

RED GUARDIAN

PAINTING GUIDE BY SORASTRO

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



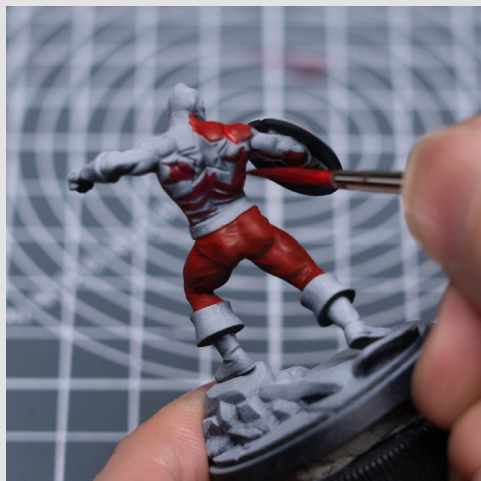
As usual I've primed the figure in black followed with some zenithal highlights applied from above:



I've chosen to try out the Pro Acryl paints for Red Guardian, and I'm starting with the red suit where I'm first mixing some Dark Grey Blue into some Bold Pyrrole Red. I'm mixing varying amounts of the blue into the red to create my initial shadow and mid tones (I'm not using pure red as I feel it is too bright and saturated for the character):



I'm now using the two colours to block in all of the shadows and mid tones, simply following the zenithal pattern of light and shade:



For the white areas I'm mixing some Dark Warm Grey and Bright Warm Grey:



I'm once again creating a couple of different levels that I can then use to sketch in the values:



I'm going pretty bright here, but not quite up to the pure Bright Warm Grey:



Things don't need to be perfect at this stage of course...

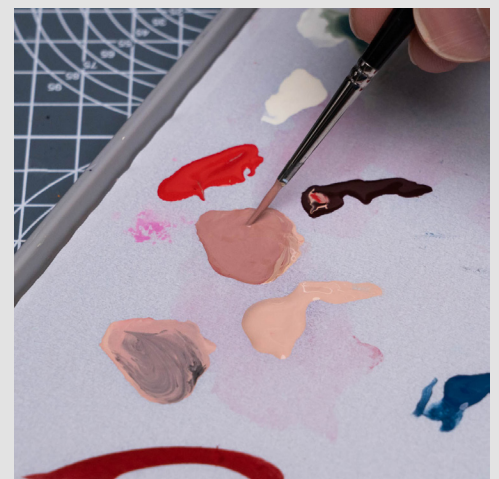
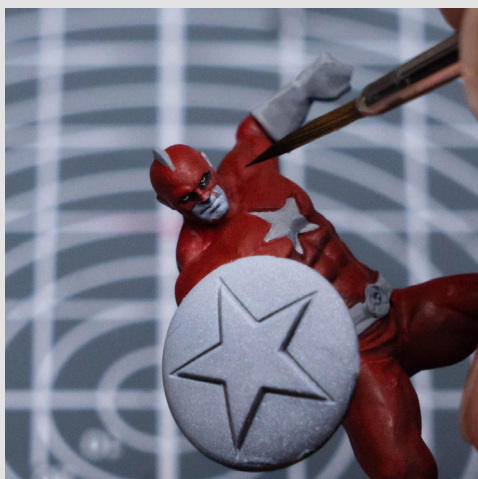


I've now decided to paint the face starting with the eyes where I'm first using Bright Warm Grey:

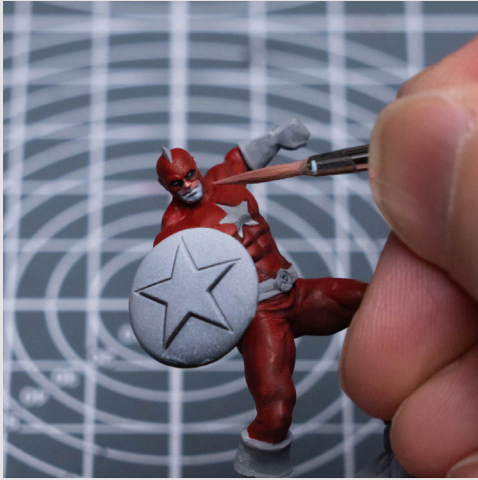
Then some Coal Black for the pupils, and surrounding area:



For the skin I used Tan Flesh as my starting point; I then mixed in some Mahogany and some of the red to create my base tone:



