

## Mk Miniatures Honos painting tutorial.

Hi guys, as promised here there is my first painting tutorial announced some days ago on facebook and talkfantasyfootball. I've chosen a model from the Mk Miniatures range, because I think it has all the "basic elements" that a mini should have: skin, large flat surfaces and small details. I consider them basic elements because they can be painted with several different colours and techniques, from the nmm to the tmm techniques, with cold or warm colours, with a fast basic painting to a more detailed one. In this tutorial I've tried to show every passage of the painting process of this mini, from priming to the finished result, the only note that I want to add is that the mini shown is painted as a boxart level, higher than the normal one, because I'd like to show something "more". For a more "playable" level you can stop at middle tutorial I think and jump to the end for the finishing touches. So let's start!



Step 1 : after cleaning and basing the mini I've undercoated it with a normal gw spray primer, followed by a zenithal spray with the gw white primer. It helps me with highlights and it's useful to know where to place lights and shadows. Do a pic of the mini at this stage and put it on your desktop during the painting proces, it can help with the next painting steps!

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Step 2: now it's time for the base colours. Thin them down with 50% of water and give 2 coats for each tone. The colours are:

skin: a mix of gw tallarn flesh+ a dot of andrea nac-42 beige

gold: a mix of gw averland sunset+snakebite leather 50%-50%

hairs: gw averland sunset

robe: a mix of gw deheb stone and a dot of andrea nac-42 beige

armour: a mix of gw mephiston red+andrea colors set n.1 50%-50%

As you can see I use a lot of foundation colours for the basecoat due to great coverage power that they have.



Step 3: first highlights. Now I've started to highlights all the previous colours simply adding a bit of andrea nac-42 beige to the basecoats for two times. The only difference is for the armour that had received an add of andrea colour red set n.3 instead of the beige.

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Step 4: I've stopped the painting of the gold because it's easier to finish it in a later stage due to the errors that you can do in the painting process of the armour. For the armour I've added an andrea colour set n.4 to the mix for two times to strengthen the highlights. For the rest of the mini I've started adding a little bit of white in the precedent mixes.



Step 5: a little bit of andrea nac-39 yellow is added in the armour mix.

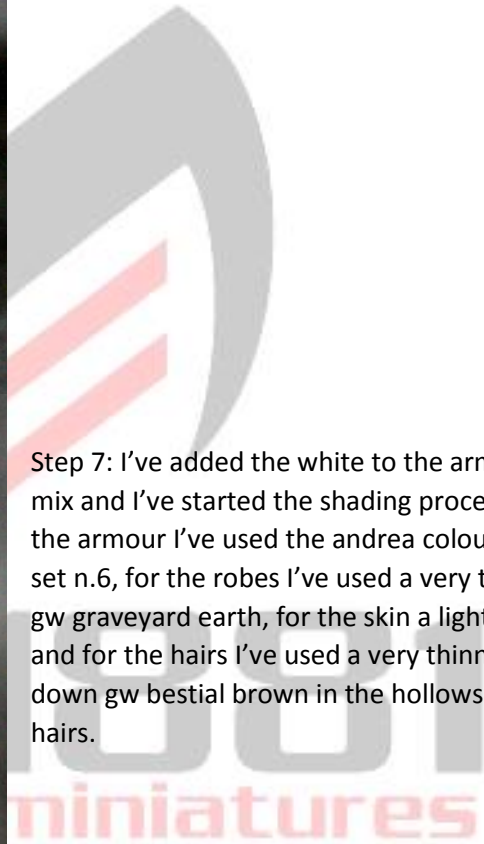
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Step 6: now I've added a bit of andrea nac-42 beige to the armour mix and more white in the other mixes. No painting on the gold yet and as you can see some parts where covered during the paint of the armour and robes.



Step 7: I've added the white to the armour mix and I've started the shading process. For the armour I've used the andrea colour red set n.6, for the robes I've used a very thinned gw graveyard earth, for the skin a light pink and for the hairs I've used a very thinned down gw bestial brown in the hollows of the hairs.



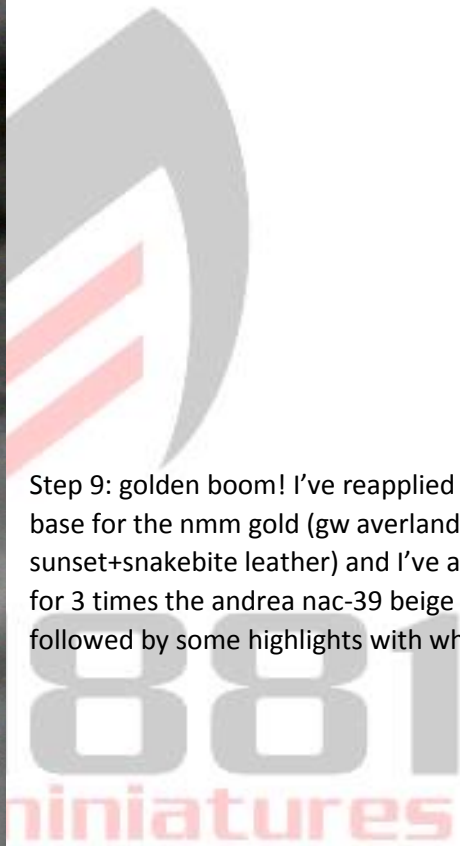




Step 8: with almost pure white I do the last extreme highlights on every surface. The armour has received another layer of andrea color red set n.6 for the deepest shadows.



Step 9: golden boom! I've reapplied the base for the nmm gold (gw averland sunset+snakebite leather) and I've added for 3 times the andrea nac-39 beige followed by some highlights with white.





Step 10: blacklining with a dark brown in all the recesses, base for the eyes in white and some dots of pure white for the shining of the gold.



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Final step: the finished model. I've added a small black dot for the eyes and added some static grass on the base. Some refinements are required to fix some minor errors! And with that step the so long awaited tutorial is finished! I hope you like it and I give my thanks to Mk Miniatures for the opportunity given for painting their miniatures!

