



PAINTING FACES AT 32MM SCALE AND SMALLER

(Random details you don't care about)

SUMMARY

A simple and cohesive guide on how I paint my faces at 32mm scale and smaller

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Introduction:

In this short guide I'll be giving you some instructions on my own method for painting faces. I'll explain my choices and my technique.

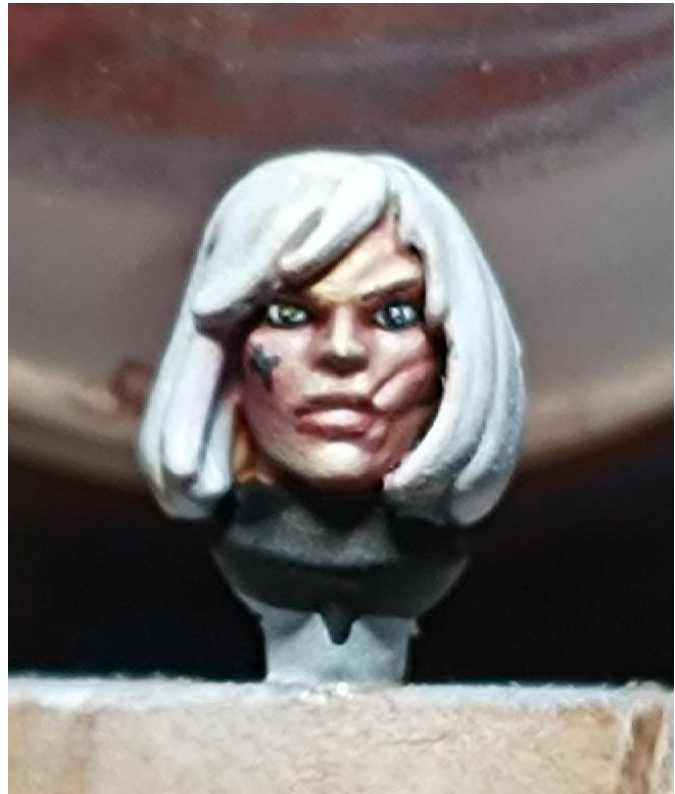
I recently found some tutorials explaining a similar method so by no means am I claiming that this is a completely unique way of painting faces.

I also encourage you to try out stuff for yourself. Do by no means feel like you need any of the paints I use or do things in the same way as I do. This is a form of art after all and we should all explore what we like and how we want to approach things. But if you want a place to start or if your just curious to see how I approach painting then this guide will be of interest to you.

How does it look?:

My proses can be broken down into 3 simple steps, basecoat, wash, highlighting. So it should be easy for beginners to follow along. As you can see below this proses while simple can lead to some good results. As I have improved and experimented, my method has adapted and become more precise. You can see the progress in the following pictures.





These are some of my earlier attempts and some more recent ones as well. I put them in chronological order from left to right and up to down so you can see how I have improved.

Step by step:

This chapter is divided into a few subjects, color choice, instructions and optional extras steps. For these steps I'll be using the face of my Reoute Guilliman. This is because his face is a bit larger than most models this scale and thus is easier to photograph and to show you how each step looks.



Color choice:

These are the color I used for this specific face:

- Screamer pink GW
- Kislev flesh GW
- Rhinox hide GW
- Riekland flesh shade GW
- Doombull brown GW
- Pale sand Vallejo MC
- Black Vallejo MC
- Ivory Vallejo MC
- Dark sea blue Vallejo MC
- Yellow ink Vallejo GC

- The white Kimera Kolor
- Wine red AK interactive 3rd generation

These are just the color I used, you can replace these with any similar color you might have, or you can switch them out for completely different ones to make a different skin tone. (see photos in the how does it look? chapter for examples)

you could also do with less colors. Really all you need is about 4 or 5 paints. I just use most of these for convenience of not having to mix as much and cause they each have their own property's that to me make them better for certain tasks. The basic colors you need are a shadow color, a midtone, a highlight color and black and white.

