

# CAPTAIN AMERICA

## PAINTING GUIDE BY SORASTRO

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Hello! In this PDF painting guide I'll be painting Captain America from the "Earth's Mightiest Core Set" 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 also noticed a bit of a gap on the right shoulder, which I'm now filling in with Mod Podge:



I've chosen to begin by painting the whites of the eyes using White Sands:





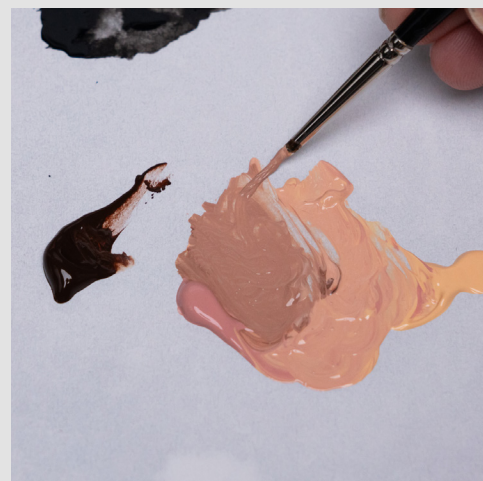
And I've now used pure Black to place the pupils, and to paint the surrounding area:



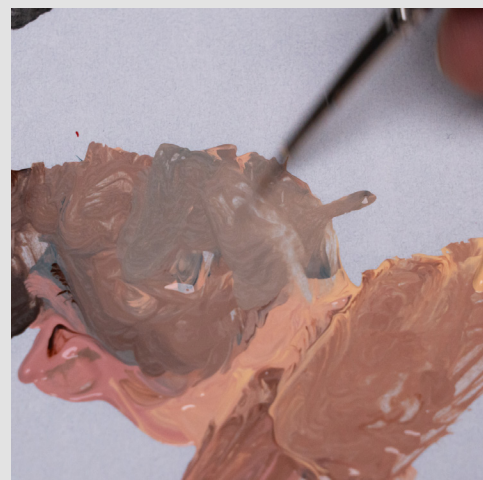
Next I'm using the Scalecolor Artist paints for the skin, and you could of course use whatever your go-to skin tones might be:



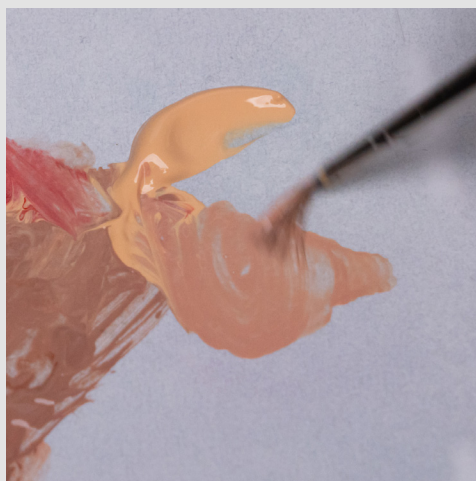
I'm essentially using a mix of Golden Flesh and Pink Flesh for my main mid tone, and adding Burnt Sienna Umber for the shadows.



Her I'm mixing a slightly cooler tone with the addition of some Prussian Blue for the chin area:



There isn't much room to play with the tones, but here I've added a touch of Primary Red for the nose:





I'm now adding some Vanilla White to create my highlight tones:



I've also mixed some Red into the Burnt Sienna Umber which I've used to provide some shadow for the upper lip:



I'm also carefully painting the skin surrounding the eyes, leaving some dark lining if possible:

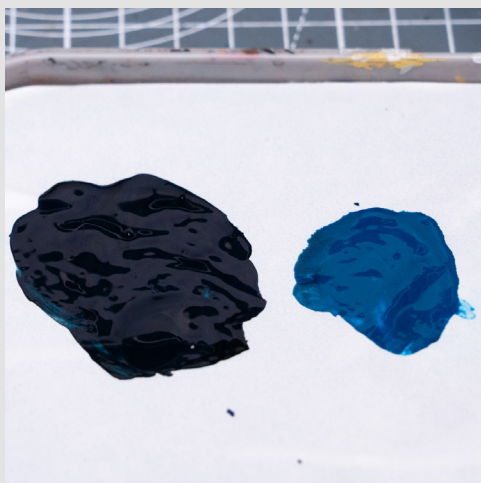


Moving onto the outfit, I'm first painting the blue areas where I'm using Navy Blue mixed with some Black for the shadows, and Cantabric Blue for the main areas of mid tone:





Here you can see the shadow and mid tones on the palette:



And here I'm just creating an in-between tone to help with the blending:



I'm then blocking in the areas of shadow and mid tone, starting with a strong shadow here on the left side of the head:



Because I want a sense of light coming from the upper left (as viewed from the front), I'm also drawing the shadow being cast by the head on the left shoulder:



I'm then using the Canabric Blue to block in the areas of highlight on the chest:



And a mix of the two tones for some intermediate levels:



I'm now continuing round the rest of the suit, applying the paint in a couple of layers if necessary to achieve a solid tone:







Once again you can see me sketching in the areas of shadow:

Then using the Cantabric Blue for the areas of highlight, and I don't mind if the blending is a little rough at this stage:





For the grey patches on the torso I'm using a gradient of Black to Graphene Gray:



Here I'm placing my shadows using pure Black:

And then filling in the segments with a mix of Black and Graphene Gray, leading to some highlights of pure Graphene Gray:



There's also some grey on the back:





