

STAR WARS™

LEGION™

GENERAL VEERS

PAINTING GUIDE BY SORASTRO

Hello! In this guide I'll be painting General Veers from Star Wars: Legion!



As usual I've primed the figure in black followed with some grey and white zenithal highlights:



I'm starting with the eyes where I'm using an off white and pure black to articulate the whites of the eyes as well as the pupils:



I'm now painting the skin using the Scalecolor Artist paints, as usual starting with a base-tone mix of Pink Flesh and Burnt Sienna Umber, then lightened up to a mid-tone mix of Pink and Golden Flesh. We can then add Vanilla White for the brighter highlights, and I also like to incorporate a little Prussian Blue for the chin area.

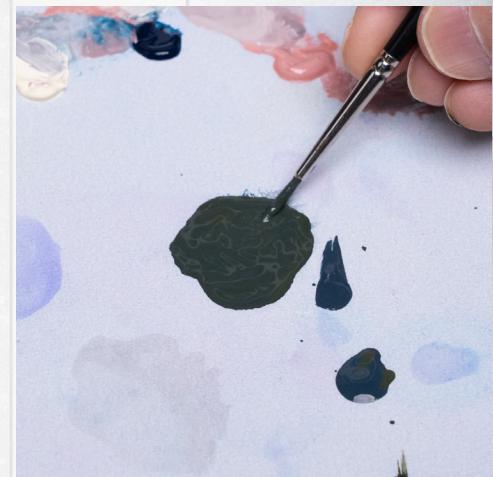


Here I'm just providing some basing as described in the video series (using Vallejo Brown Earth basing paste and various sizes of modelling sand and cork rocks followed with a little shading and dry brushing):

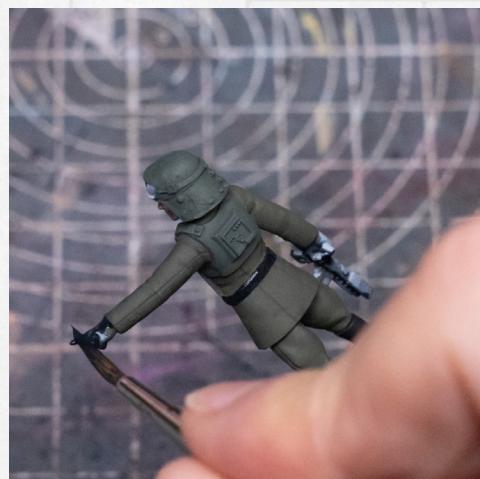
I'm now providing a base tone for the uniform using Dark Camo Green mixed with a little Black Brown:



And for the armoured parts of the outfit I'm using Dark Camo Green mixed with a little Blue Black:



For all of the remaining black details I'm using Coal Black mixed with a touch of Dark Blue:



This includes the trim of the helmet:



And the goggles:



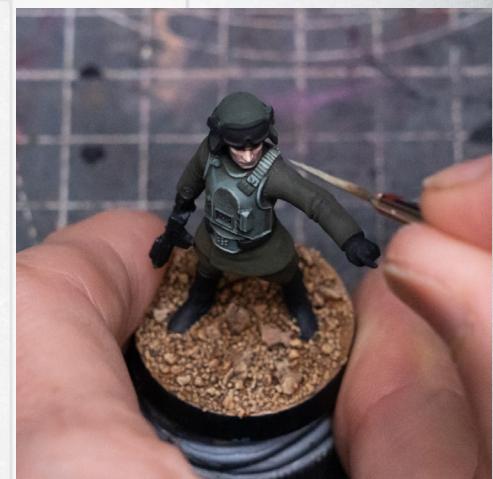
I'm now going to begin highlighting the armoured sections where I'm simply adding increasing amounts of Faded Green into the base tone, along with a little extra Blue Black as I go:



I've chosen to imagine the overhead light hitting at a bit of an angle:



