

PAINING THE LEGIONS



IMPERIAL FISTS

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IMPERIAL FISTS

Lil'Legend Commission Studio Guide

VII

IMPERIAL FISTS

VII The Last Wall

PAINTING THE LEGIONS

The aim of the series is to create battle-ready Marines, ready to contest the nightmare battlegrounds of the 31st Millennium. These tutorials concentrate on fundamental techniques that build into a comprehensive masterclass of modelling skills and recipes.

This tutorial will show you how to:

- * Apply a zenithal highlight.
- * How to create battle-ready grim dark style yellow.
- * How to apply simple weathering with no specialist equipment.

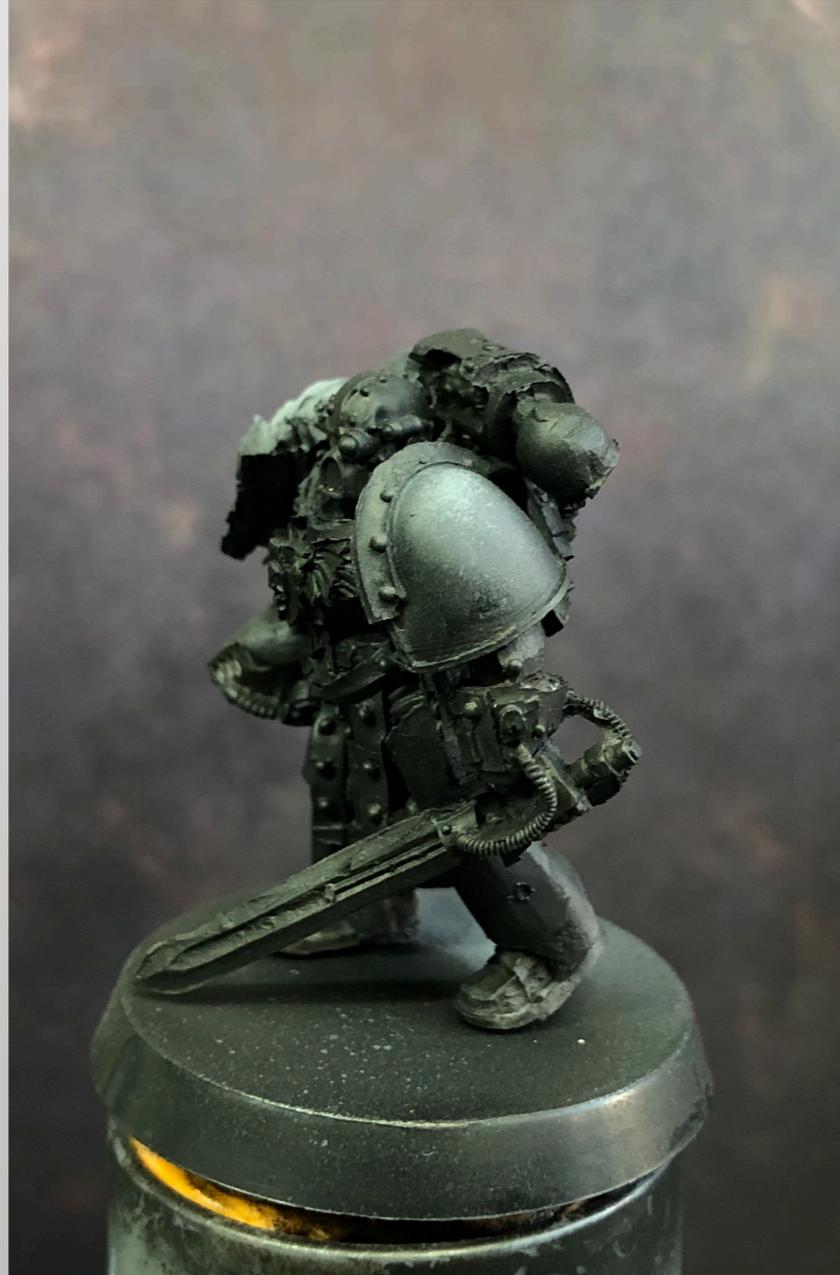
A 4K video tutorial is available via <https://www.patreon.com/lillegendstudio>



VII Imperial Fists



- * 20 PSI. Badger Matte Black Undercoat.
- * 2:1 paint to thinner. Eclipse Grey. Establish broad highlight.



- * Graphite Grey 1:1 paint to thinner. Airbrush in a smaller band of light.
- * Add white to previous and peak highlight. Pure null oil is airbrushed to smooth transitions.



- * Apply masking fluid over black areas.
- * 2-3 layers of opaque white is airbrushed to build volumes of armour. Concentrate on head, middle of chest and top of back pack.

VII Imperial Fists



- * Airbrush. Primary Yellow 1:1 paint to thinner. 3-4 coats.
- * This stage is testing as we will not a clean, pure yellow. Make sure each layer is dry before the next is applied.



- * Airbrush. Opaque White 1:1 paint to thinner reinforces the volumes established in the precoat.
- * Pay attention to head, chest, top of thighs and back pack.