Next I'm painting the red areas using Deep Red darkened with a little Black:



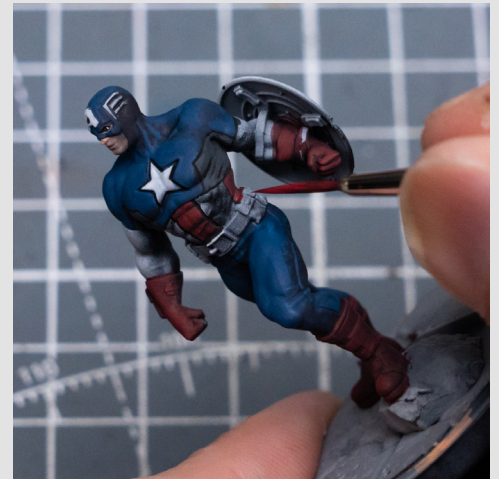
I'm then providing some initial highlights using pure Deep Red:





And I'm providing some black lining along the way where one colour meets the next:

I nearly forgot to paint the red part of the torso:



For the white parts of the outfit I'm creating a grey scale using Graphene Gray and Nacar:





Just as with the blue areas, I'm placing both shadow and mid tones, then doing a little blending and refining:



And I'm continuing to add some black lining as I go:



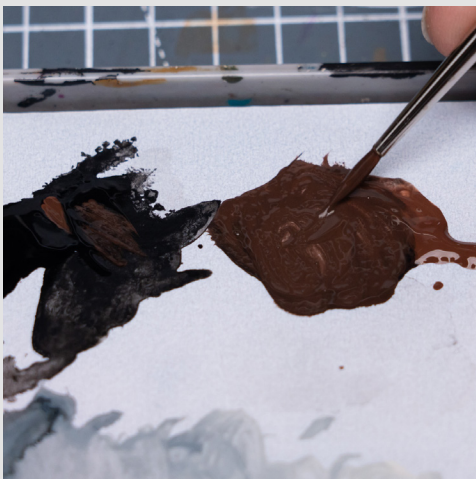


I'm now painting the star on the chest:



As well as the other white details:

Next I'm painting the leather belt and shield straps using Brown Leather darkened with a little Black:





I've now decided to sketch in my initial tones for the base using Graphite mixed with some black, and some of the blue tones from the palette. I've also added White Sands to create some rough highlights:

You can see I've also done a little dry brushing to bring out some of the fine textures:

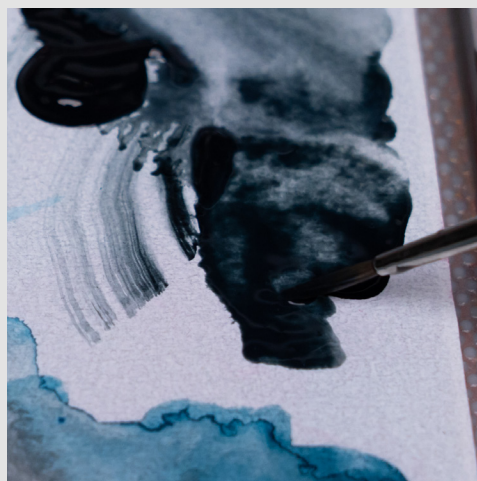


I'm now painting the inside of the shield using Green Grey mixed with a little White:

I first just applied a single, fairly thinned layer:



I then decided to go darker still with another thinned layer, this time just with pure Green Grey:





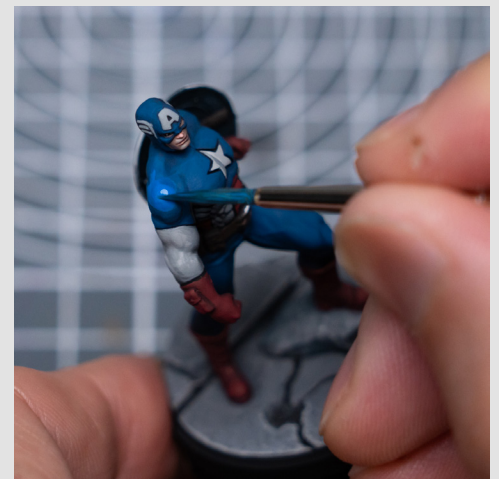
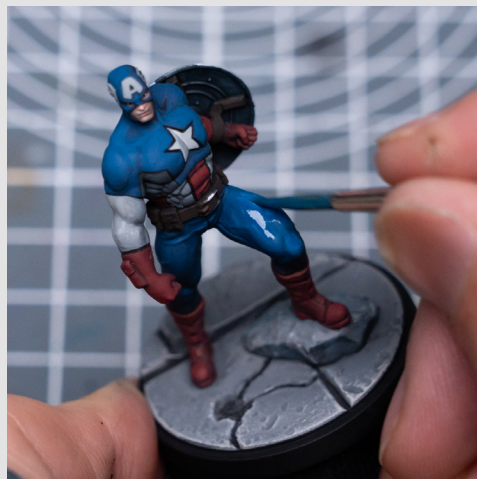
At this point (apart from the shield which we haven't painted yet) we actually have a pretty decent MCU-style Captain America, so feel free to take things as far as you like from here...



