

# Step-By-Step Guide to Painting LM-BS002

**LIFE**

**MINIATURES**

Painting & Instruction  
by  
Sang-Eon Lee



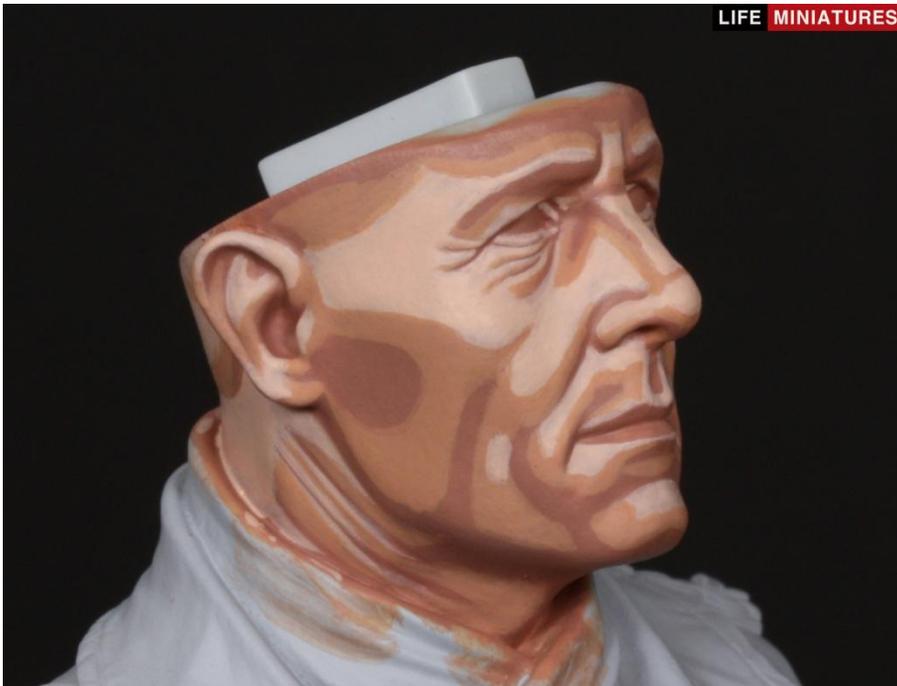
1. The figure being primed with Mr. Surfacer 1200



2. Color range for flesh tones

VA = Vallejo acrylics

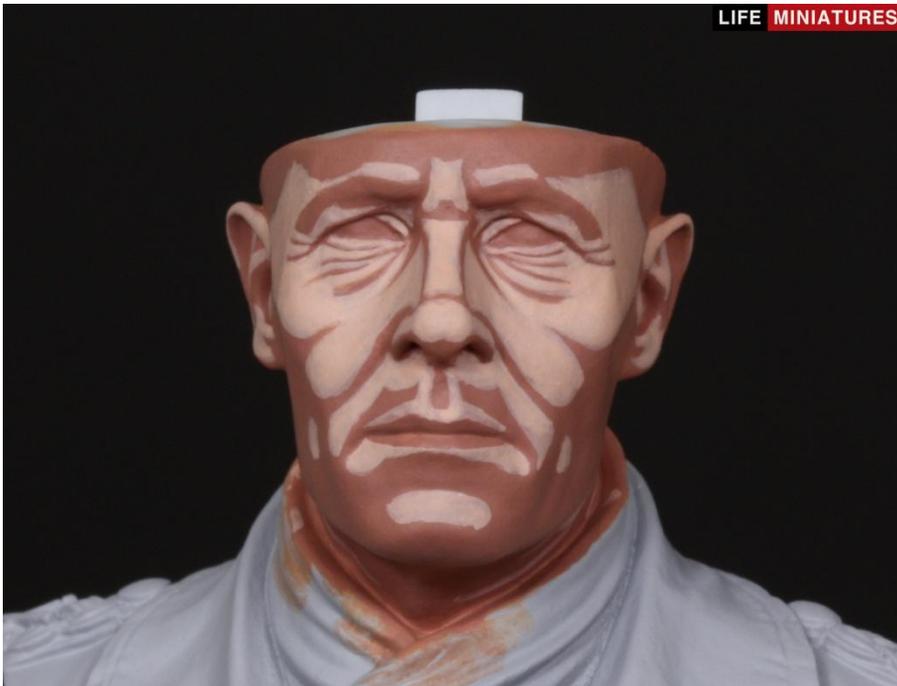
VA006=Light Fresh, VA036=Beige Red, VA035=Black Red



