

HELLFIRE

Painting

BASECOATS



You can see that the green overlaps on other parts of the model. That's okay because these will be repainted later, the important thing is that the armor is a nice even green with no black showing through. You can also use a light grey; it will be easier to work with.

The next color we're painting is white. White is one of the hardest colors to get a good clean finish.

The 3 most important guidelines for this step are the following:

1. Take your time to not get the white over any part that will remain green.
2. Wait for your first coat of white to dry before you start on the second coat.

INSTANT QUICK TIP!
This is one benefit of working with more than one model at a time. By the time you have painted 1 coat on every model, the first one is dry. This means you don't waste your time looking at paint dry.

Still using the bulk method, we're painting the gold details next. Gold is one of those colors that are usually easy to work with.

MINIATURE PAINTING BASICS

VOLUME 1





Painting Basics Volume 1 Basecoat

Every detail and every step of miniature painting begins with proper basecoating. Regardless of the quality, whether you want to speed paint models for gaming purposes or doing pieces for a competition, you are going to do basecoats. It is only fitting that any painter learns to master basecoating first.

Simply put, a basecoat is the 1st color that you apply to an area you want to paint, before doing any other effects on it (ex. : wash, highlight, drybrush...)

But the final look of the model depends on how well the base coat is. Sounds simple enough, right? The 2 things you are looking for in a good basecoat are clean and opaque.

Clean :

You want to cover entirely the surface with paint while not overlapping on other details. This is what we'll call clean. Doing this might require you to touch up some areas if slip or to be extra careful when painting finer details like lenses and cables.

For example, the gold eagle on this Space Marine by Games Workshop is fully painted in gold, without any of it going on the green armor.



Opaque :

This is where most painters drop the ball when starting to basecoat. The undercoat – or primer– should not be showing through any part of the basecoat. When a basecoat is not opaque, models tend to look sloppy and any effects you will paint over it will also look sloppy or plain wrong. We will cover how to get opaque basecoats in the next part of the book.

In the example below, you can see the green from the previous color showing through the gold on the skull, meaning that the gold is not opaque.



Here are a few tricks to make basecoating easier.

Proper paint

Some paint ranges offer dedicated colors for basecoating, paint that cover better or are a little bit thicker. Examples of this include Games Workshop's Citadel Base Paint or Vallejo's Opaque range. These will make your life easier.

Proper color Not all colors are created equal, sadly. So sometimes you have to compromise the color you basecoat with to make your life easier. As a general rule,whites, yellows and reds are harder to basecoat with, whereas browns, blues and greens are on the easier side. If you want to paint red, you can start with a brown basecoat to make your life easier, or light grey for a white finish.

Multiple thin coats – This might sound counter intuitive, but thinning paints just a little and building up layer over layer of the same color, always thinned down, will make it for quicker and better looking results.

Bigger brush – Try to always use the biggest brush that you can to basecoat. « That you can » is the key here. Basecoating is not a competition sport, so pick something that you are comfortable working with that without overlapping on other areas still allow you to cover more with less passes of the brush. This will not only make for a smoother basecoat, it will also prolong the life of your brushes in a significant way!

Where to begin

It's usually easier to « play dress up » with your models. Start with the deepest part, usually the skin, and work your way through the outside layers. It is a great method to minimize touch ups, as the deepest parts are the parts of the miniature where you are less likely to accidentally spill paint on.

The other common method is going by bulk – doing the area that covers the most of the model first and working your way until your are doing the smallest details. The great upside of this method is that it saves a lot of time, as you can paint the biggest area without caring much about getting paint on other areas as they will be painted later. If you are painting a lot of models, this method works best.