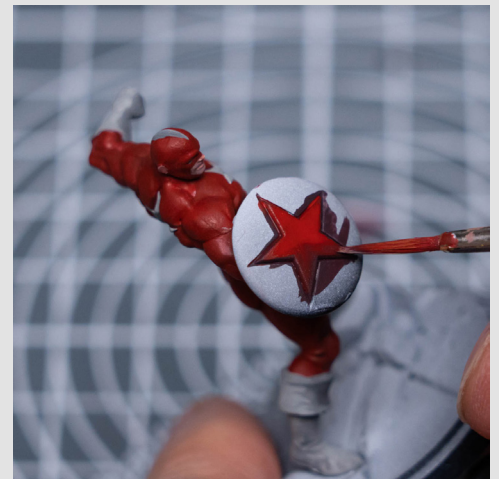
I also mixed in some of the Dark Grey Blue for the chin area:



Here I've placed a bit of skin tone just beneath the eyes (with corrections afterwards with the red):

I then added some additional Tan Flesh and some Bright Warm Grey for the highlights:

Next I'm painting the star on the shield using the same red tones as the suit, and I'm creating a quick gradient - growing lighter towards the top. This can be wet blended if you like:



And for the rest of the shield I'm using a blue-grey gradient made with a mix of the Coal Black, Dark Grey Blue, and Bright Warm Grey:



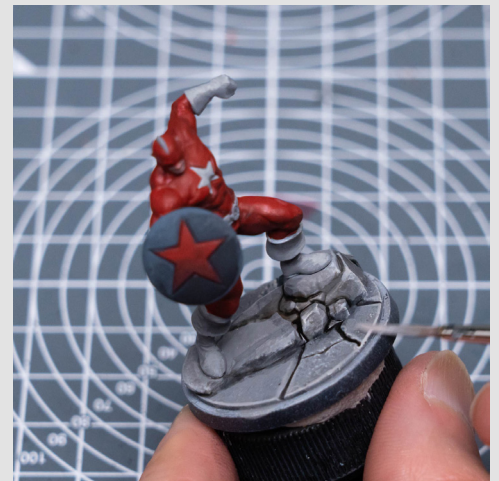
I'm now painting the base using Scalecolor's Graphite and a little Black for the shadows:



Followed with a light dry brush using White Sands:

And here I'm just shading the recesses with some Nuln Oil and Agrax Earthshade:

I also like to provide a nice edge highlight for the rim:



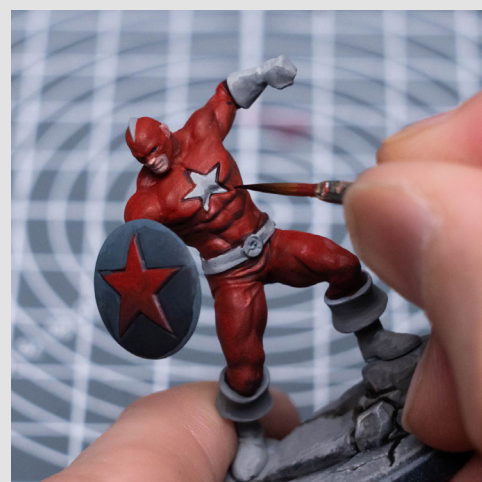
Before getting stuck into the highlights I'm first providing a little black lining:



And for the red suite I'm now deepening the shadows by mixing a deep purple using the black, blue, and the red:



We can't really go too dark with these shadows...



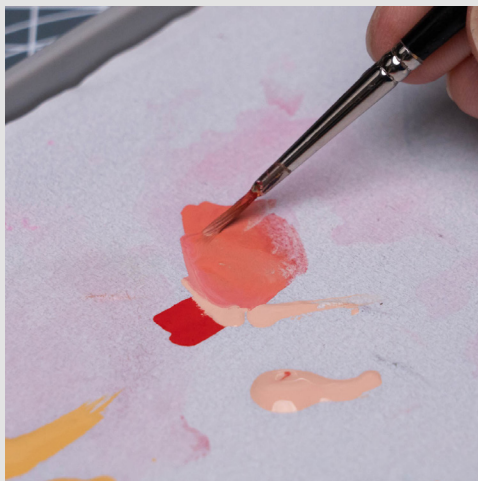
To highlight the suit I played around with adding Orange, Golden Brown, and Tan Flesh to lighten the tone:



I began by adding some of the Orange and Golden Brown to create my broad highlights:



I then decided to move towards more of a salmon tone with the addition of the Tan Flesh:





I'm happy for some of these highlights to remain quite sketchy:



Here you can see I'm placing some little round highlights on the high points of some of these muscles etc:

I also really want to define the structure of the head:



If things start to feel a little desaturated, a thin glaze of the pure red can help bring back some vibrance:

Here I've decided to increase the amount of blue in the shadow mix for some of these prominent shadows to create a little more contrast of hue:



I'm really enjoying some of these specular highlights now..!