- * Airbrush. Iyanden Yellow 1:2 paint to thinner is applied over the armour panels.
- * 2 layers of paint is added from the midtone to shadow. Three layers are added from the lower midtone to

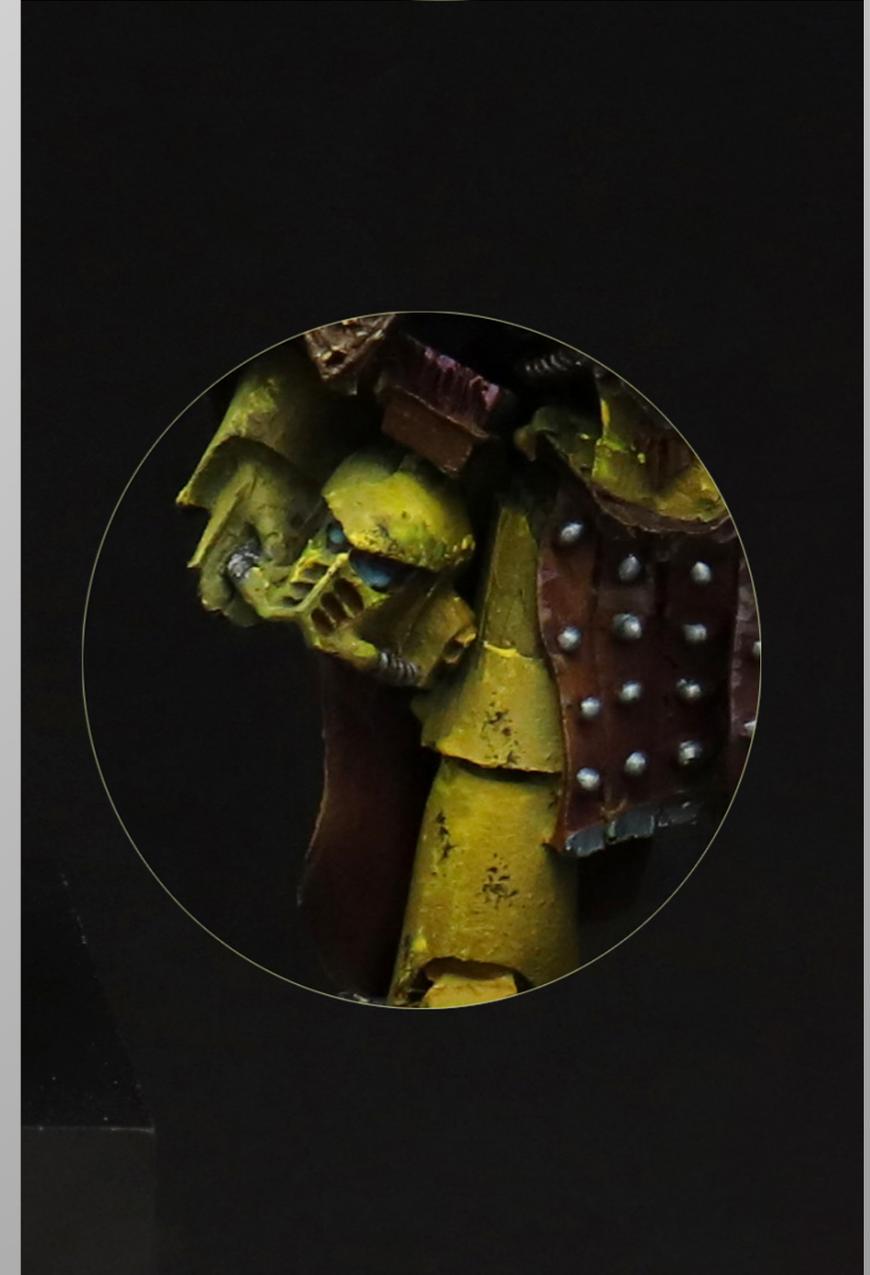
VII Imperial Fists



- * Airbrush. Reikland Fleshshade 2:1 paint to thinner is applied to the shadows.
- * This stages warms the shadows without removing the black undertone.



- * Metallics, leather and skin tone is applied and washed with Agrax Earthshade and Carroburg Crimson.
- * Yellow mixed with Ice Yellow and Eclipse grey is sponged onto hard edges of armour.



- * Even though we want a battle worn appearance, fewer scratches will have leave a stronger impression.
- * By overlapping light yellow and grey chipping we can fool the eye at a distance into seeing 3-d paint scratches.

Equipment & Paints

Badger Black Matte Primer.

Opaque White Medea Com Art.

Primary Yellow Scale 75 Artist (Yriel Yellow as substitute).

Iyanden Yellow Contrast Games Workshop.

Thamar Black Formula p3.

Cadian Flesh GW.

Jorildyn Turquoise Scale 75.

Deathless Metal P3.

Emerald Alchemy Scale 75.

Iwata Custom Micron CC

Redgrass Games Wet Palette

Vallejo Gloss Varnish

Micro Sol & Set



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