3. Assuming that the front lights are located at a 45-degree angle to the left and right side of the figure, I'm initially going to apply 3 different value to the face using PLANAR PAINTING. The position and value of shade will be made according to basic theory of light and shadow with that condition of lights. Once it is completed I will adjust the flesh tone of forehead to depict the shadow being changed by the visor



4. Start with the flesh tone No.5  
Please refer to the previous page to check the number of the color



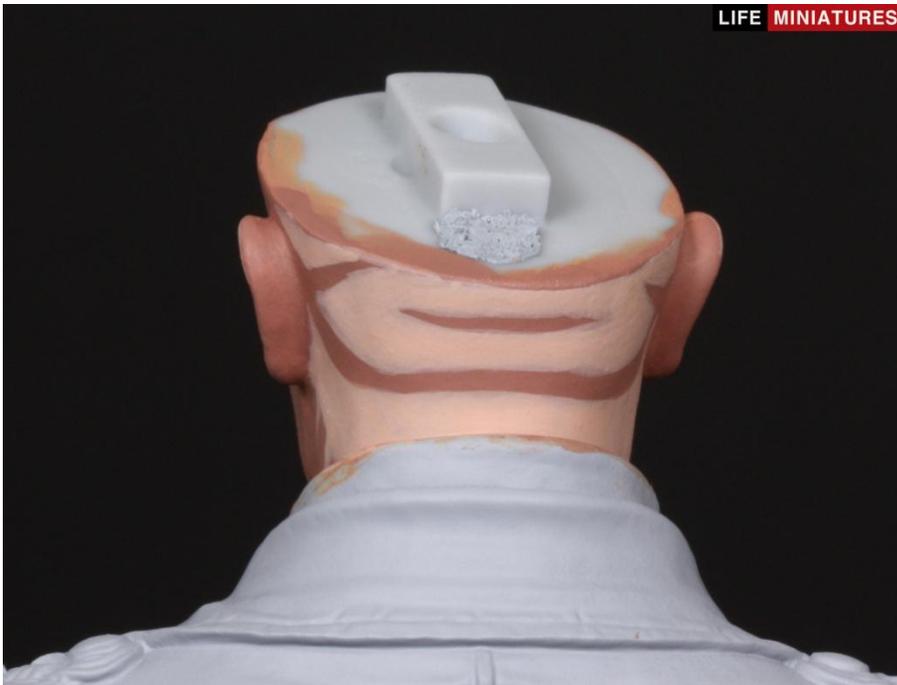
5. Paint the flesh tone No.3 on approximately 50% of the face  
Please be aware of keeping the size and position of each planar as similar to this tutorial as possible



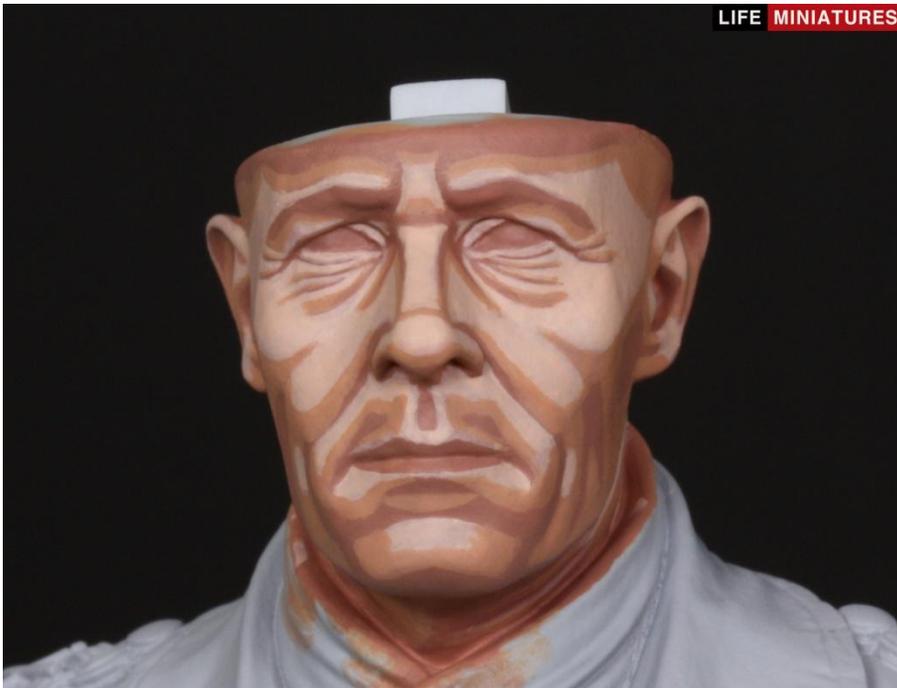
5. Paint the flesh tone No.3 (different angle view)



