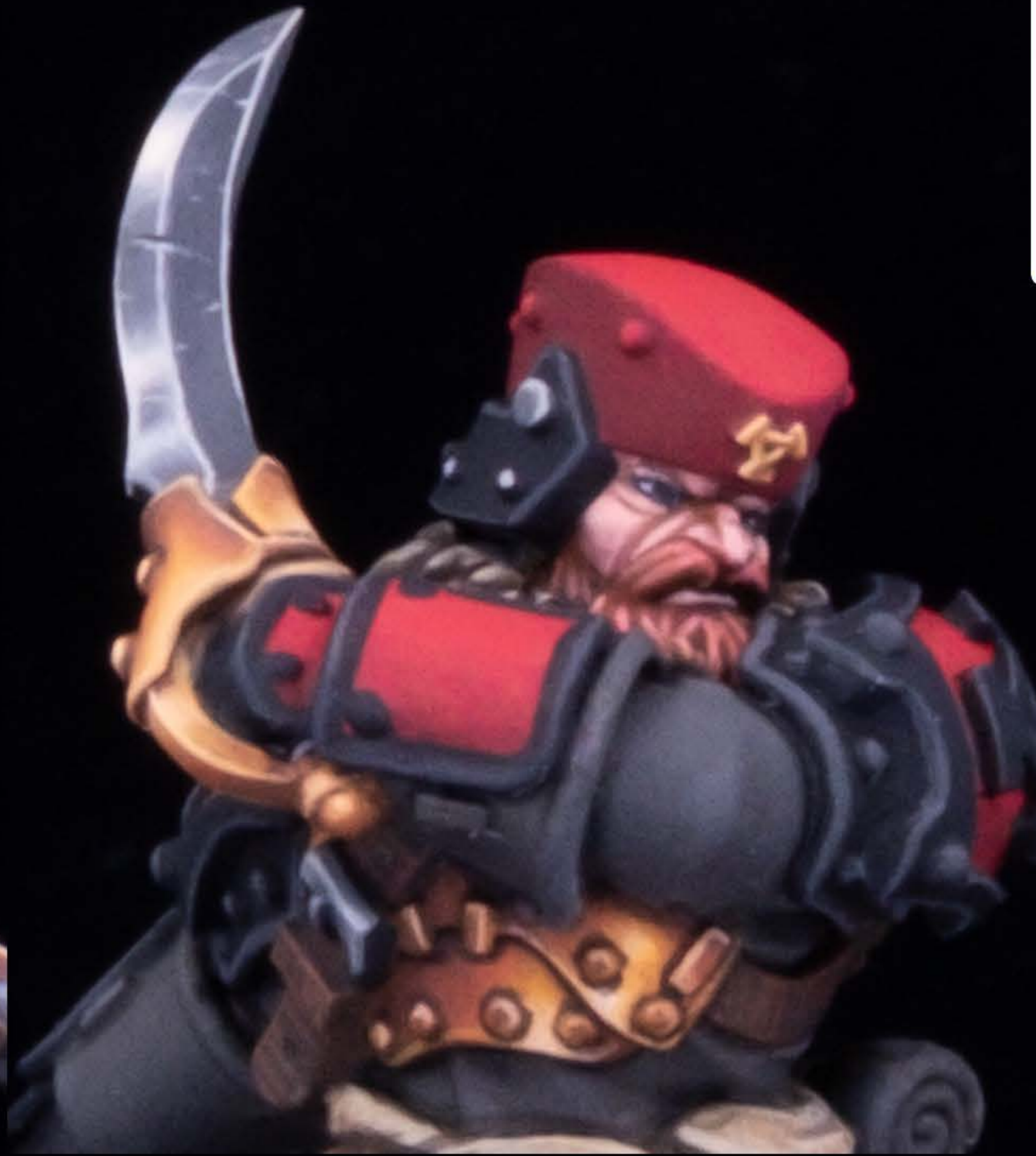
It's okay if they're a little off or overlap, as shown in the photo below left, because human hair doesn't draw perfectly parallel lines.



Face & Hair

Finally, apply several thin coats of Contrast paint to bring out the color while keeping the texture alive.

