

SNAPSHOT

HOW TO PAINT MILITARY FIGURES WITH GLAZE MEDIUM

GETTING GOOD RESULTS when painting figures takes time and practice, but sometimes you just need “good-enough” results. For example, AFV crew inside a vehicle will only be partially seen. One way to get good-enough results is glaze medium over a zenithal primer.

By Robert Raver



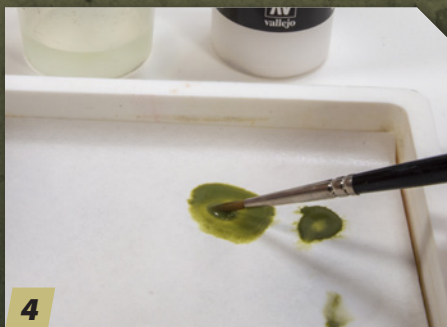
1 For primary light and shadow, spray the figure with black primer, and then, when dry, spray white primer from the direction of light (e.g., overhead). Dry-brush Vallejo Deck Tan (No. 70.986) and Gloss White (No. 70.842) to strengthen and blend the highlights.



2 Here, you can see the light and shadow have been quickly established as a starting point for the application of color. Next, you'll want to pick base and shadow colors and a single color for highlights, along with the Vallejo Glaze Medium (No. 73.596).



3 In this instance, I chose Scale 75 SS Camo Medium Green (No. SW-10) and US Green (No. SW-52) for the trousers and Scale 75 US Medium Brown (No. SW-50) and Vallejo Burnt Umber (No. 70.941) for the jacket. Vallejo Pale Sand (No. 70.837) is the highlight.



4 Make a solution from 3 parts glaze medium and 1 part water. Mix the solution 1:1 with the base color on a wet palette; you want the paint transparent. The medium prevents tide marks and color looking washed out.



5 Apply three or four base-color coats. Use a hair dryer to speed drying time between coats. You can already see that highlights and shadows are retained due to the transparency of the paint.



6 Using the same ratios as the thinning solution in step 4, mix the shadow color with the base color and accentuate folds; repeat the process with the highlight color. Here you can see the completed trousers.



7 Paint the jacket using the same techniques, allowing the zenithal primer effect to deepen shadows and pop highlights. At this point, I spent two hours on this model — about half the typical time I'd spend.



8 To paint skin, use Vallejo Mahogany (No. 70.846) in recessed areas as a starting point. Then mix Dark Flesh (No. 70.927) and Pale Sand to create mid-tones and highlights using the same glaze technique.



9 A few touch-ups and the figure gives the vehicle some life and a sense of scale. The goal with this technique is not an award-winning figure, but a quicker way to obtain a result that complements the model. **FSM**