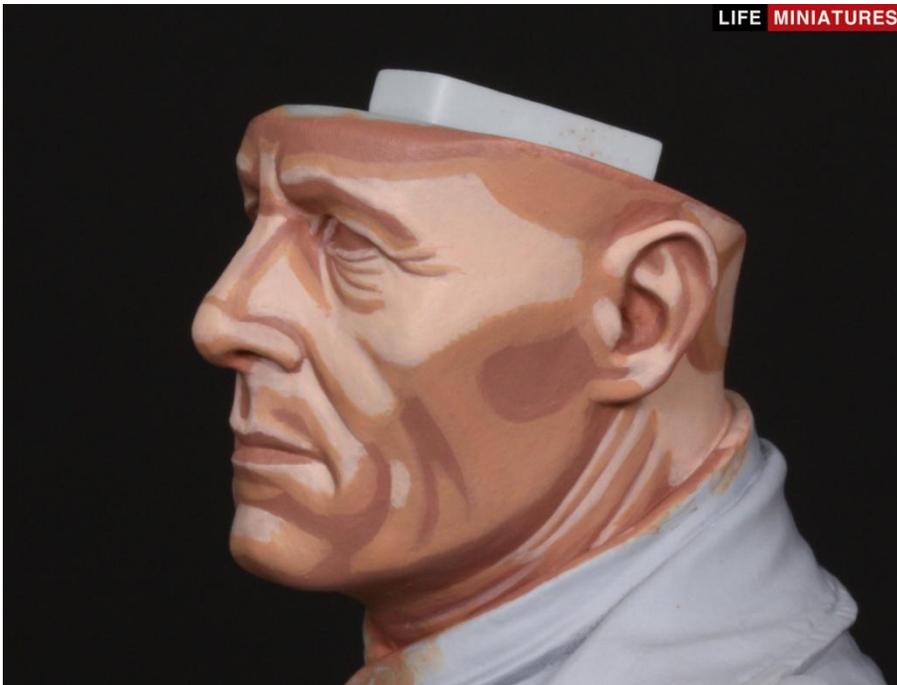
5. Paint the flesh tone No.3 (different angle view)



