

# SPIDER-MAN

## PAINTING GUIDE BY SORASTRO

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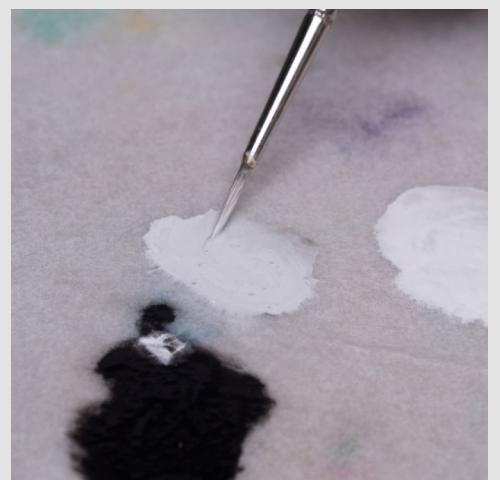
Hello! In this PDF painting guide I'll be painting Spider-Man from Atomic Mass Games' Marvel: Crisis Protocol Miniatures Game:



To begin I've primed the figure in black, followed with some grey and white zenithal highlights applied from above (please refer to Episode 1 of the video series on YouTube for more details on how I do this):



I'm now mixing a little Black (VMC) into some White (S) to create a pale off-white to paint the eyes:



And I'm painting the rim that surrounds the eye with some plain Black:

Next I'm painting the trims on the outfit also with the Black. This can be thinned enough to allow some of the raised edges to show up a little lighter:



For the blue sections of the outfit I'm using Vallejo's Imperial Blue, darkened and desaturated with just a little Black:



I'm looking for a solid, opaque finish here.



I'm now using Scalecolor's Deep Red for all  
of the red parts of the suit:



You can see on the left foot I briefly experimeneted with using a dark-red Shade (Carroburg Crimson) to pick out the lines, but ultimately decided on a different approach...



At this point it would probably be easiest to highlight up the red suit before drawing the dark lines on top. If you're afraid of obscuring the dark lines with too many layers of highlight however, it's also possible to draw the dark lining on first, and then highlight the individual "squares" afterwards.

For the lining on the suit I used Black mixed with some Deep Red. I also added a little flow enhancer (by Daler Rowney) which really helps get the paint neatly into the lines:



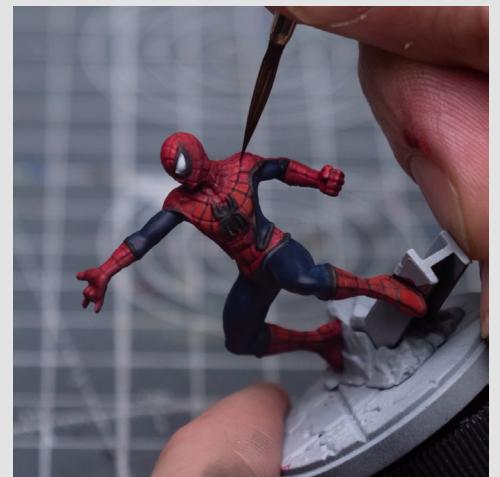
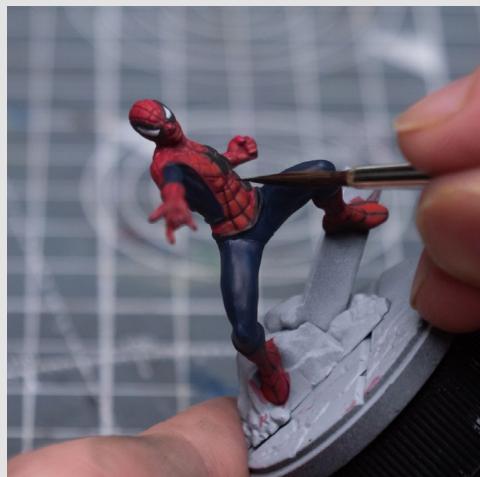
For my first highlight tone I chose Sca-lecolor's Antares Red:

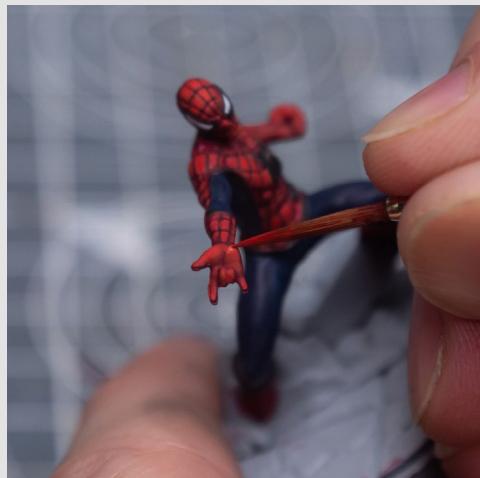
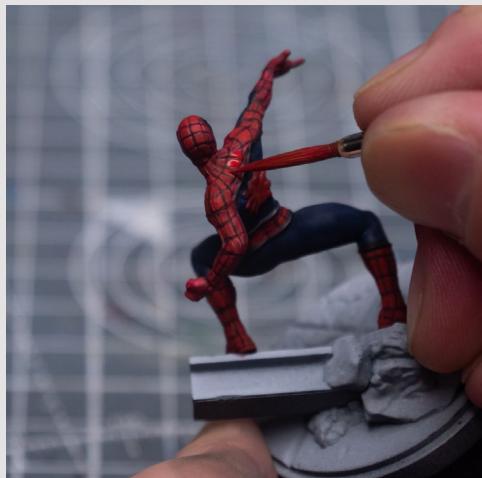


And I then moved up to the slightly lighter, and more orangy Aldebaran Red:



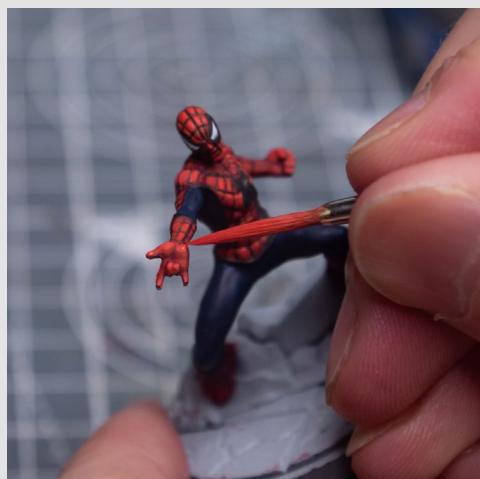
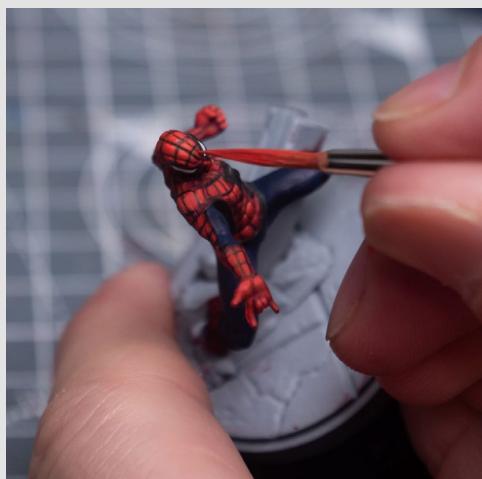
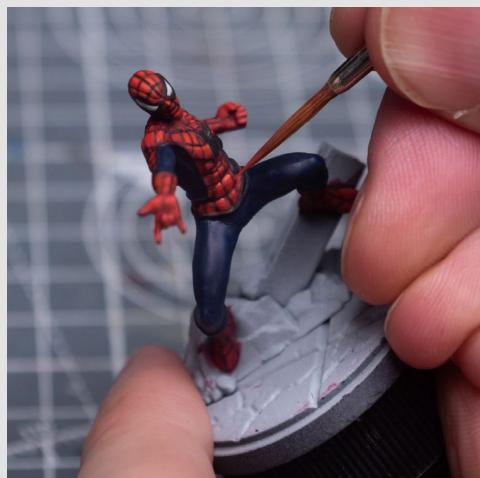
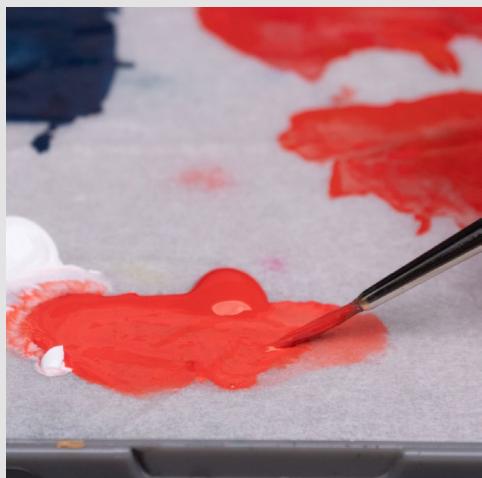
I'm now moving to the upper body, and continuing to draw in the dark lining and provide highlights with the Antares and Aldebaran Red:





For my brightest highlights I'm adding a little white to the Aldebaran Red:

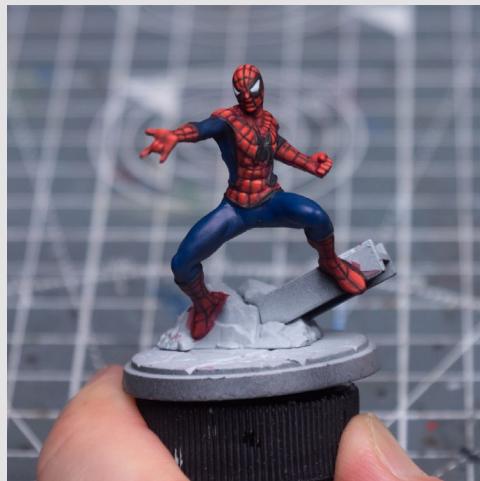
This gives the suit more of an orangey look, compared to the more pinkish tones I was aiming for with Iron Man...



I'm now going to begin highlighting the blue areas, starting with a broad highlight of pure Imperial Blue:

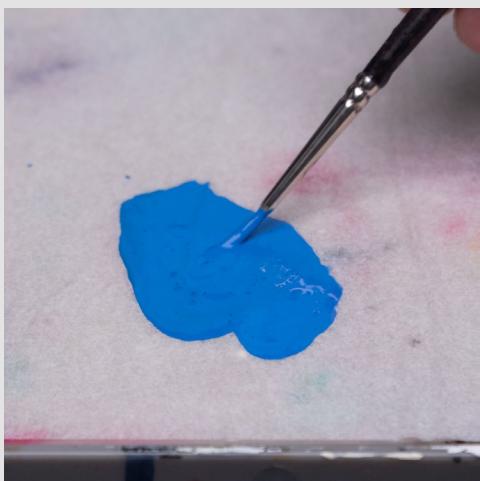


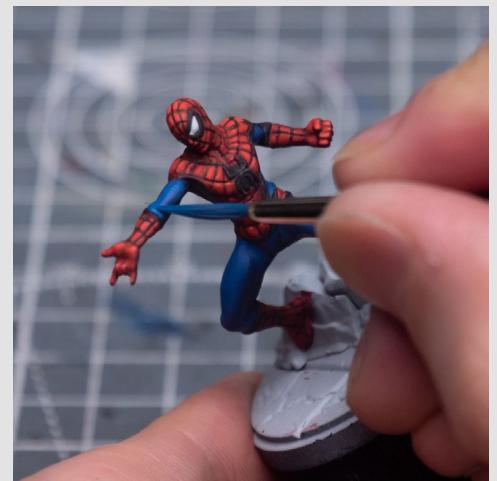
For the mid tone, I'm going to mix Vallejo's Medium Blue (2) with Flat Blue (3) in a roughly 3:2 ratio:



These tones look quite similar on camera, but the Flat Blue is more purplish, and I'm using the Medium Blue to bring the purple level down a bit to create the look I'm after...

I'm then going to add this to the Imperial Blue in a few of stages:

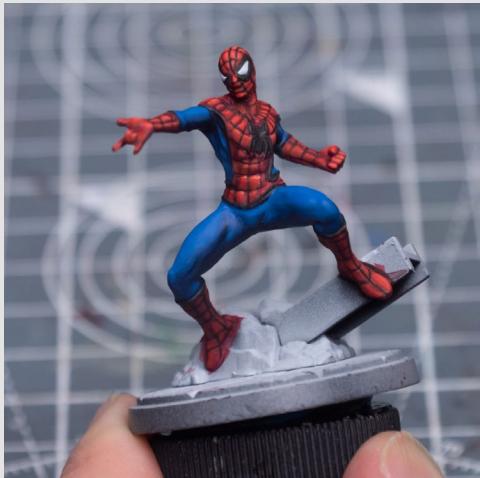
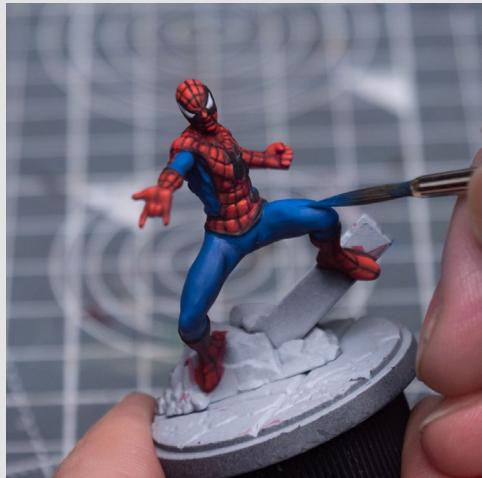




