

# BULLSEYE

## PAINTING GUIDE BY SORASTRO

[www.patreon.com/Sorastros](http://www.patreon.com/Sorastros)

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



As usual I've primed the figure in black followed with some zenithal highlights applied from above; the resulting pattern of values will be pretty useful to us in a moment..!

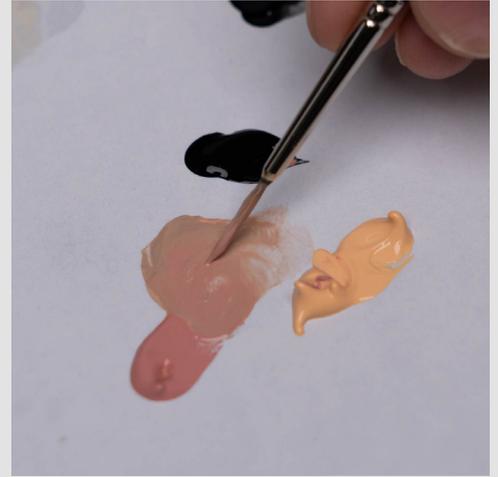
I've begun by dotting in the whites of the eyes with an off white (Nacar for example), trimmed back with some black. (I didn't bother with the pupils in this case.)



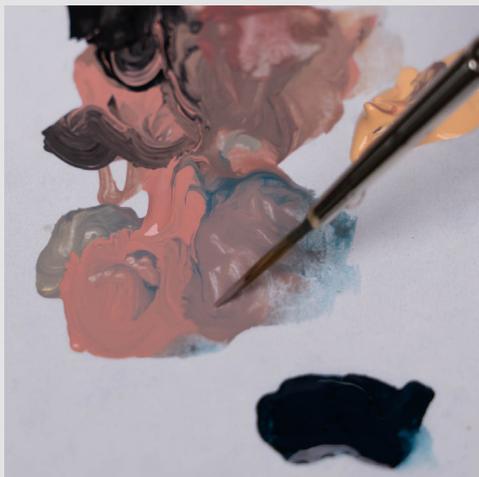
I've also used the Nacar to articulate the teeth:



I'm now using a mix of Pink Flesh and Golden Flesh darkened with a touch of Black for the skin (obviously you can use your go-to Caucasian skin tone!):



It's a small detail, but here I've mixed in a little Caspian Blue for the chin area:



I'm now painting the base using Graphite:



And for the fragment of building I used a mix of Brown Leather and Black for now:



And here I'm providing a light dry brush (any cream tone will do for this):



And now some black lining for the cracks:



I'm now going to paint the blue outfit, and I've decided to place both the shadows and a dark midtone using Deep Blue and Cantabric Blue respectively:



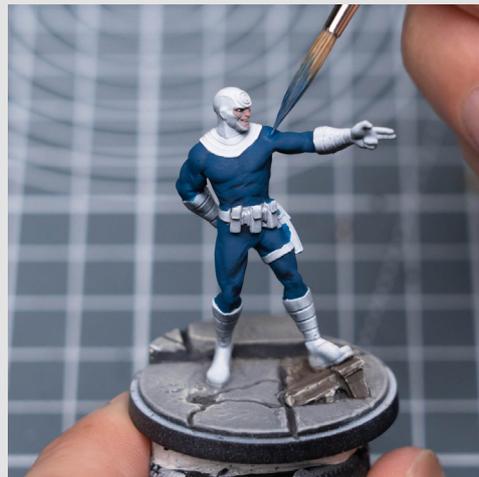
I'm really just following the pattern of values provided by the zenithal highlights here:



As usual, a couple of layers might be needed to get a clean, solid finish:

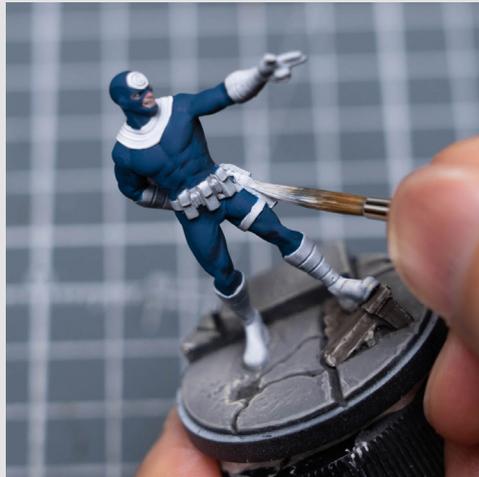
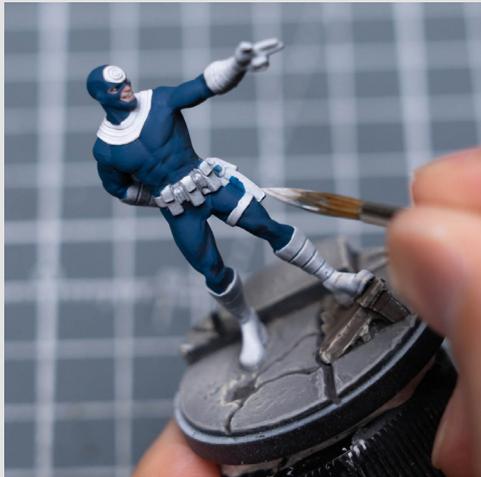


I'm not too concerned about the smoothness of the transitions at the moment.



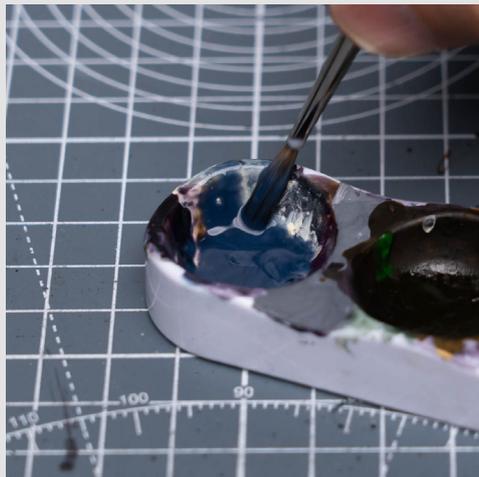
Next I'm tidying up a few parts of the white areas which got hit with the blue; for this I'm just mixing a very light grey to get a rough match):



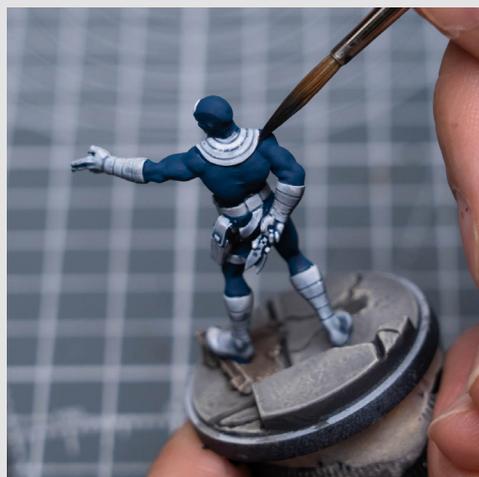


Next I'm going to thin down some Space Wolves Grey with an equal amount of Contrast Medium:

I'm then using this to shade all of the white areas:



This does a nice job of bringing the glaring values down a little, and also helps bring out the definition of the fine grooves:



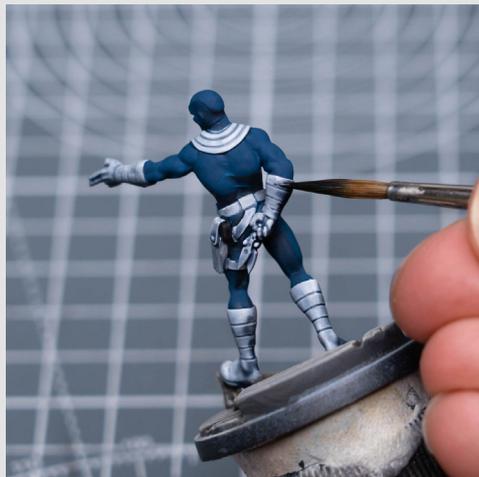
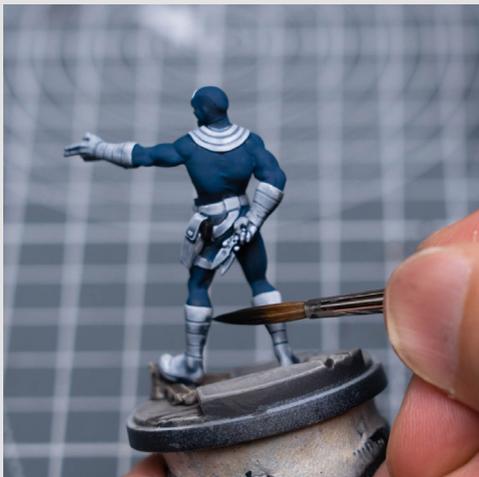
He's actually looking rather good already, and if you're in a hurry to get him to the table, you could call him done!



I've decided to use some neat Space Wolves Grey to push the depth of the shadowed parts of the white:



This is a bit like working in a NMM style, where we're creating strong patches of contrasting values to create a more shiny appearance. It's very quick and easy to do though!

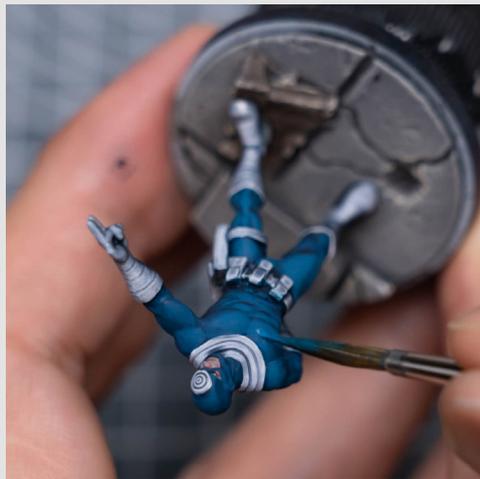


Next I'm going to begin highlighting the blue suit. For that I'm going to gently brighten up the Cantabric Blue base tone using an equal mix of Caspian Blue and Mediterranean Blue:



I chose this mix because I didn't want to go too bright or over saturated, and of course the smaller the increments with which we increase the brightness, the easier it is to achieve a more blended look.



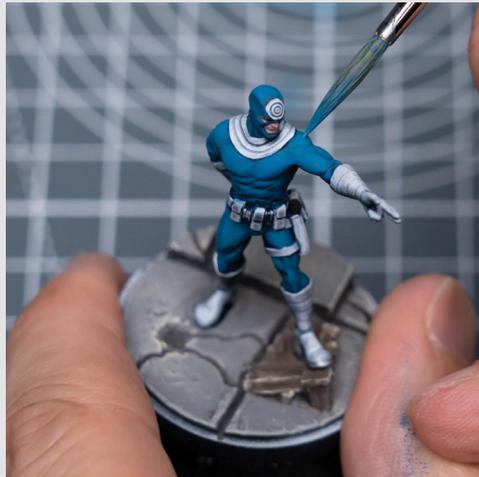


Again, this would be a fine place to stop if you like!