5. Paint the flesh tone No.3 (different angle view)



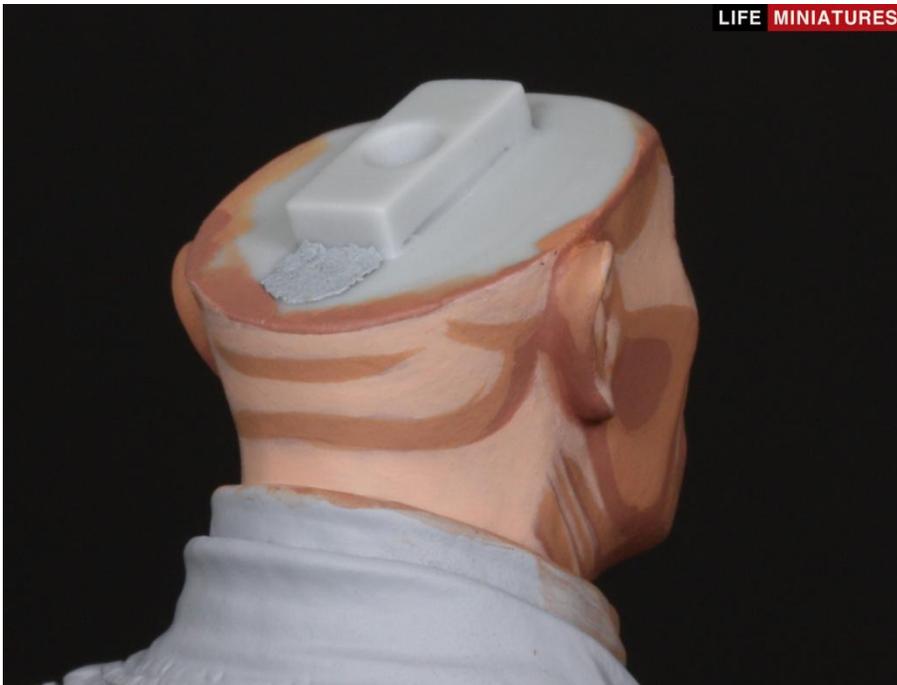
6. Paint the flesh tone No.4



6. Paint the flesh tone No.4 (different angle view)



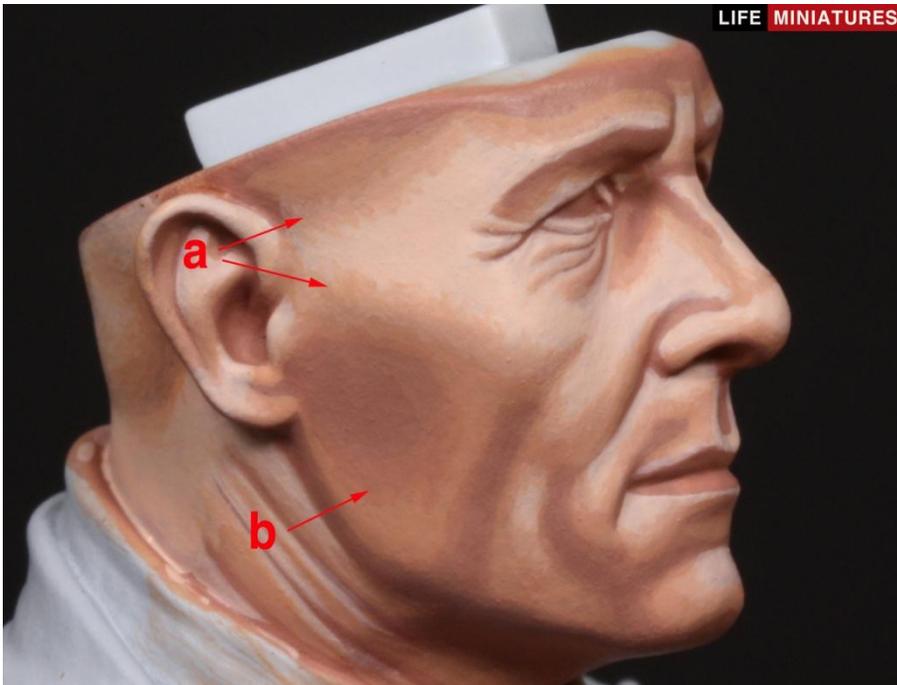
6. Paint the flesh tone No.4 (different angle view)



6. Paint the flesh tone No.4 (different angle view)

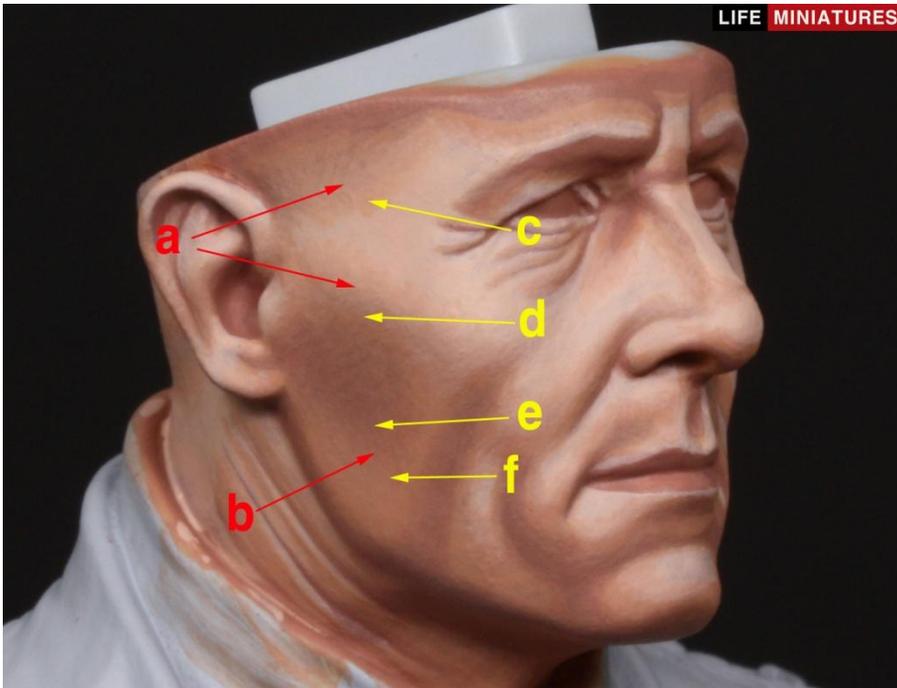


6. Paint the flesh tone No.4 (different angle view)



7. **a** Mix the flesh tone No.3 with No.4 at 1:1 ratio and then tap thin dots of it over and over around the boundary line to blur the distinction between No.3 and No.4.

