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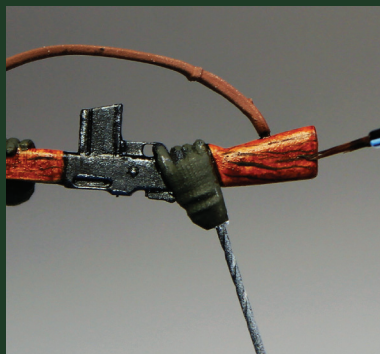
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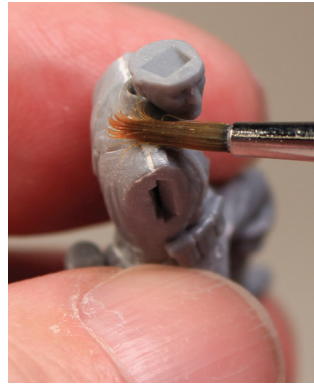
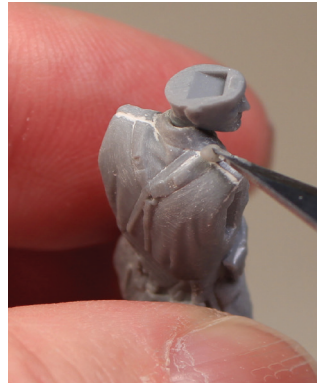
GALLERY.....

86

CONTRIBUTORS.....

95





After mixing the putty, place a small amount on the section of the shoulders where the harness straps are missing.

Next, take a soft, damp brush and gently press it down onto the areas before smoothing it.



Once the putty has been smoothed and is relatively flat, I take a sharp hobby knife blade and remove the excess on each side. I follow the contours of the strap that were already there in plastic.

After correcting the shoulder harnesses on the figures, I noticed one of the soldiers looked rather thin. To correct this I again used the Aves and filled in the folds following the same procedure using the moist brush to smooth the putty to fill out his pant legs. You can see that I have already filled in the left leg, but there is a void in the right leg fold, I will apply more putty to thicken it.

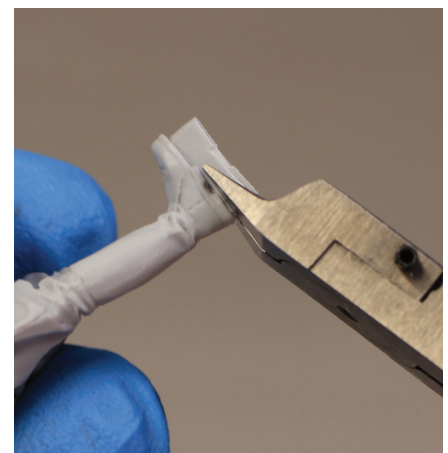
2.2 Assembling Resin Figures



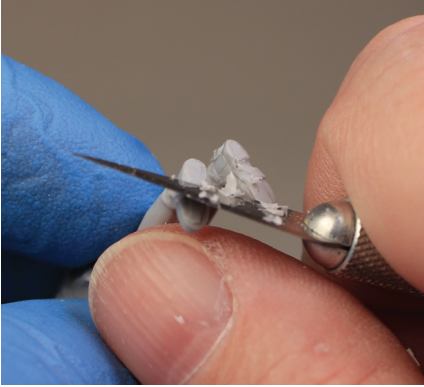
The German Herr Officer kit consists of 4 resin parts: the body, head, left arm and holster, mounted on carrier blocks, typical of resin.



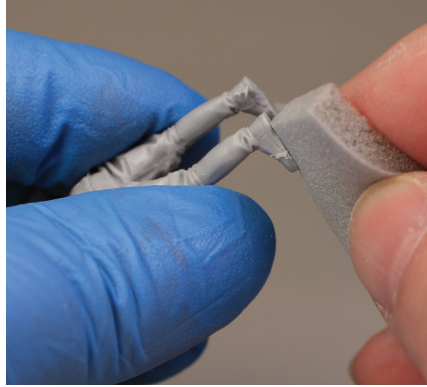
The carrier blocks need to be removed. For this I again use sprue cutters, being careful to cut the parts off close to the block.



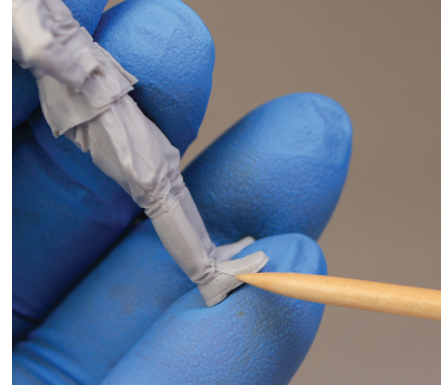
Now that the big block has been removed, I get as close as I can to remove the excess resin from the bottom of the boots.