I'm going to begin building the highlights on the blue parts of the outfit, but I'm first just "solidifying" some of the base tone with the Cantabric Blue where things still looked a little uneven:



I'm now going to begin adding increasing amounts of Mediterranean Blue to the Cantabric Blue, to start brightening up the mid to highlight tones:





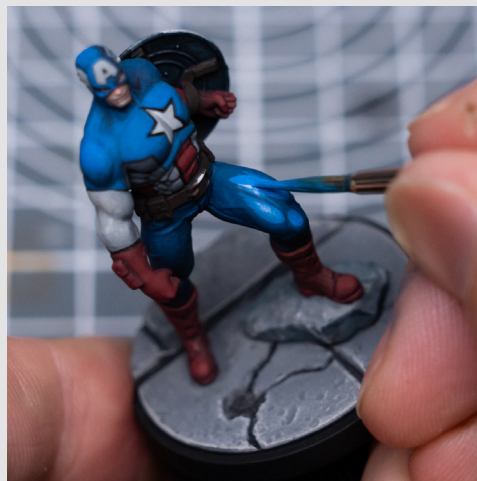
I'm aiming to create quite a strong sense of light coming from the Captain's upper right, as if he's stepping towards the light. You could stick to a more simple, zenithal pattern of light and shade however if you like.



Here you can see I'm leaving some shadow cast by the head on the left shoulder:



As well as building up the highlights in gradual layers, we can also be quite bold and lay down some fairly bright patches of highlight, like I'm doing here on the left leg:

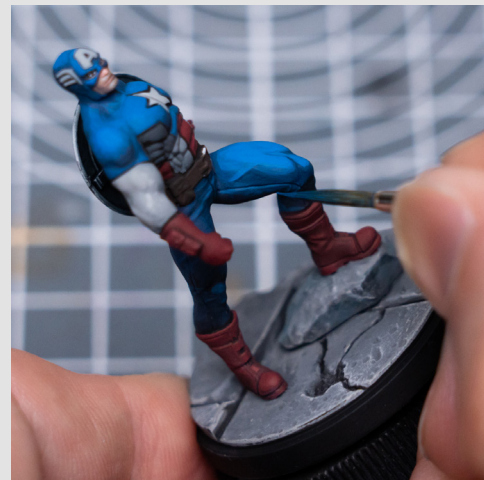




We can then use an intermediate tone to blend the boarder between highlight and shadow by brushing a somewhat thinned layer over the boarder, or stippling the paint on if there's not much room for longer strokes:



I also want to show the light catching the seam along the inner leg here:



I imagine most of the front of the right leg is shadowed, apart from the top of the thigh, and the protruding knee:



I still want some information/form in the shadows however, so I might return to the shadow tone mixed with Cantabric Blue to add some darker highlights within these broad areas of shadow:





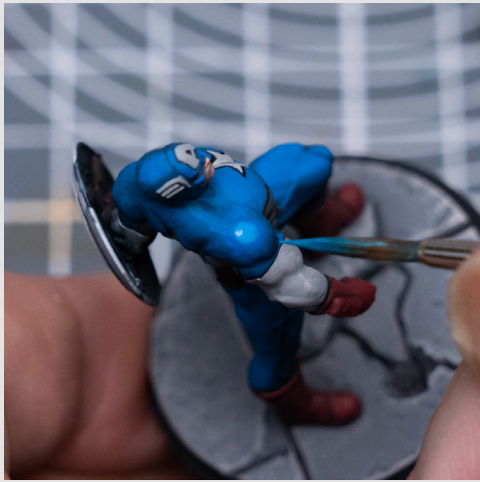


I'm now going to push the levels further using a roughly equal mix of Sky Blue and Adriatic Blue:

This can be added gradually to the Mediterranean Blue:

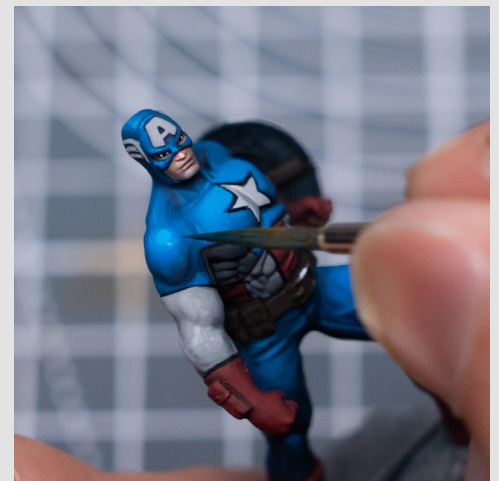
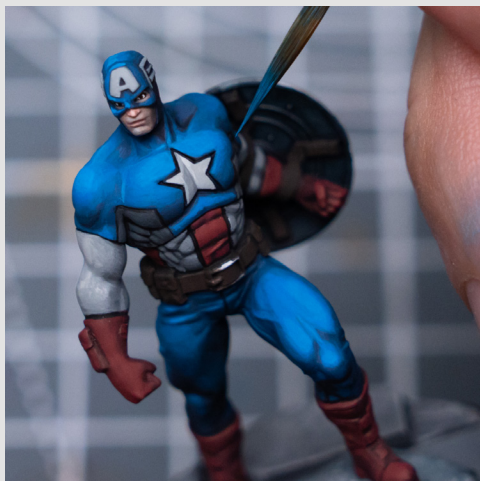






Once again, you can see me placing quite a bright highlight:

Then using a thinner, intermediate tone to blend the edges into the surrounding area:







Adding a little light bouncing up onto the lower edge of the pectoral muscles can look quite effective too:



I'm now beginning to see my vision for the model taking shape..