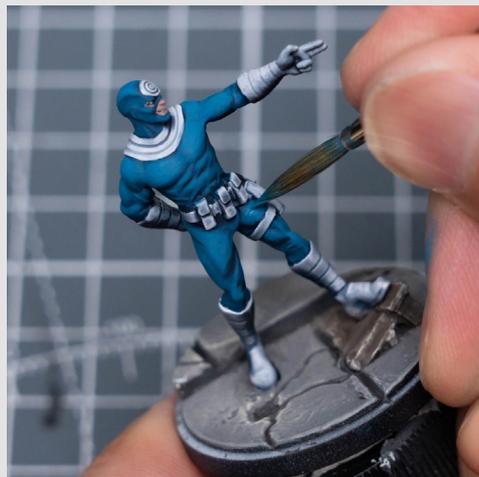


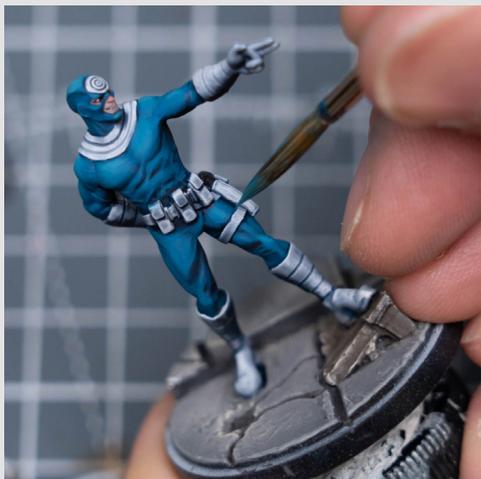
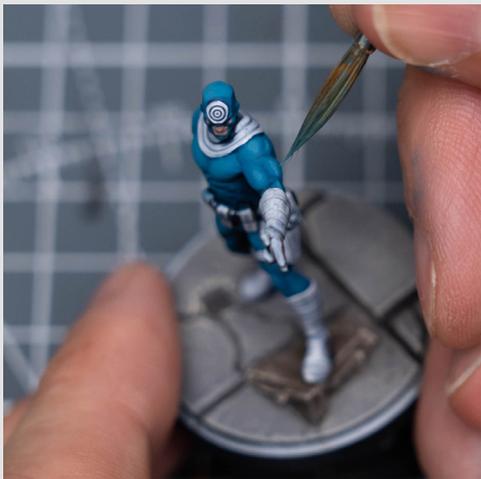
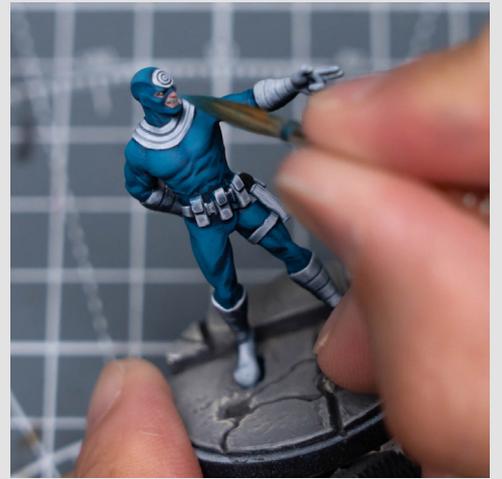
I've decided to go just a little further, so I'm lightening the Caspian Blue and Mediterranean Blue mix with a little Birch:

My initial instinct was to reach for some Adriatic Blue here, but for Bullseye I felt that would be too vibrant. Something like Birch however lets us push up the values, whilst just providing a subtle "warm shift".