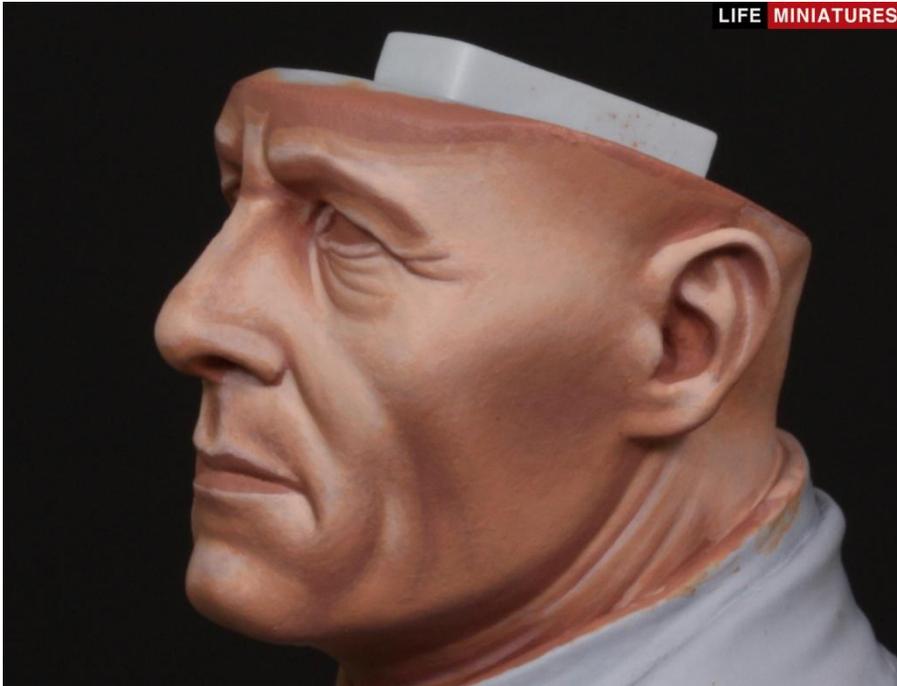
**b** The same goes for flesh tone No.4 and 5



8. After the previous step you may get a new boundary line between **a** and No.3. It also can blur by tapping The mixture of **a** and No.3. The same goes for other flesh Tones. Then the flesh tone is subdivided into 9 values (**a**, **b**, **c**, **d**, **e**, **f**, No.3, No.4, No.5)