Instructions:

Step 1, basecoat:



For the basecoat I use a midtone. In this case it's a mix of kislev flesh and a bit of screamer pink. Something to keep in

mind is to build this color up slowly. I did around 4 or 5 very thin coats. This is to make sure everything stays smooth and I don't obscure details. The reason I work with a midtone here is cause we don't want ultra-high contrast on our faces. This would make it to dark an sharp looking and a bit unnatural.

Step 2, wash:



Next we define the facial features with a bit of wash, reikland flesh shade in this case. This give us our darkest shadows and helps us see where we need to highlight next.

Step 3, highlighting:

The key places you should be focusing your highlights on are the forehead, the nose, the cheekbones and the chin and bottom lip.

Other places you Should be highlighting are the jaw line, the upper lip and the eye lids although with not as much attention as the aforementioned places. Just look at the pictures and look were I place my highlights to see were you should put them.

1.



For the first highlight we use our original basecoat. We will end up doing about 4 or 5 layers of highlighting to get a nice smooth result.

2.



For the second highlight we mix in a bit more of our highlight color. This is also a good point to black out the eyes as at this point there isn't much to ruin and any mistakes can easily be cover with our next layers of highlighting.

3.



As we keep highlighting we will eventually work with pure highlight color (kislev flesh) and we start mixing in an off-white color in my case pale sand.

By this point you should also have done the eyes with an off-white while leaving a thin line of black outlining the white part. And put in the pupils with black. I will give some more tips on painting eyes later on to help you with this part as it can be quite tricky.

4.



By the point that your working with pure off-white the face is pretty much done. You can absolutely leave it here and it will look great. But if you want to go a step further these are a few things you can try.

Optional extra steps:

1. The first thing you can do is define the mouth with a very thin line of either black or a very dark brown. I used Rhinox hide for this. You can also add eyebrows with this color.
2. Next you can put a spot highlight in the eyes with pure white. Marco Frisoni has a great video on eyes where he goes into how to paint these highlights and were to put them.
3. Another thing you can do is glaze the face. This is where you divide the face into 3 zones and glaze them with yellow, red and blue.
The forehead will be glazed with yellow to simulate the warm light of the sun. My favorite yellow for this is Vallejo GM yellow ink.
The cheeks are glazed with red to add a flushed look and add a bit more life to the face, I use AK 3rd gen wine red.
And the bottom third is glazed with a blue to simulate the natural shadows of the face. If done more extensively it can also look like stubble, so with female

faces it's important to go light with this glaze unless that's what you're going for of course. For my blue glaze I use dark sea blue from Vallejo MC.



Final notes:

Congrats! You painted a face. Personally I love painting faces and I really like pushing myself to get better with every single one that I paint. As a last little extra I'd like to leave a few last minute tips and tricks.

Lips:

You can add a bit of a natural lip color by glazing a bit of midtone brown mixed with a bit of a magenta over the lips. I like to use doombull brown and wine red for this.

Extra highlights:

If you glazed the face you may find that it may have lost a bit of contrast. To fix this you can add a few spots of your off-white were necessary.

Eyes:

Let's face it, eyes are hard. So I'll give you a few tips to hopefully make your life a bit easier.

1. Work with a sharp good quality brush so you can really get in there.
2. Do 2 thin coats for the whites of the eyes to avoid chunkiness. I used Vallejo MC ivory for this as it doesn't go grainy.
3. Take a deep breath and get a good steady hold on your mini and go nice and slow to keep them looking clean.

4. Do your eyes in the earlier stages of painting. That way it's less likely you'll mess up everything else and mistakes will be easier and quicker to fix.
5. Work with thinner paint than usual. This way if you mess up you can have a few goes at it before the paint builds up to much.

Switch things up:

Try different color. Paint weird alien skin tones. Do something that doesn't make any sense. You might find a look that you love.

And lastly... relax. Painting is a hobby and a hobby should be fun. So just chill out put on some good music and enjoy. If you mess up or you don't like the result. Then just say to yourself "I'll do better next time." Don't go beating yourself up over it.

Thanks for reading this. I hope it was helpful to you, and if you have any questions, feel free to ask me anything in the comments.