

Some fundamentals.

If the figure is well designed it will be obvious that there are multiple layers.

Look at the Brit's, the tunic is further 'out' than the trousers. The difference in the layers helps guide the brush along the right lines.

Sequencing.

Getting the order in which to paint the figure correct saves a lot of time and effort.

Look at the boot are of the figures. You have the trousers, the gaiters and the boots.

If you paint the trousers and then the boots that leaves the precise painting needed being the gaiters. Always try to leave the areas that join two other areas as the last to be done.

Stage 1

Cleaning up. Pay particular attention to the armpits, crutch and behind the neck.

Stage 2

Primer. Personally use Hal fords white primer.

Stage 3

Block in the basic foundation colour of the camo, note at this point with these figures that some are wearing the WP trousers and some BD ones.

Paint the basic colour than slightly highlight it by adding a lighter tone to the base colour.



Stage 4

Paint the helmet colour, be careful to get the underside of the helmet edges done.

Stage 5

Paint the BD type trousers.

Stage 6

Paint the boots, don't worry about precision here we will go in and tidy up the area when the gaiters are painted.



Stage 7

Now paint the weapons, the hands are much smaller than the weapons and 'on top'.



Stage 8 Paint the hair, do it before painting the face as that way you don't need to be too accurate as painting the face will tidy things up.

Stage 9 Paint the bases

Stage 11

Paint the flesh, hands and face.

Stage 9

Now we get counter intuitive.

Paint the webbing and kit, I know you want to do the camo but resist.

Point here is that the camo will have a lot of colours so if you make a mistake painting a shoulder strap say you might have 4 different colours to tidy up. Make an error with the camo and get some onto webbing/kit and you just have one colour to correct.



Stage 12

Paint the bayonet and entrenching tool handle

Stage 13

Camo. Notice that most camo uniforms were made up from various cuts of cloth so the pattern doesn't cross seams. So on one side of a seam you might have dark brown and exactly opposite on the other side of the seam you might see green.

Take some mid brown, darken with a little black and paint various patches around the figure obviously avoiding the webbing and kit.

Take the base colour and paint inside the darker patches leaving a little of the darker colour. Don't do this to every dark brown patch.

Add a few smaller patches of the lighter colour as well. Don't overdo it, best too little than too much.



Stage 14

Camo. Follow the same process with the green.



Stage 15

That's the basic paint job done.....yeah right not very impressive is it. Grit your teeth and be ready to push on, it'll come right don't worry. Leave everything to dry, I try to time things so I can leave the basics to dry overnight.

This is where the magic begins.

Taking some dark olive oil paint we this this down to a wash. About 10;1 thinners to paint, use proper Enamel thinners, not white spirit or turps.

Take it easy better too thin a wash than too strong.

Taking a large brush (say a no 2-4)wash the figures main areas. The wash will settle into the detail.

Give it 10 min's or so and then make up a wash of burnt sienna and wash the face and hands with a smaller brush, 1-00.

10 min's again make up a wash of very dark brown and wash the helmet and pick out some bits of kit like the haversack and weapons with a smaller brush like a 00.



Stage 16

Now you can see how all the detail is shaded and highlighted.

Good eh?

Leave things to dry for a bit, couple of hours.

Stage 17

Now go in and dry brush very gently the kit, helmet netting. Chin strap easier to do with a pen (A Rotring 0.3 Tikky Graphic works well).

Stage 18

Now you go go in and re wash any areas you think need darkening/ increased contrast. The helmet will probably need another wash to darken up the contrast and the hessian strips a touch of highlight.

Stage 19

I normally matt varnish at this point and leave to dry overnight.



The finished results.....



Humbrol colours used

250 base

26 BD

113 brown, darkened and lightened

159 green darkened and lightened

93 webbing