I've now worked up to the pure Medium Blue and Flat Blue mid tone:



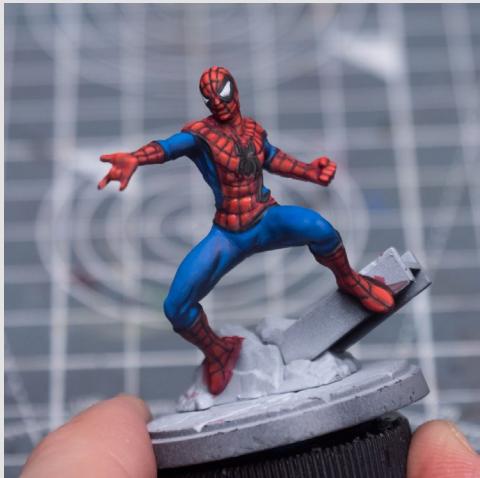
The images of the black and white zenithal highlights can be quite useful when deciding the placement and strength of the highlights...



Having said that, I'm keen to also articulate the muscles on the underside of the legs so won't be shy about applying some quite strong highlights there to create a somewhat exaggerated, comic-book feel:



Now that I'm happy with the mid tones, I'm going to add some of Vallejo's Sky Blue to achieve my brighter highlights:



We only need to add a little of this at a time because it is so pale:



Although they're not actually sculpted on the model, you can see that I've added some muscles to the right side of the torso:



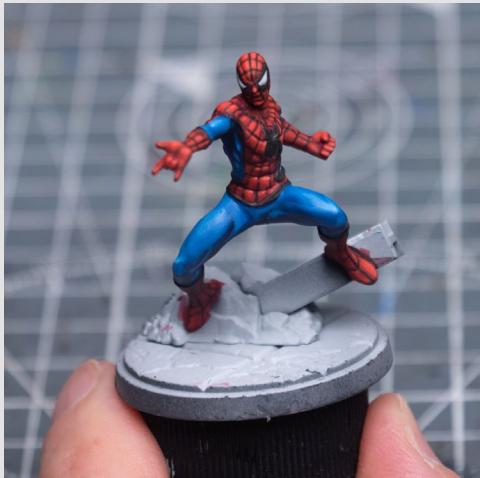
We're now really beginning to see those volumes taking shape...



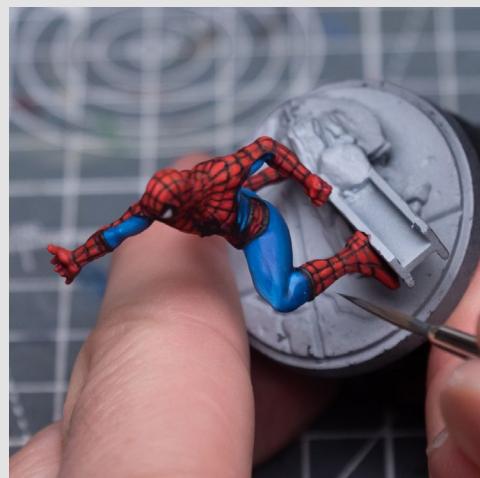
My smallest, brightest highlights are now nearly pure Sky Blue, which I'm reserving for places like the knee:



I'm now brightening the eyes with some pure White:

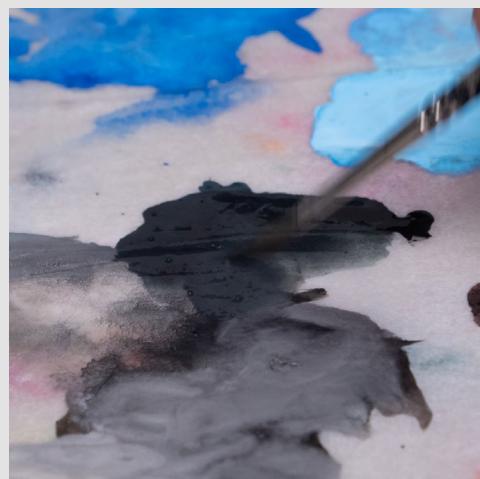


And here I'm mixing some dark to mid grey tones simply using Black and White, to highlight the black trim on the outfit, as well as the spider symbol, and the rim of the eyes:



I'm now painting the base as decribed in the video series, using mainly Vallejo's Stonewall Grey, but with some Black mixed in for the shadows of the rubble:

And I'm freely mixing some greys mixed with a little Dark Sea Blue to paint the girder:



I'm also shading the base with some Nuln Oil, and highlighting back up with my lighter greys:



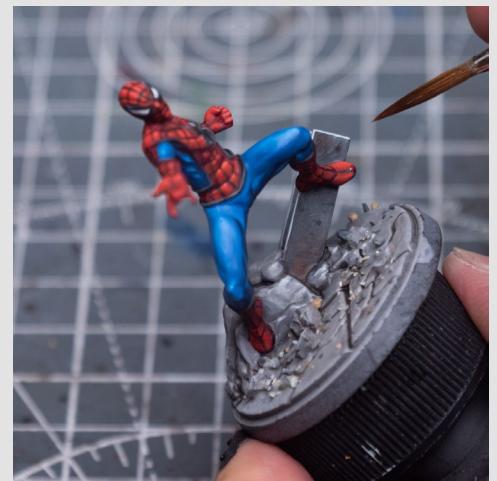
Here I've chosen to stick down some pieces of ripped up cork which I've painted grey to create some additional rubble:



I'm now adding some random noise and scratches to the girder:

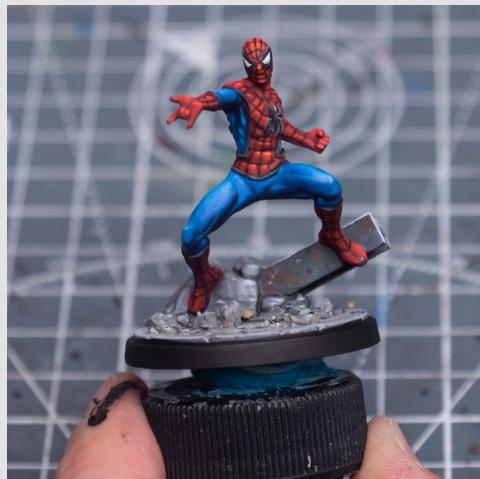
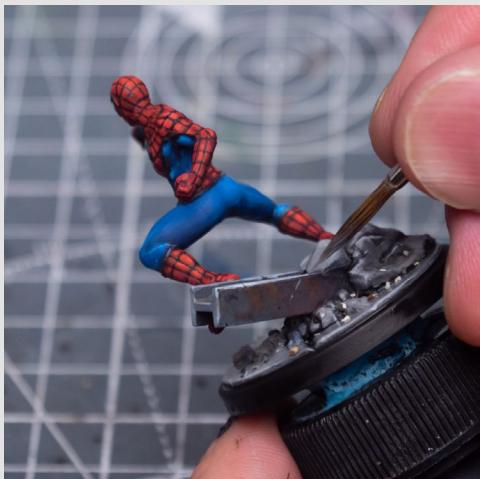


And I've chosen to introduce some rust tones using the Secret Weapon range of rust paints. I used mostly the Red and Orange Rust colours, and applied them quite thinly:

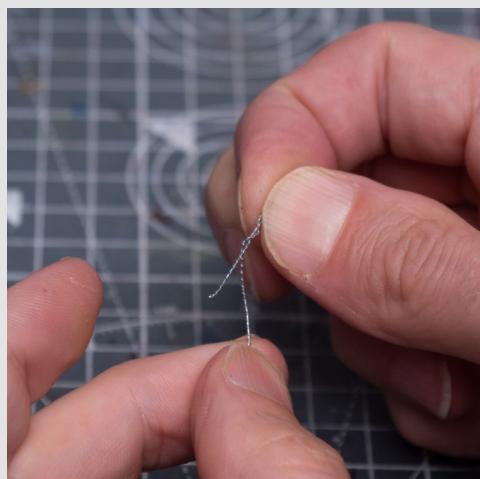


And here I'm applying some final scratches and marks:

For one final touch, I've chosen to create some webbing using Army Painter's Razor Wire:



I'm cutting two pieces of this off, and twisting one around the other...



I'm now trimming off the excess, and brushing on some super glue to help bind the parts together:



And here I'm dipping the end into some PVA glue (and/or brushing it on) to create a "globule":



I considered a few ways to attach the "webbing" including drilling into the hand, but decided a simple bit of super glue would be the least destructive. This would obviously need to be handled with care during game play, but as a display piece it really adds to the look of the finished model!





PAINT LIST:

Imperial Blue (VGC)  
Black (VMC)  
Titanium White (Schmincke)  
Dark Sea Blue (VMC)  
Deep Red (SC)  
Antares Red (SC)  
Aldebaran Red (SC)  
Medium Blue (VMC)  
Flat Blue (VMC)  
Sky Blue (VMC)

Additionally for the base:

Stonewall Grey (VMA)  
Dark Sea Blue (VMC)  
Red Rust (SW)  
Orange Rust (SW)  
Old Rust (SW)



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Thank you!