I used Wrydwood for the brown beard, Blood Angel Red for the orange beard, and Fuegan Orange for the orange hair. Simply apply thin coats, let it dry and repeat until you get the color you want. By varying the number of coats you apply to different areas, you can achieve a glossy look like the brown beard.



NMM



This time we're going to do a brass NMM, and while you might be thinking, 'Is this stupid saying NMM for Gaming quality?' but it's actually pretty easy and straightforward.

No glazing is required, and this torso armor can be done in about 15–20 minutes. Start by painting the entire area that will be the armor with AK 3rd Red Brown, then paint the areas that will shine in the light with AK 3rd Medium Rust. I used a half-broken paintbrush, slightly dampened with water, and stippled it on armor like sponge to create a rough mark.

NMM



Dip your brush in AK 3rd Red Brown + AK 3rd Medium Rust (1:1), making small dots on the border of the two colors. The brush should be damp with a little water.

Wash the brush, lightly blot the excess water on a towel, dip on little paint, then start stippling.

You don't have to be too precise, just keep stippling at the border of the two colors. The dots don't even have to be consistent, so don't feel pressured – at the end of this process, you'll have a natural, if slightly rough, gradient like the one on the left, without having to do any glazing or layering.

NMM

AK 3rd Orange Brown to mark the lighter areas. You can do this by shaping it slightly irregularly inside the area you painted earlier.



NMM



Dot the borders of the colors again with AK 3rd Orange Brown + AK 3rd Medium Rust (1:1). Remember to use the a damp brush. Damp, not wet.

Working with a damp brush make the paint slightly dilluted, which makes it easier to create a pseudo-glazing effect.

NMM



Use AK 3rd Basic Skin Tone to mark where you want the lightest areas, and then use AK 3rd Basic Skin Tone + AK 3rd Orange Brown (1:1) to dot the boundaries of the color in exactly the same way as you did with before.

The smaller the area you need to dot, the quicker it will be. Don't worry too much if you end up encroaching on the areas you painted with the Basic Skin Tone when you're dotting, because it doesn't matter. In fact, that slight irregularity is what makes the boundaries of the color look softer.

NMM



Use AK 3rd Basic Skin Tone + AK 3rd Ice Yellow (1:1) to add a hint of sparkle to the innermost layers.

Use GW Contrast Wyrddwood to mark the gaps between rivets and armor, and then highlight the edges with the paints you used earlier.

This is an easy way to do NMM without the need for complicated glazing or layering. I call this stipple-layering, and it's a useful technique when you need to do something that isn't super detailed but still needs to be done quickly.

Other Details

Now let's do a quick painting on the other details that fall under the Omission points.

The coats are all painted with AK 3rd RAF Dark Sea Grey BS381C/638. Anything that will be black is painted with AK 3rd Black.



Other Details



Divide the areas that will be red into two categories: all of the areas that will be bright red (the areas that catch the light) will be painted with AK 3rd Carmine, and all of the areas that will be dark red will be painted with AK 3rd Burnt Red.

The areas that will change color (like the armor plates on the arms) will be dotted with the stipple-layer technique we used earlier to create a gradient.

Other Details



Clean up the perimeter with AK 3rd Black, and paint the areas that will be wood or leather with AK 3rd S.C.C No. 1A Very Dark Brown.

Other Details



Leather is an area where you can make your model a more interesting with some simple work.

Using AK 3rd Saddle Brown, draw some scratches all over the leather. It's okay to go a little over-worked.

I also gave the gray coat a quick coat of GW Contrast Basilicanum Grey at this point, which will naturally create a simple shadow.

Other Details

Dilute GW Contrast Wyrdwood and apply 2-3 coats, this will allow any excessive brush stroke and the colors to blend.



Other Details



I paint the gun with simple NMM as well. I used the stipple-layer technique using AK 3rd Black – AK 3rd Graphite – AK 3rd Silver Grey. I purposely kept the Silver Grey to a minimum as I wanted a dirty, poorly maintained look. I also highlighted the black armor once with AK 3rd Ash Grey.

Other Details



Now it's time to paint the wood grain with AK 3rd Brown Base and add some color with a light coat of GW Contrast Snakebite Leather.

The wood grain is a simple work that just involves drawing crooked parallel lines, but it's efficient because it makes the model look like high quality.

And that's it for this simple gaming+ quality model! Thanks for reading this long guide!