Next I'm returning to the white areas where I'm using the same gradient as before to refine things further, and push things right up to pure Nacar:



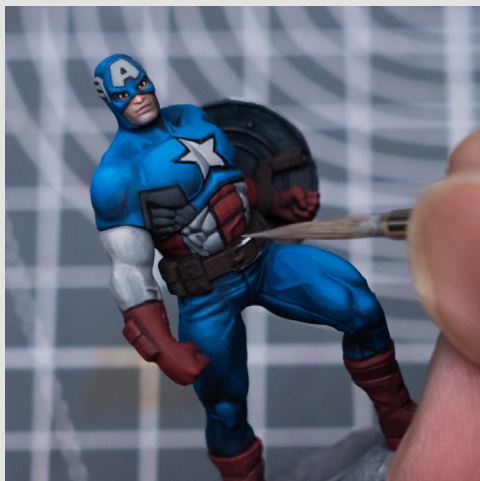




I'm now working on the torso...



And here I'm refining the star - being mindful of the direction the light is coming from:

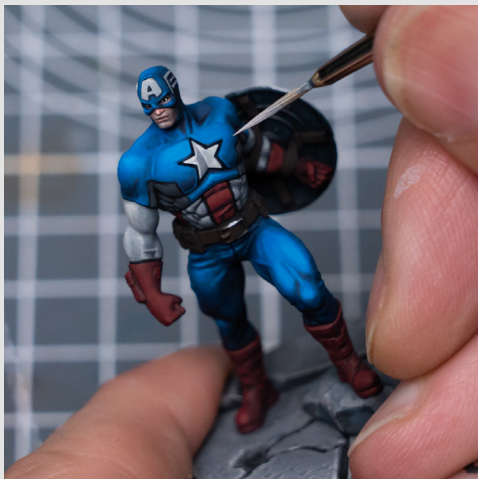




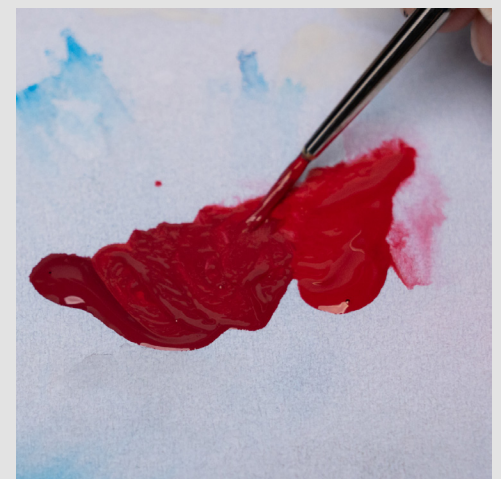
And here I'm just using the blue to tidy up the white markings on the side of the head:



I'm now using some White Sands to add a few final highlights to the white designs on the chest and head:



Next I'm going to push the highlights on the red areas by initially progressing from the Deep Red to Blood Red:



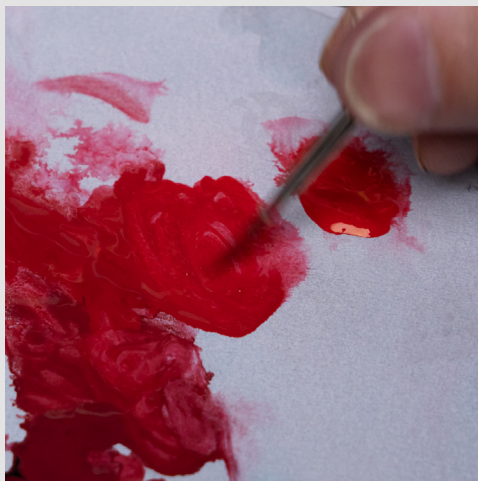




For the brighter highlights I'm then adding some Antares Red to the Blood Red. This has a slightly brighter and warmer tone compared to the Blood Red:

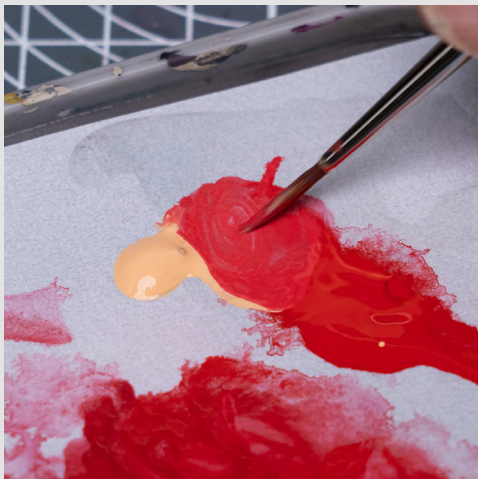


Once again, I'm being mindful of the light coming from a slightly off-centre direction:





And for the smallest, brightest highlights I'm adding some Golden Skin to the Antares Red:



Obviously I'm not pushing things so far for the more shadowed areas:





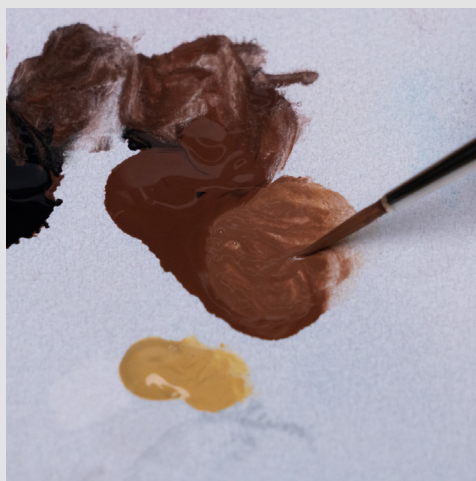
And I just realized I didn't highlight the white areas on the back earlier:



I'm now highlighting the brown areas, firstly up to pure Brown Leather:



I'm then mixing in some Iroko for the brighter highlights:





And for the metal details on the belt I'm using Green Grey, highlighted up with the addition of Vanilla White and White (notice I like to use paints with a slightly more satin finish when working in a non-metallic metal style):

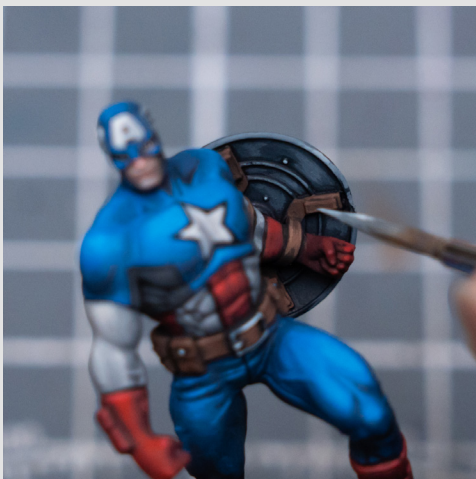




I'm now highlighting the straps on the shield just we did with the belt:



And I'm using the same NMM gradient just used on the buckle to add some highlights to the inside of the shield:





And here I'm glazing on some of the blue from the outfit to create some sense of reflectivity:



I'm now adding a touch of White Sands to the Graphene Grey we used for the grey segments of the outfit, to add a few highlights:

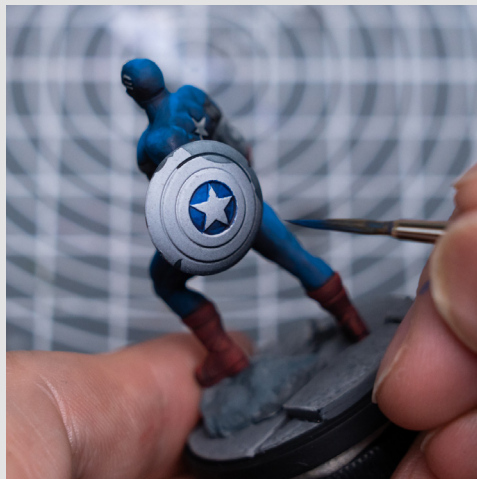




Next I'm going to paint the main face of the shield, and I'm starting with the inner circle where I'm using Dark Prussian Blue mixed with Cobalt Blue to create a slight gradient:



Next I'm creating a cool grey tone using White mixed with a little Black and some Prussian Blue:



And I'm using this for the star, as well as the white, inner band:

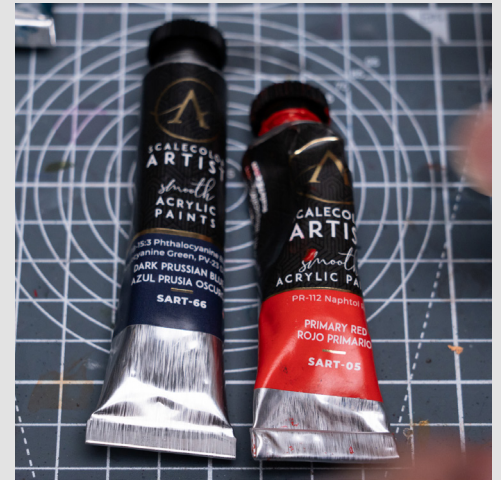




I'm also taking a moment to add some black lining in the grooves:



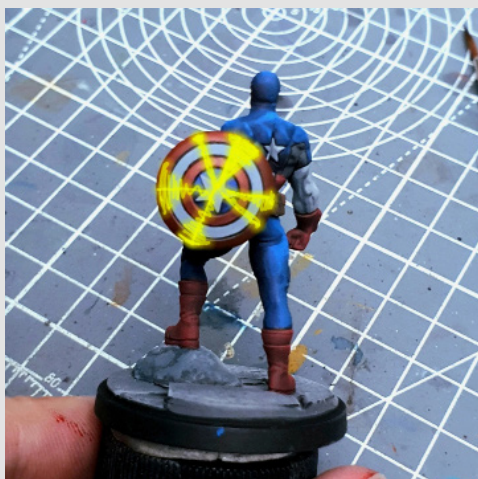
For the two red bands, I'm using Primary Red darkened with a little Dark Prussian Blue:



I wasn't bothered about going completely opaque here, as I'll be adding several more layers of shadow and highlight on top in a moment...



At this point I took a snap on my phone, and sketched out my radial highlights. I first placed by strongest highlight at around 1 o'clock, then spread the rest about, aiming to vary the width, placement and intensity, whilst avoiding any symmetry:



I then mixed some Vanilla Yellow into my Primary red to create a nice, opaque highlight tone:





I then began placing my highlights on the red bands (not being concerned with blending anything yet):



I'm now adding Vanilla White to my cool grey tone, and placing the highlights on the white band:



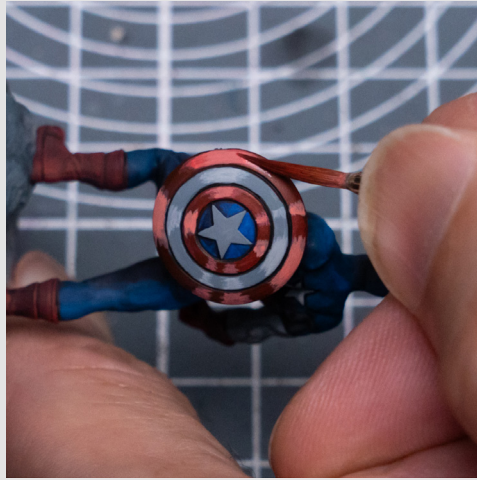
Notice that with both the red and the white, we're varying the colour temperature as well as the values (brightness) in order to maximise the contrast; this just means using more blue tones in the shadows, and warmer, yellowish/orange tones in the highlights.