Next I'm going to highlight the shield, starting with the red star, where I first picked out most of the edges:

I then decided to add a little line of circular highlights getting smaller - a bit like a lense flair (not that it makes any sense; I just thought it might look nice!):



I then thought I should carry it on to the dark part of the shield. You can see I've just sketched the tones in first:



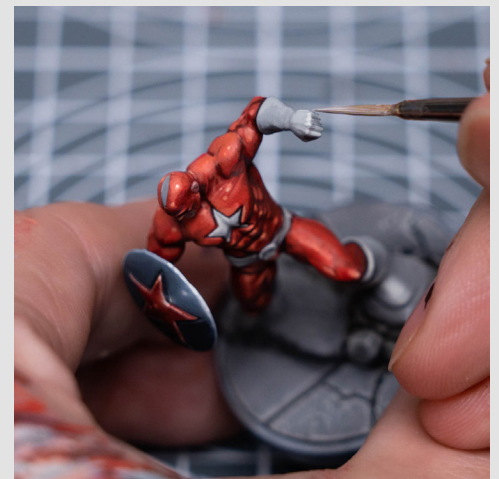
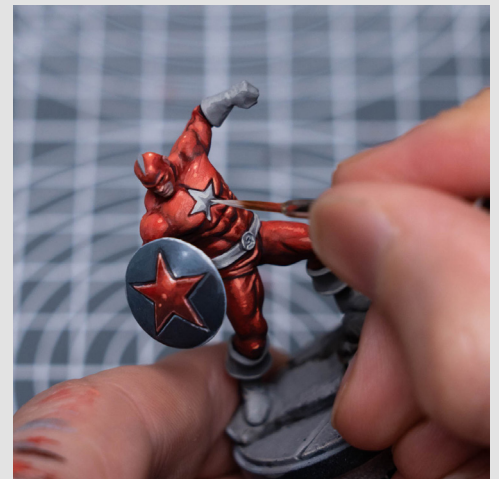
I've then gone in with some more controlled, thinner layers to smooth things out (and added a bright edge highlight):



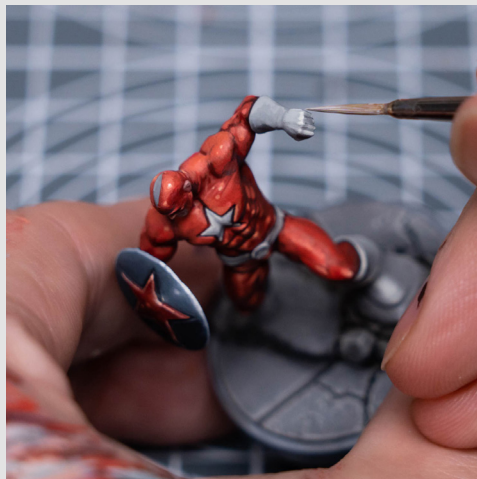
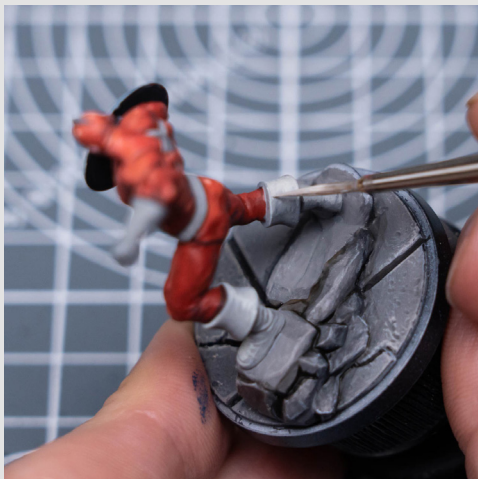
And here I've strengthened the glints further, building up to the Bright Warm Grey:



Moving on to the white areas, I'm first pushing the highlights up to pure Bright Warm Grey, doing any necessary tidying up along the way:



I'm now adding some Bright Ivory for the brightest highlights:



This is a very subtle touch, but here I'm glazing some thinned Gobi Brown into the sides of the rocks to create a touch more colour interest (the greenish tone subtly complements the red of the suit):



I've also added some scatter to the base (and I felt it needed a touch of red to tie things together):



I'm now adding my last highlight or two and some matte varnish:



And this completes Red Guardian!





PAINT LIST:

Dark Grey Blue (PA)
Bold Pyrrole Red (PA)
Dark Warm Grey (PA)
Bright Warm Grey (PA)
Coal Black (PA)
Tan Flesh (PA)
Mahogany (PA)
Golden Brown (PA)
Graphite (SC)
Black (SC)
White Sands (SC)
Gobi Brown (SC)
Agrax Earthshade (GW)
Nuln Oil (GW)
Orange (PA)
Golden Brown (PA)
Bright Ivory (PA)



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Thank you!

PA = ProAcryl, SC = Scalecolor, GW = Games Workshop