



How To Paint
Gaming Quality Lumineth

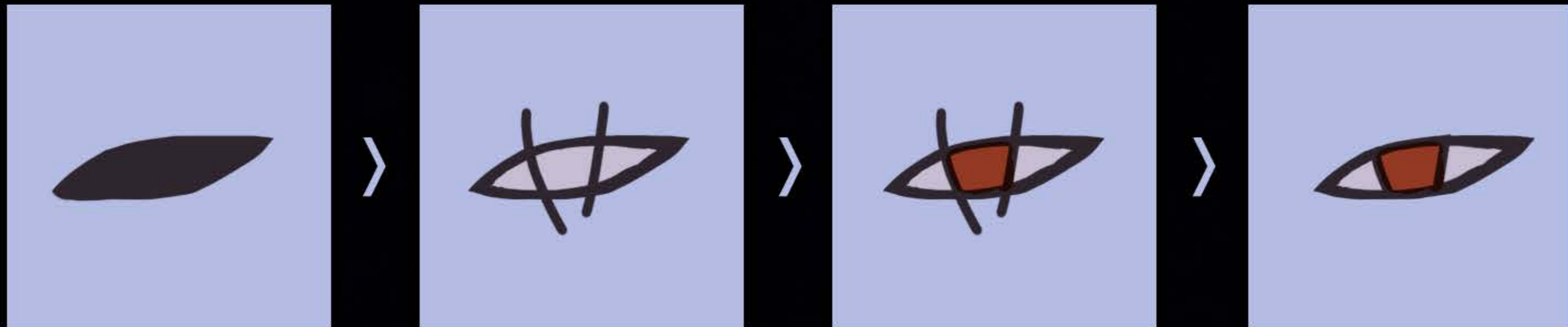
Face

Today we'll take a look at how to paint Lumineth in high gaming quality.

When painting at a gaming quality level, it's a good idea to divide up the areas you want to focus on and the areas you don't want to focus, rather than trying to cover everything.

I usually divide the areas to 2 focus groups / 2 secondary groups. In this case, the face and armor, which will be the first to get attention, will be the focus group, and the blue and gold, which will be the most vibrant colors, will be the secondary group. I start by painting all the areas that will be flesh-colored with Vallejo Model Color Burned Flesh, and then I paint all of them again with Vallejo Model Color Natural Flesh, leaving only the shadows.





Face

Now add the eyes. I use AK 3rd Tenebrous Gray for the irises, then AK 3rd Deck Tan for the whites, and then Tenebrous Gray again for the pupils. This is usually the hardest part, but it's much easier if you just draw a line up and down instead of a dot. Given that the pupil is circular, it's best to draw a slightly curved or diagonal line instead of a vertical straight line. Then you can paint the empty space in the middle with the color of your choice, and then fill it in with the flesh color. You don't actually need to draw the eyes in this much detail at gaming quality, so don't get overwhelmed.





Face

Use Vallejo Model Color Natural Flesh + AK 3rd Basic Skin Tone (1:2) to paint the lightened areas of the skin, then use the same paint to glaze the border between the two colors.

If you're glazing at the right consistency (about the consistency of milk), you should be able to get a reasonably smooth result in about 3 coats. It doesn't take as long as you might think, so give it a try on areas like skin. For a more in-depth explanation of glazing, see my earlier guide to Ultramarine Captain .

I used Vallejo Game Color Elfic Blue to eyeshadow for eyes, but feel free to skip it.



Face

I painted the shape of the lips with AK 3rd Burnt Red, then painted the lower lip with AK 3rd Blood Red, then mixed some light flesh color into the Blood Red and highlighted just the lower lip again.

I could have drawn in the eyebrows, highlighted the lips further, but since this is game quality, I'll let it slide.

Armor & Cloth

Paint the entire armor with AK 3rd Tenebrous Gray.

At the same time, I painted the area that will be the white clothing with AK 3rd Grimy Grey.

The armor is the focus area, so we're going to give it a moderate NMM, but the white clothing is neither the focus area nor the secondary area, so we're going to finish the white clothing with this Grimy Grey.