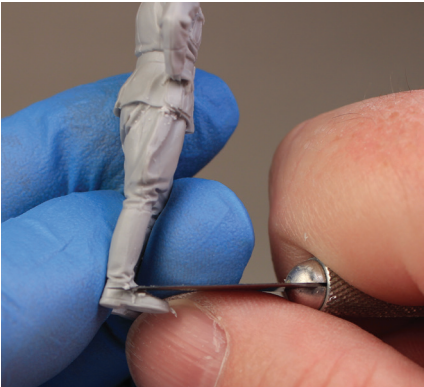
Next I clean up the boot bottoms with a hobby knife. Carefully remove as much as you can using the front and back of the blade without damaging the part.



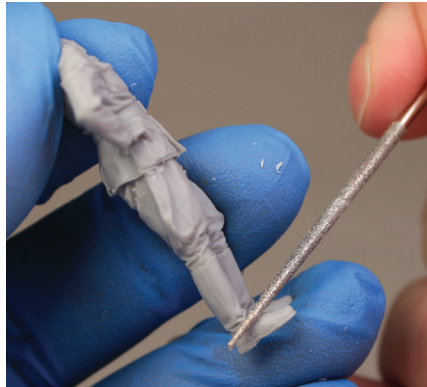
Once all the remaining carriers have been removed, I sand the part to a clean finish using foam sanding pads.



Resin figures sometimes have a seam or casting line that will need to be removed. Most times these are very faint, but if not correctly cast, the lines may be more prominent.



To remove these lines, I use both my hobby knife and miniature files. When using files, be careful not to sand too hard or you could remove too much material.



Next, dry-fit the parts before gluing. This is a more important step with resin than with plastic, because with resin you must attach the parts using super glue, and you won't have much time to make corrections.



Once deciding the fit is good, use super glue to attach the parts, then add a drop of CA accelerant such as Zip Kicker to accelerate curing. Here's a tip I've learned over the years in applying Zip Kicker. Just open the bottle, remove the top, which has a siphon tube in it, then apply the kicker in spots sparingly. By doing this you do not waste as much as if you used the usual spraying technique.



With the whites of the eyes painted I added a small dot of Chocolate Brown to the left corner of each eye to give the appearance the soldier is looking to his left.



I thought I was a finished, but look closely and you'll see I added slightly darker shadows to the inside corners of the brow by the nose to give the face extra character.

HANDS

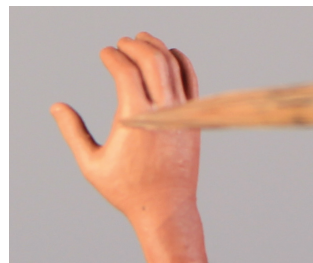
When painting hands you need to consider the angle or their position to determine what highlights and shadows are needed. Each hand may have a somewhat similar area for highlights or shadows, but their position could call for a slight variation. In this example I use the flesh mixture of Citadel Cadian Flesh, AK Interactive Mahogany Brown (No. AK11106), Vallejo Beige Red (No. 70.804), Vallejo Basic Skintone (No. 70.815), Scale 75 Indian Shadow (No. SC-23), and Scale 75 Flat Black (SC-00).



The hands were previously base coated with the flesh mixture of Cadian Flesh + Mahogany Brown. Here I added more Mahogany Brown to the base, as this hand will be pointing upward, so I applied a shadow in the wrist.



The hand also will be pressed up against the boot of another figure, so this requires a shadow on the hand's palm. For that I add even more Mahogany Brown to the mix than was previously applied to the wrist.



With the hand pointing up, highlighting is needed in the webbing between the thumb and index finger. Apply several layers of varying highlight mixes of the base coat with more Cadian Fleshtone added, then pure Cadian Fleshtone, and lastly a mix of Cadian Fleshtone + Beige Red.



Next add highlights to each knuckle and the fingers. I use Cadian Fleshtone and then a mix of Cadian Fleshtone + Beige Red. This helps shape the hand, taking a flat looking piece of plastic or resin and giving it depth.



The last highlight involves adding just a small amount of basic Skintone mixed with Beige Red for extreme highlights, such as on the knuckles.



To separate each finger from the other you'll want to add a darker color that will not be too noticeable but creates visual separation. I have found Indian Tone works best for this basic application. If needed you can then mix a small amount of black to create a dark wine color, which is more pleasing to the eye.



Finally, add a fingernail to each finger. I find it best to use Basic Skintone mixed with a small amount of Vallejo Red Beige. Apply to each finger, remembering to leave a small amount of flesh at the tip of each. The hands are complete.

PAINTING EQUIPMENT

From head to toe, fine detailing makes a figure seem more authentic



Here we'll look at detailing boots, helmets, and weapons. There were several types of boots worn by the men and women of WWII. I will highlight the ones more commonly used throughout the war and explain how I achieve various textures and finishes. For ease of reference I'll break these down by countries, but the examples can be used with other versions not discussed here.