For larger areas like the chest I might use multiple, thinner layers in order to achieve a smooth gradation:





I'm now going to mix a light grey using White and Graphite, and place some White Sands ready on the palette nearby:



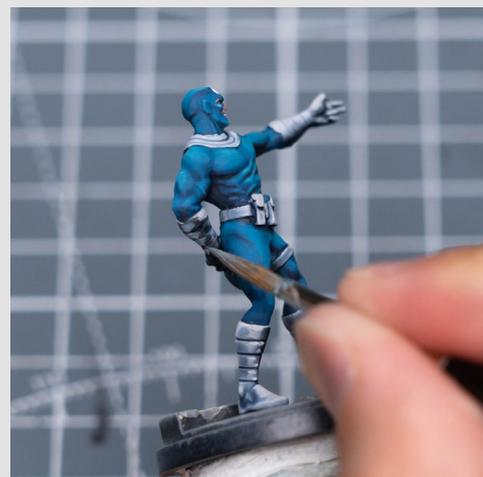
I'm now beginning to add a few quick highlights to the white areas with the light grey:



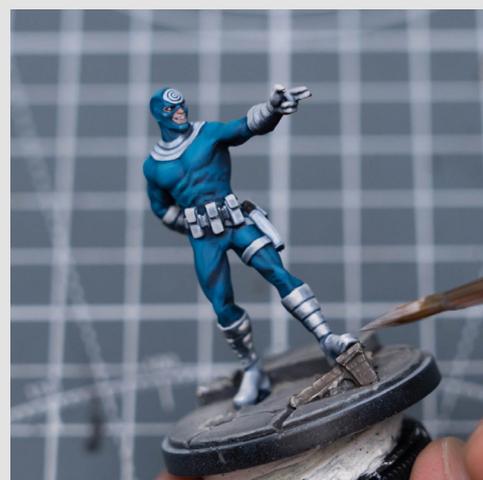
And I'm now adding the White Sands for the brighter spots:



Here on the right forearm I felt there was too large an area of shadow, so I've just placed a strip of highlights to break things up:



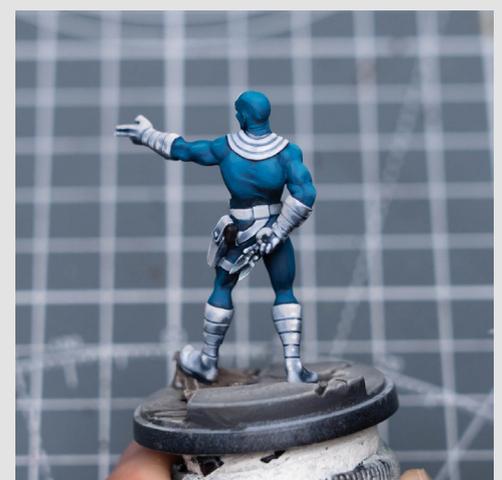
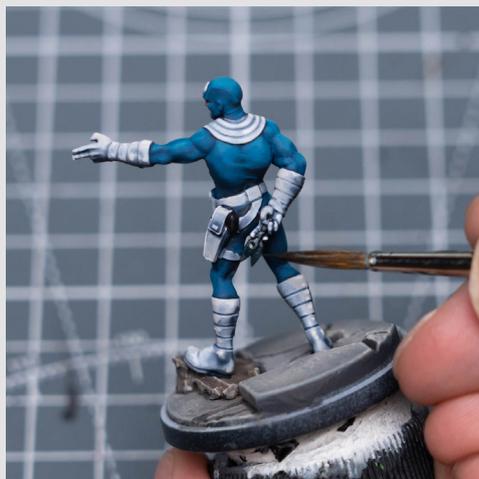
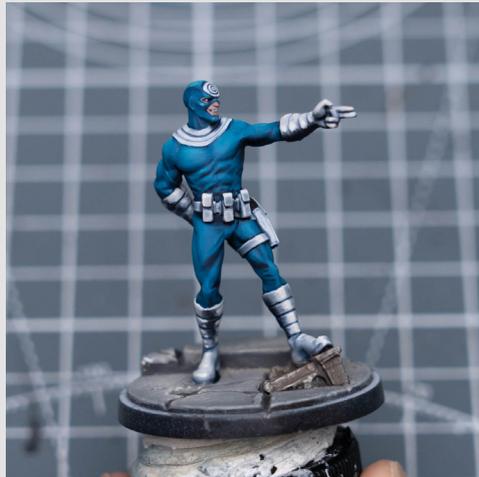
And I'm now doing the same on the inside of the right boot:



We can reserve the pure White Sands just for the brightest glints:



For the blades behind his back I'm just using Abyssal Blue highlighted up with White Sands:



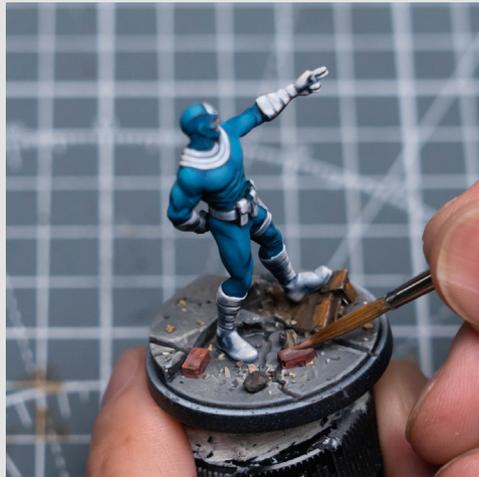
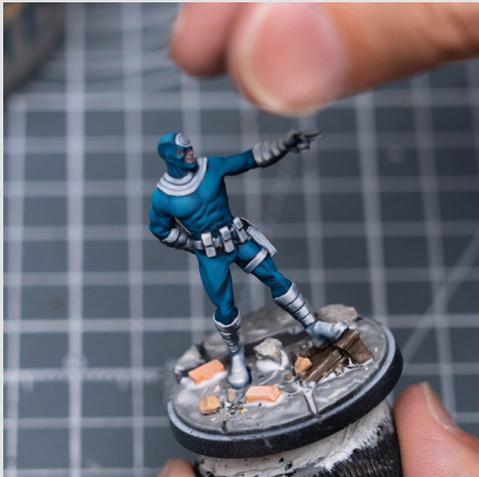
I've also used the same colours for the pistol, but with just a slight highlight:



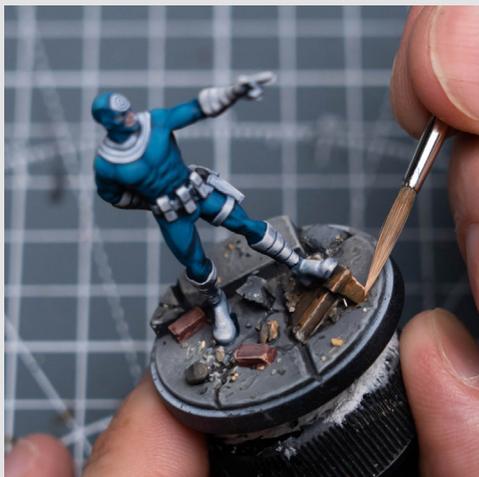
I'm now glueing down a few little bricks and bits of rubble to the base:



Here I'm just painting the bricks, and I made the building fragment a little more orange to compliment the blue of the outfit:



I like to provide a little edge highlight to the upper rim of the base:



And finally I've decided to push the depth in some of the white areas just a little further:



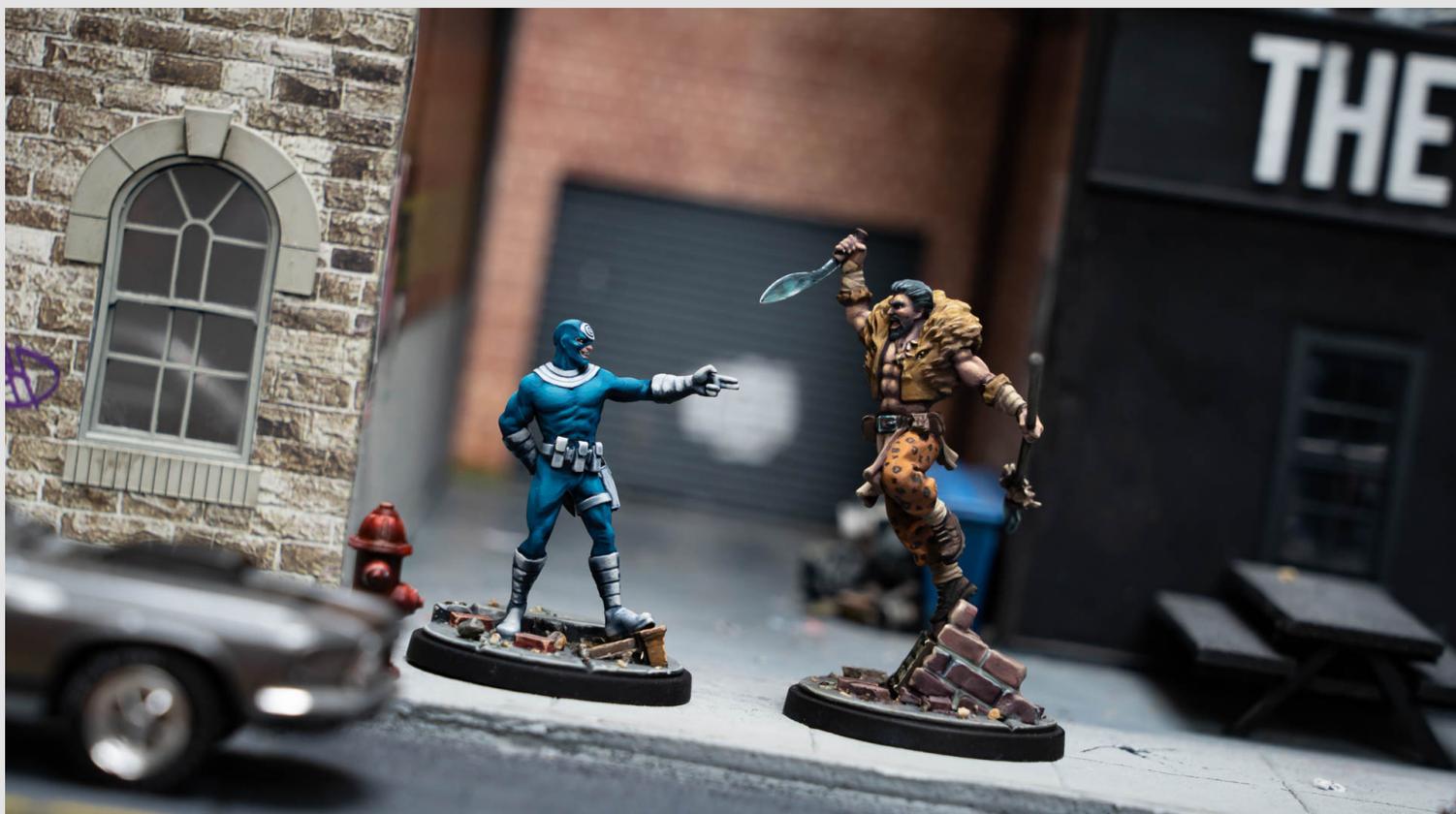
And this completes Bullseye!





PAINT LIST:

Pink Flesh (SC)  
Golden Flesh (SC)  
Art Black (SC)  
Brown Leather (SC)  
Black (SC)  
Deep Blue (SC)  
Cantabric Blue (SC)  
White (SC)  
Space Wolves Grey (GW)  
Caspian Blue (SC)  
Mediterranean Blue (SC)  
Birch (SC)  
Graphite (SC)  
White Sands (SC)  
Abyssal Blue (SC)



If you enjoy my work then do please consider supporting what I do at:

**[www.patreon.com/Sorastros](https://www.patreon.com/Sorastros)**

Thank you!

SC = Scalecolor, GW = Games Workshop