

Painting Knights Class

1. Prime - 50/50 Gesso and Glass and Tile Medium

2. Techniques:

Overbrushing This is essentially like drybrushing, only with your brush loaded with paint rather than unloaded. This picks up the high points with more paint than with drybrushing.

Highlighting We add lighter colors of paints where an imaginary light source would be hitting the model. Make smooth lines across those points. Pay attention to tops of helmets, shoulders, knee pads, tops of shields and swords, etc.

- **Tip:** If you wet your model with water, put it in front of a light source, then take a picture with a digital camera, you can see where the light would hit it.

3. Display vs Tabletop

- For display, you want smoother blending, with less stark contrast. For this, you can either build up in layers, or use a blending technique.

Blending technique Essentially, very, very thin washes over specific areas.

(a) Start with a bright version of the color you want.

(b) Wash over and over, putting the wash in narrower bands to create shadow.

- For tabletop/war gaming - You paint with pretty stark contrasts, dropping intermediate subtle shades. From 2 feet away, you need that contrast for it to really pop.