

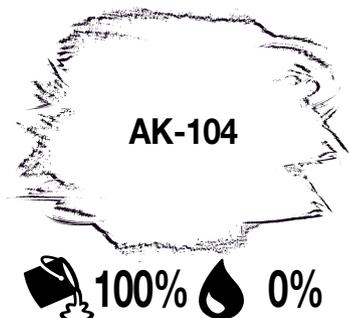
VEXILLIFER

TUNIC

This time I am going to represent the texture of the fabric by “modeling” it directly on the figure. I start by applying a coat of AK interactive “modeling gray putty”. This acrylic putty adheres very well to the surface of the figure and has a fine, slightly grainy finish.



I completely cover the tunic with the putty. I used an old brush and stippled it to exaggerate the texture. I print the figure when the putty has dried.



I paint the base color of the tunic. It will be necessary to apply several coats until the primer is completely covered.



With the first light I cover all the areas exposed to the spotlight. I apply this color by stippling using a worn brush to make the texture more evident.



VEXILLIFER

TUNIC



I use the second light to highlight the volumes more and begin to detail the finer wrinkles. I continue tapping with the brush to continue generating texture.

I use as a third light a very light color that will make the texture stand out against the background and give the tunic a worn look. I also illuminate the edges of the garment.

Without abandoning the stippling technique, I paint a shadow with a very dark color. This same color helps me outline the deepest seams and wrinkles.

SART-21 50%

SART-40 20%

SART-09 30%



SART-21 25%

SART-40 15%

SART-09 60%



SART-40 70%

SART-02 30%