Even as a quick stetch the shield would now look pretty good on the table!





I'm now using the paint more thinly, and using the Primary Red to begin blending the transitions, dragging the brush from the highlight into the shadow:



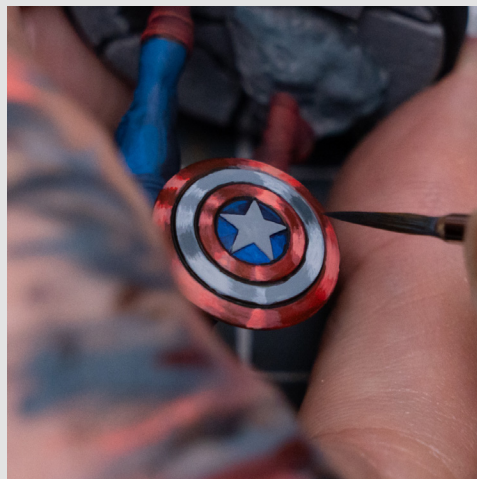
This also pushes up the saturation for the mid tones, creating a more vibrant red:



I'm now mixing more of the Black and Prussian Blue into my grey tone, and using this to darken the gaps between the radial reflections on the white band:

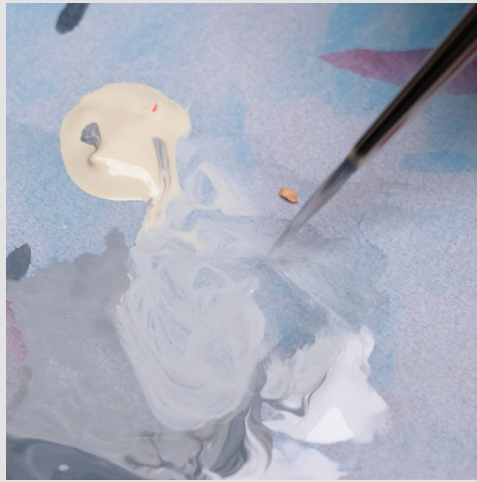


We can get away with going darker than you might think here...





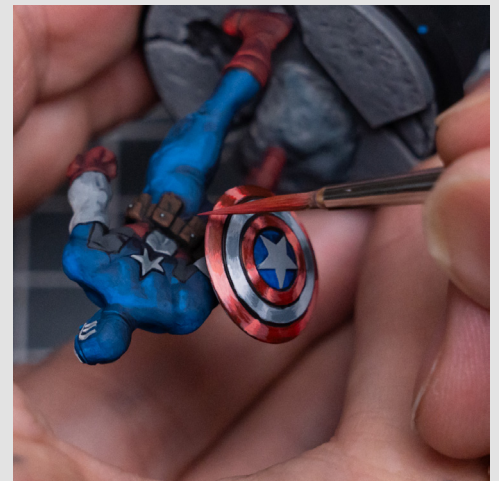
And I'm adding additional Vanilla White along with some White to push up the highlights:



I'm also adding Vanilla White to the red highlight tone:



And we really want to add an edge highlight to the rim:

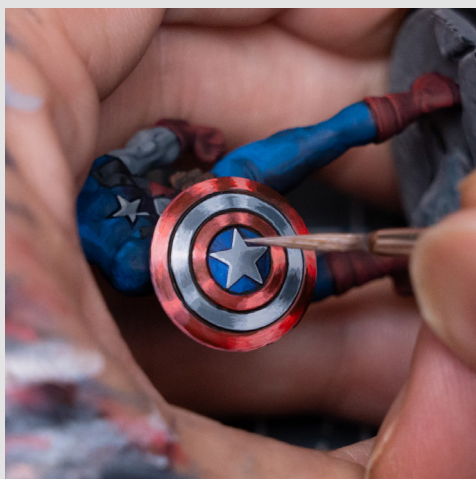


Here I'm adding more of the Dark Prussian Blue to the Red to darken the shadows - especially for the lower half of the shield:

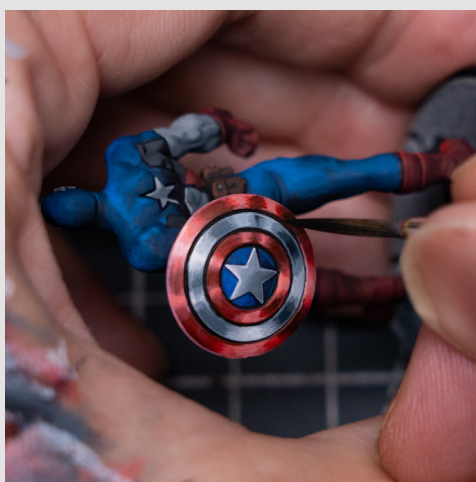




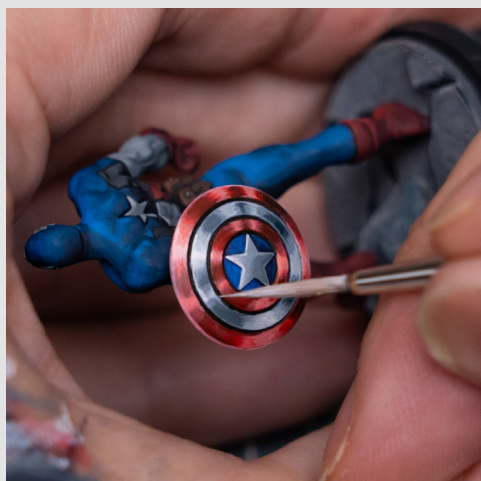
I'm now highlighting the inner star, where I'm just creating a gentle gradient, along with some bright upper-edge highlights:



And I'm continuing to push the overall levels of contrast in both directions using the colours introduced, but aiming to keep the lower half of the shield a little more shadowed than the upper half:



I also picked out some of the fine edges of the individual bands:





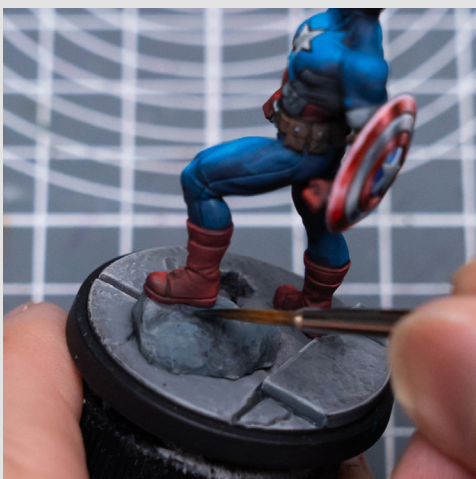
I nearly forgot to highlight the inner circle; here once again we can add Vanilla White to the base tone:



With the shield pretty much complete, I'm now returning to add some additional highlights and refinements elsewhere on the figure:



Here I chose to draw some shadow onto the base to reinforce the directional lighting:



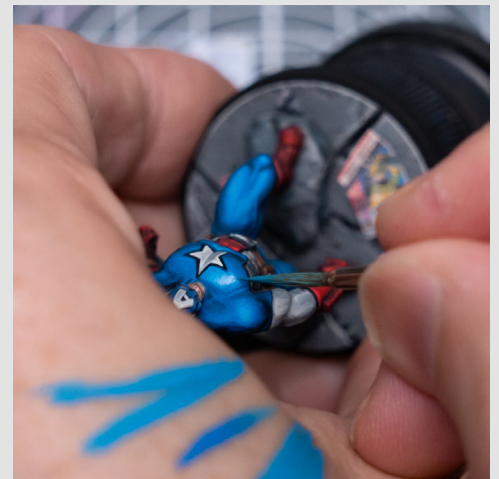
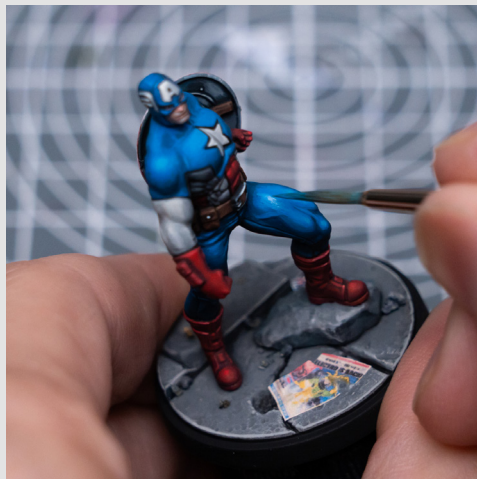
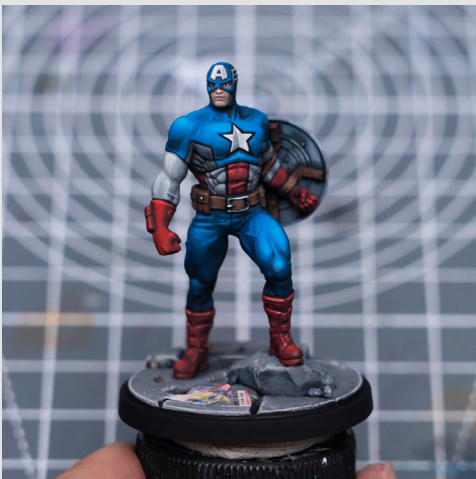
Elsewhere I'm just smoothing out a couple of rough spots, and picking out a few additional highlights:



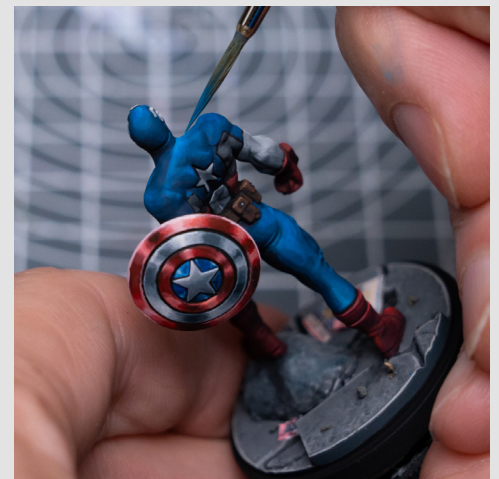
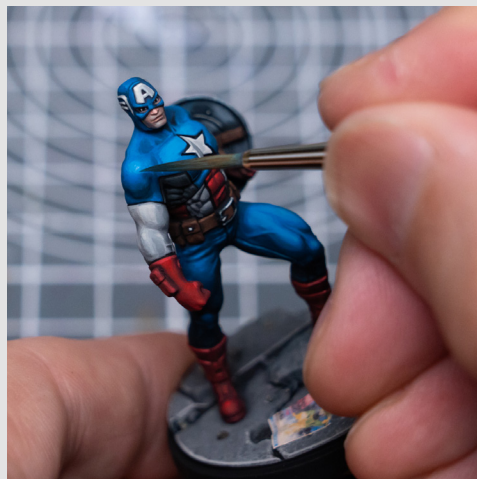
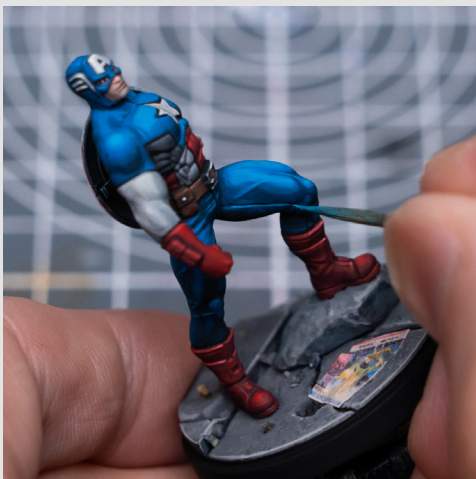
I'm now adding some newspaper and a few bits of urban scatter to the base:



I'm pretty happy with how he looks here, but felt I could push the luminosity of the blue suit a bit further, so I'm returning to increase the levels of Sky Blue and Caribbean Blue in the highlights:



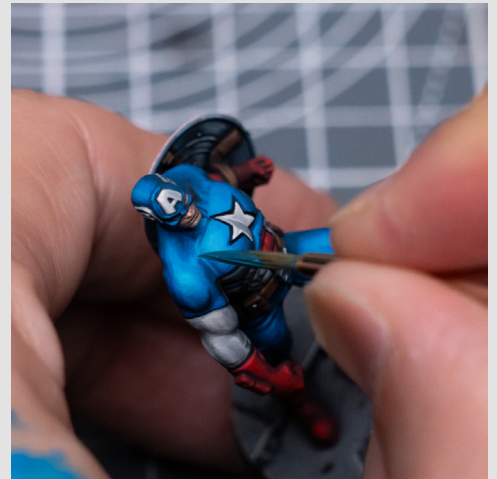
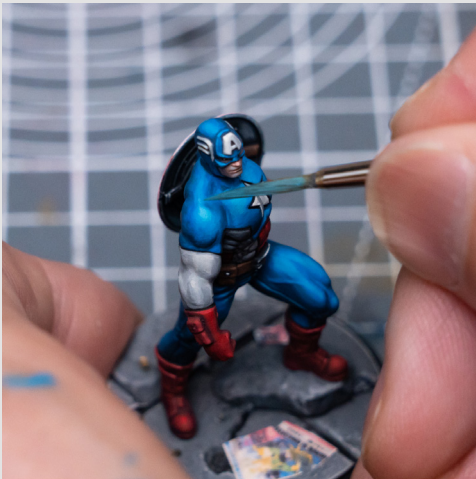
I also wanted to sharpen the border of this shadow across the back of the neck:





And I'm going one step further still, by mixing a little White Sands into the Sky Blue and Caribbean Blue mix for the brightest high-lights:

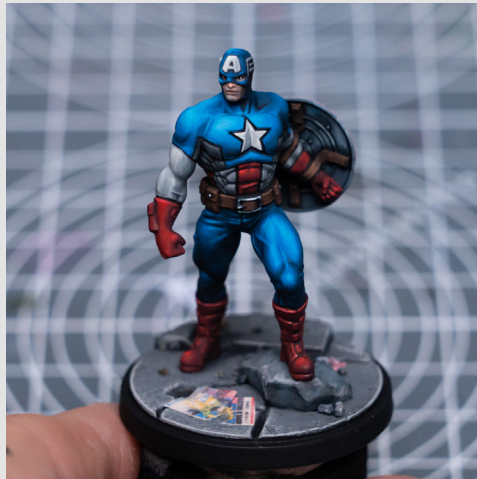
I'm mainly boosting the light on the upper chest, shoulder, and head with this:





I also went in to correct one slightly slanted highlight on the outer ring of the shield:

And this completes Captain America!













PAINT LIST:

White Sands (SC)  
Prussian Blue (SCA)  
Burnt Sienna Umber (SCA)  
Golden Flesh (SCA)  
Pink Flesh (SCA)  
Vanilla White (SCA)  
Black (SC)  
Navy Blue (SC)  
Cantabric Blue (SC)  
Graphene Gray (SC)  
Deep Red (SC)  
Nacar (SC)  
Brown Leather (SC)  
Green Grey (SCA)  
Art White (SCA)  
Mediterranean Blue (SC)  
Graphite (SC)  
Sky Blue (SC)  
Adriatic Blue (SC)  
Blood Red (SC)  
Antares Red (SC)  
Golden Skin (SC)  
Iroko (SC)  
Dark Prussian Blue (SCA)  
Cobalt Blue (SCA)  
Primary Red (SCA)  
Vanilla Yellow (SCA)



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Thank you!

SC = Scalecolor, SCA = Scalecolor Artist