When doing a one paint job like this, it's important to get it right. You'll need to do several thin coats (mine took about 5) and be patient.





Armor & Cloth

I used AK 3rd RAF Dark Sea Grey to mark the areas that will receive light, then glazed the color boundaries with RAF Dark Sea Grey + Teneborus Grey (1:1).

I tried to shape the reflections as little as possible to keep the workload as low as possible.

Armor & Cloth



Use AK 3rd Silver Grey to mark the areas that catch the light and shine, then use a lightly diluted mixture of Silver Grey + RAF Dark Sea Grey (1:1) (2 parts paint to 1 part water) to stipple the border between the two colors.

You can use glazing if you're comfortable with that. I used stippling because it's faster, but the downside is that the result is a bit rougher than glazing. If you look at the shoulder pads, you can see the traces of stippling.

Armor & Cloth

Now that the steel armor is done, we can clean up the outline with AK 3rd Tenebrous Grey and paint the areas that will be gold with AK 3rd DOT44 Brown Base.

Normally, I would add shades of brown to ochre here as well, but since this is a gaming quality model, I'll skip it. I also painted the shoes with AK 3rd S.C.C No.1A Very Dark Brown. I'm going to finish the leather parts with this color as well, so use several thin coats.



Armor & Cloth

Paint all of the gold parts with AK 3rd Golden Brown + AK 3rd DOT44 Brown Base (2:1), leaving only the darkest part of the gold.

If you have a noticeable border of color, you can glaze it with 2-3 coats with a little water.





Armor & Cloth

Use AK 3rd Sand Yellow to paint the areas that you want to shine brightly, then glaze the border between the two colors with Sand Yellow + Golden Brown (1:1).



Armor & Cloth

Finally, lightly paint only the brightest shiny areas with AK 3rd Ice Yellow and you're done with the gold trim.

In fact, you're done with the important parts.



Hair

Now paint the hair. It doesn't really matter what color you use for the hair, I decided to go with red hair and painted the hair with AK 3rd DOT44 Brown Base.

Then I followed by a full coat of GW Contrast Darkoath Flesh. I did this because I just had both paints within reach, but you can start with a normal red or brown paint.



Hair

Next, use AK 3rd Deep Brown + AK 3rd Radiant Flesh (1:1) to paint in the grain of the hair.

As you might have guessed from the randomness of the paints, I used whatever I had on hand. The point is to paint the grain of the hair with a light color, so the exact color itself doesn't really matter, as we'll be changing the color with contrast later on. Just use whatever light color you have on hand.



Hair

Paint the entire head with GW Contrast Blood Angels Red.

This contrast paint is very intense and will turn whatever the base color was red, but the contrast is still there so you can see the hair that was painted earlier.

If this were a full paint job, there would be some additional work to do here, but since this is gaming quality, the hair is done!



Other Details

Now it's time to paint the surrounding details. I painted the wand with AK 3rd Deck Tan, and the moon and magic symbols with AK 3rd Buff.

Both areas are neither focus nor secondary, so we'll stick with these solid colors. For the blue, I started with a base color of Vallejo Game Color Azul Imperial and then used Scalecolor Mediterranean Blue to mark the areas that will be receiving light.



Other Details

Glaze with Vallejo Game Color Azul Imperial + Scalecolor Mediterranean Blue (1:1) to eliminate color boundaries, then use Vallejo Andrea Blue to highlight the brightest areas.



Other Details

The cape on the back was painted this way. You can see that I didn't do any final highlighting on the wide cloak area, just on the edges, in order to save the as much work as possible. However, the paints I used for the blue are a very sharp and vibrant color, so the contrast with the other colors is nice enough.

Other Details

Now the most important parts, matte finish. I used a product from AK, but it doesn't really matter what other company you use. Spraying on a matte finish will take away the shine of the color and give your monochromatic areas a calm, clean look. That's it for the gaming quality lumineth model! Thanks for reading this guide!