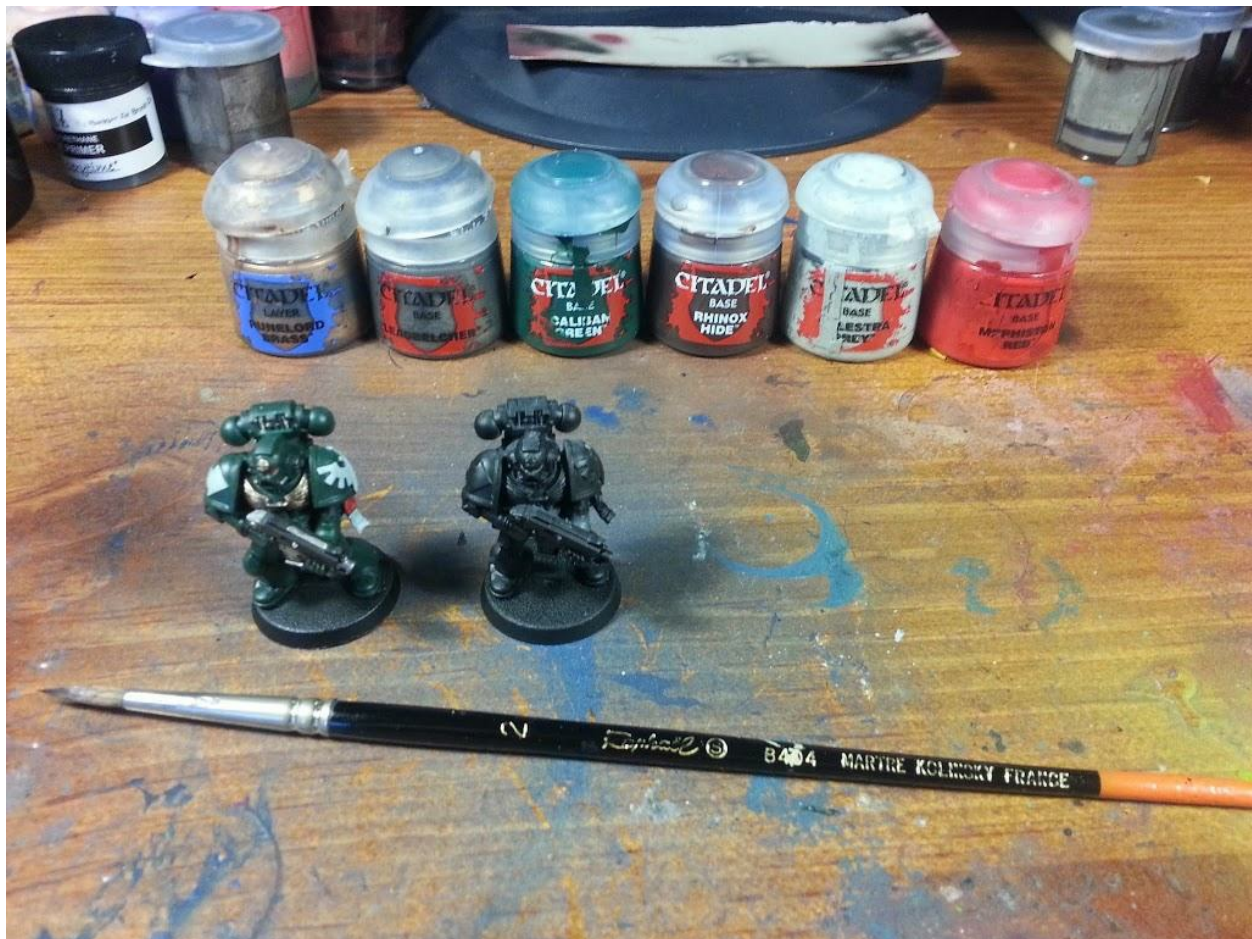
Basecoating everything first

It is a good idea to basecoat everything on a model before moving on the the next step, such as highlighting or shading. By doing so, you get a good picture on how the final result will look and you can make changes to your color scheme if you're not satisfied. It's better to do those changes this early,as you won't feel like you wasted your time.

In some cases you can finish a color before moving on with your basecoat. More often than not, the way you highlight or shade your base color (the main color of your model) will be a huge time saver if you don't have to worry about getting paint on other areas.

Put that knowledge to use!

Now that the basic and theories are laid out, here is a quick how to guide using a Space Marine from Games Workshop.



Because this model is usually part of a unit and you'd end up painting 5-10 of these at a time, we're gonna use the « bulk » method and start with the largest areas and work our way to the smallest.

The armor is painted in Dark Green. Because this color covers really well, it barely takes more than one coat to get an even and opaque basecoat.



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Be sure to cover everything. In the picture above you can see some green showing through on the helmet (circled red).

Next up, we're going to paint the metallic parts in silver. I chose to leave most of the gun black, but it could just as easily be painted all in silver. Do as you please, such is the beauty of miniature painting.



We're painting red last because only a few tiny details are painted with that color. Red is a harder color to get an opaque finish unless you use one of the specialised « basecoat » paint mentioned earlier.



Once you fix the areas where you slipped, you are done and should have a finely basecoated warrior (or warriors, if you did multiple at the same time).



Obviously, there is still a lot more you can do, but for now, you have mastered the basic – basecoating like a boss.