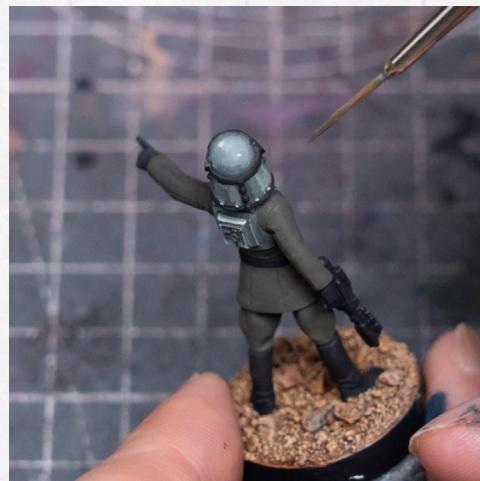
I'm using almost pure Faded Green to place
brightest highlights:



For places like the top of the helmet I might
place a roughly circular highlight:



Then use an intermediate tone to loosely blend the boundary into the tone beneath:

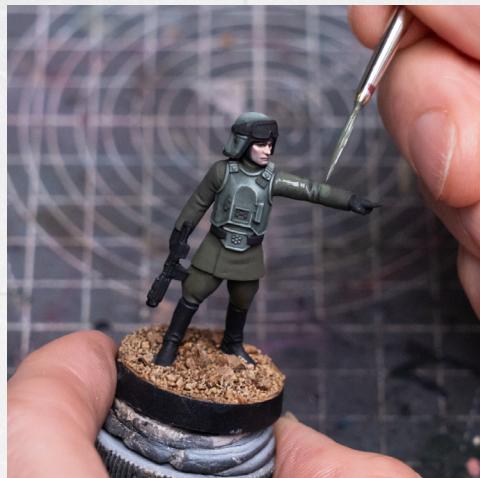


Moving on to highlight the uniform, I'm once again lightening the base tone with some Faded Green:





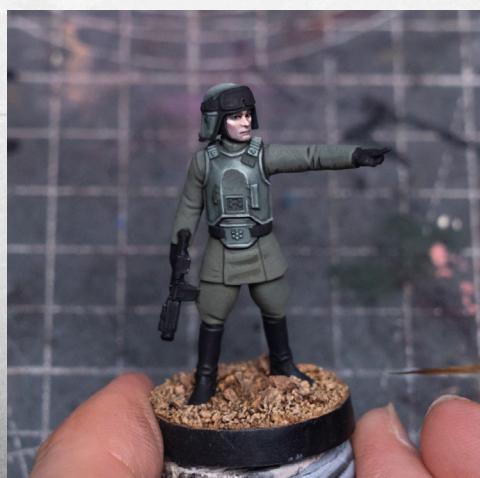
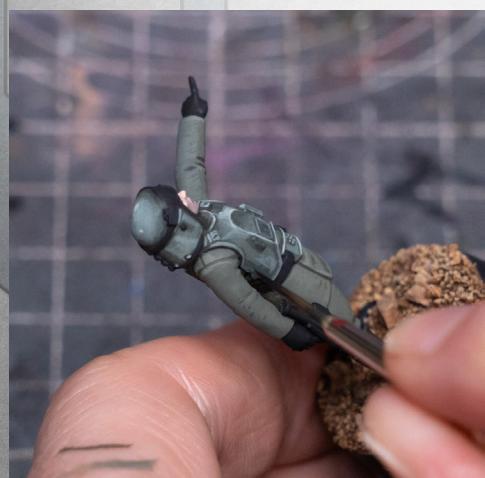
Naturally I'm being more restrained here as it's a more matte material compared to the armour:

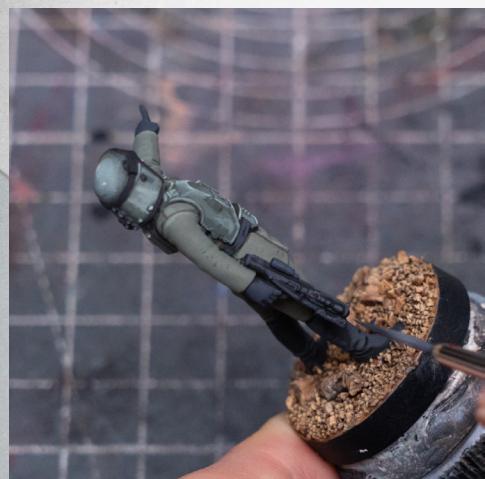
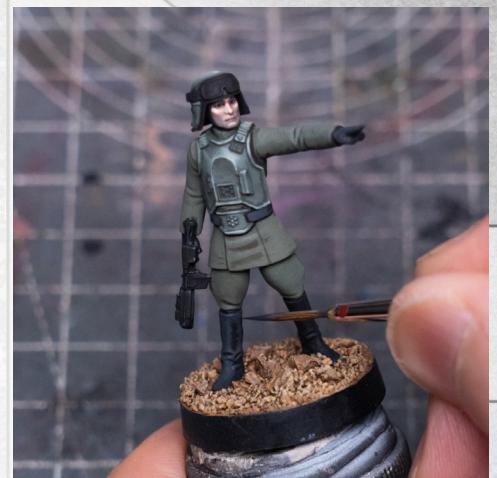
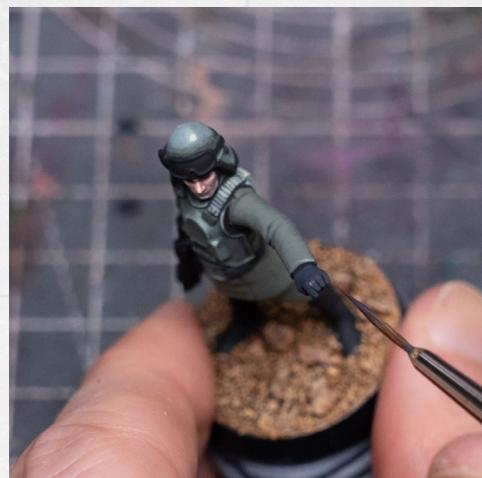


Along the way we also want to articulate the seams with the base tone:



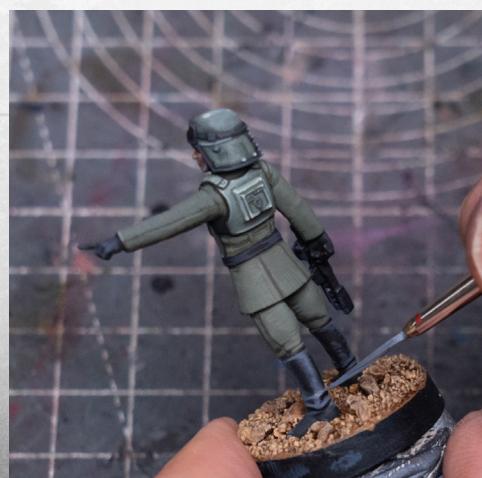
And I'm now simply adding white to the off-black base tone for the remaining elements:





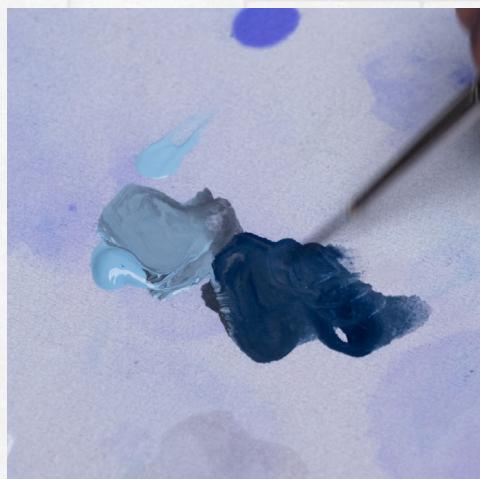
I'll be going pretty bright for the silvery elements like this strip on the back of the helmet:

And I'd like the boots to appear nice and shiny, too:

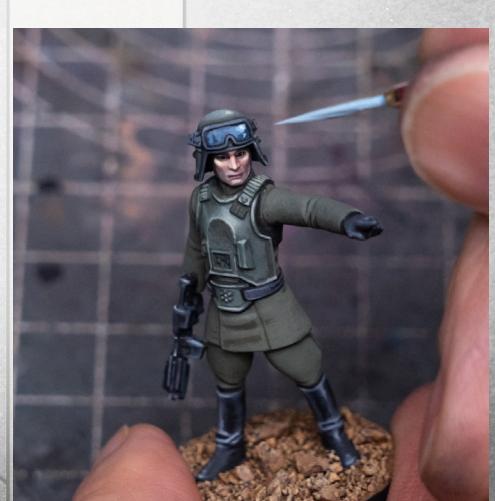
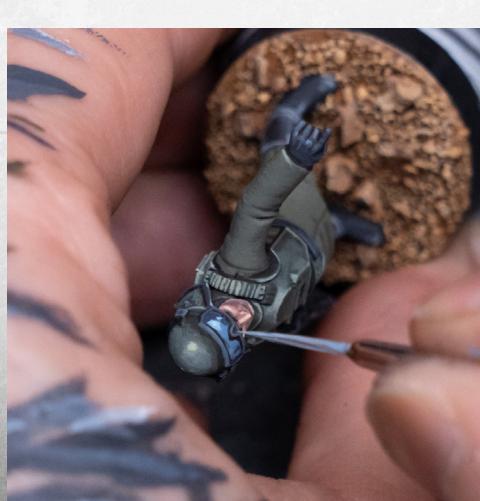
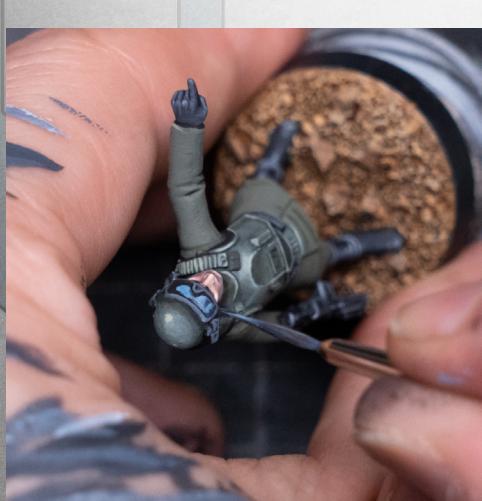




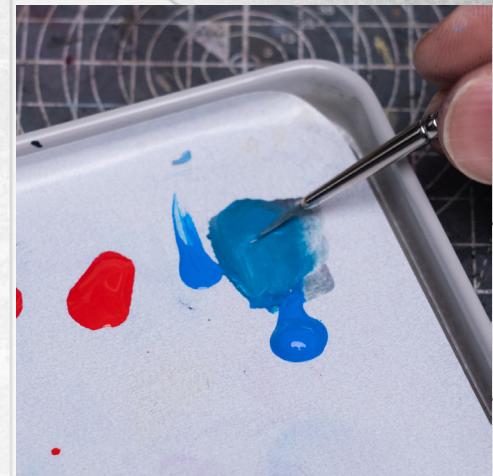
I'm now going to play around with some sky-like reflections on the goggles using some grey/white, along with some blue tones -
Grey Blue along with some Dark Blue:



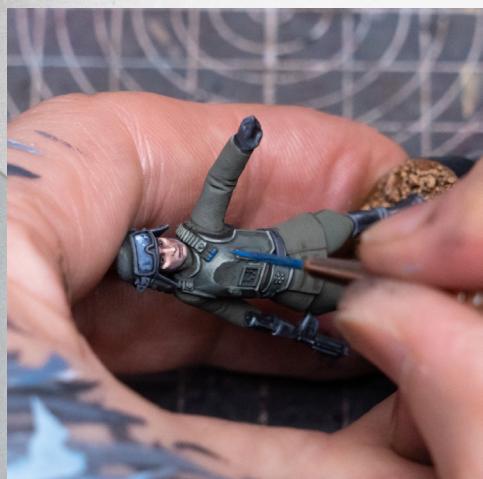
I'm not over thinking things here but want a bright reflection at the top right to align with the highlighting on the chest:



We then need a little red and blue for the rank badge, which we can destarate with a touch of grey:



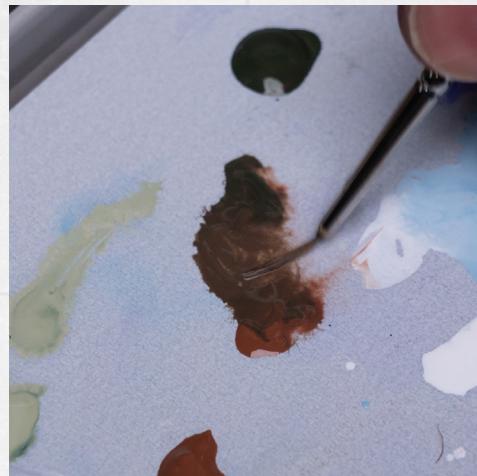
There are a couple of additional red details on the armour, too:



I also did some dark lining on the armour to help punch the definition up (we can use black for this or black mixed with the base tone):



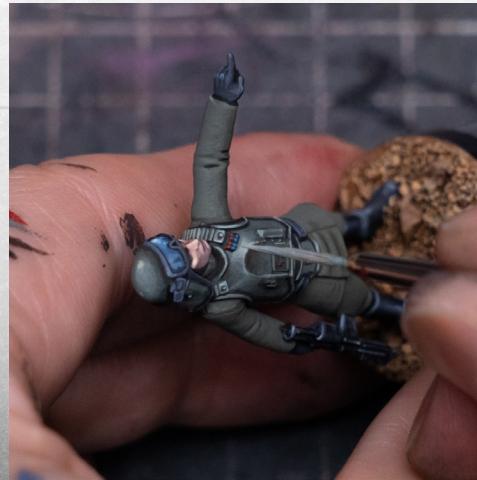
I then chose to add a subtle bit of tonal variation by mixing some Burnt Umber into the outfit tones to add a hint of earthy cast into some of the shadows:



I'm applying this sparingly, basically like a glaze:



And here I'm just doing a little bit of additional blending and sharpening of some details:



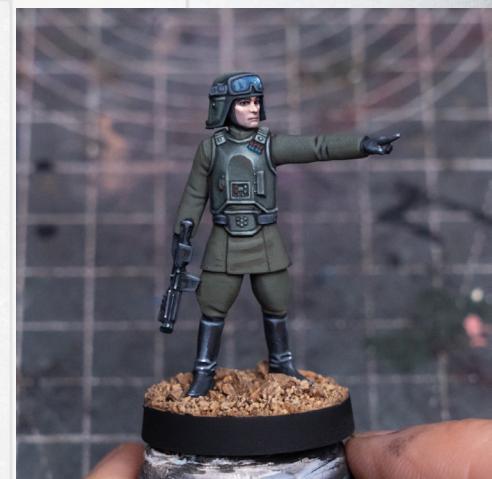
I also chose to glaze a little Black Brown into some of the shadows of the boots:



I'm now adding one or two final highlights:



And this completes General Veers!







PAINT LIST:

Art Black (SCA)
Art White (SCA)
Pink Flesh (SCA)
Golden Flesh (SCA)
Burnt Sienna Umber (SCA)
Prussian Blue (SCA)
Vanilla White (SCA)
Dark Camo Green (MH)
Black Brown (MH)
Blue Black (MH)
Coal Black (MH)
Dark Blue (MH)
Faded Green (MH)
Grey Blue (MH)
Blue (MH)
Bold Pyrrole Red (MH)
Burnt Umber (MH)



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