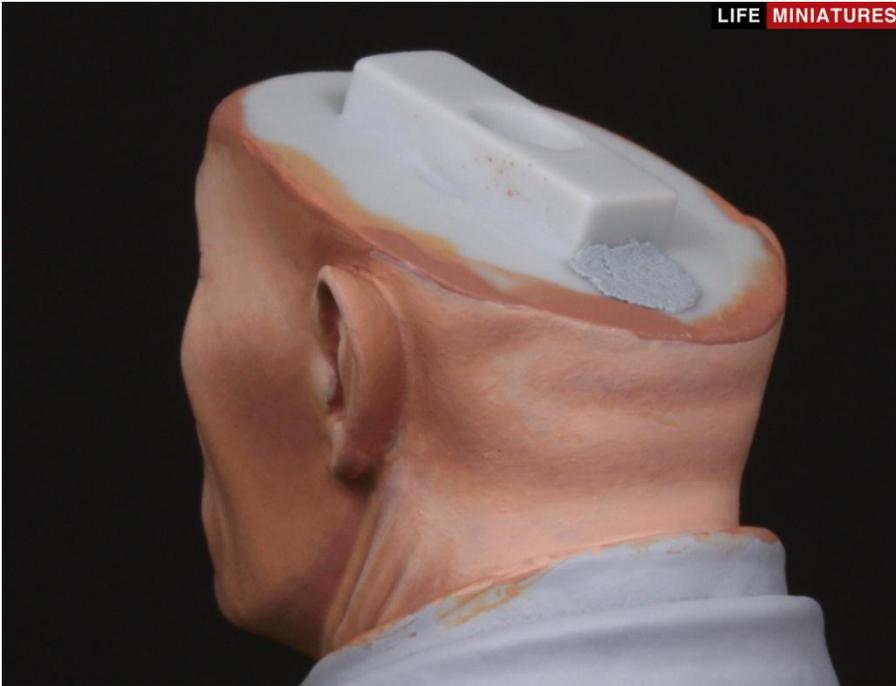
9. Completion of blending



9. Completion of blending (different angle view)



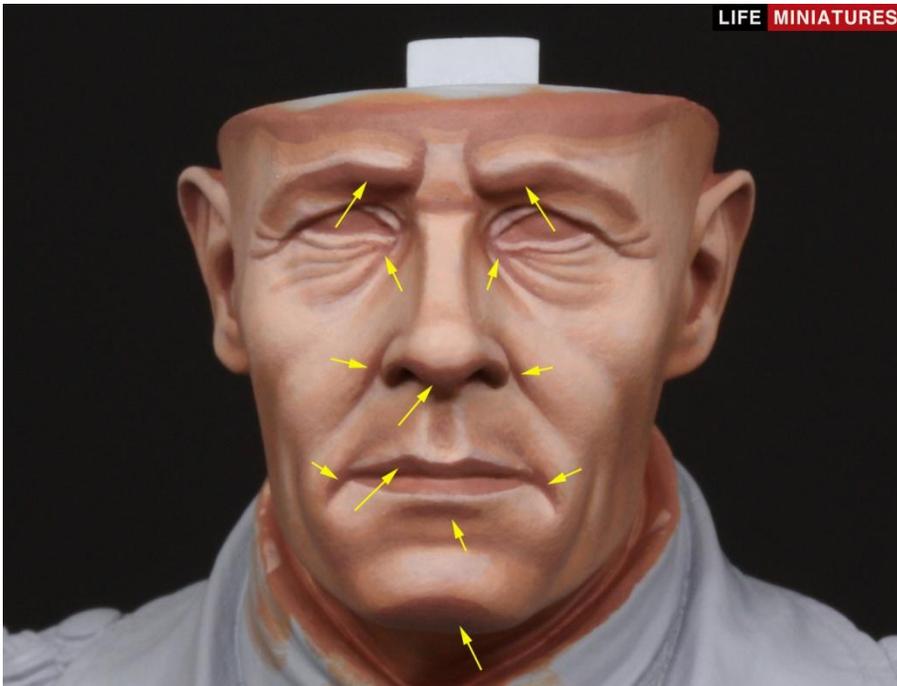
9. Completion of blending (different angle view)



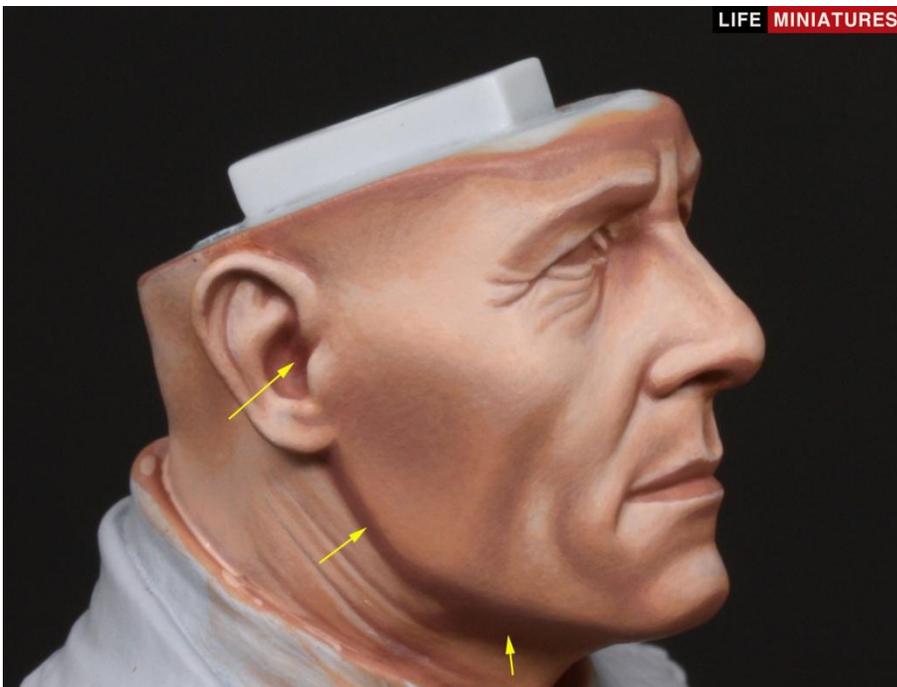
9. Completion of blending (different angle view)



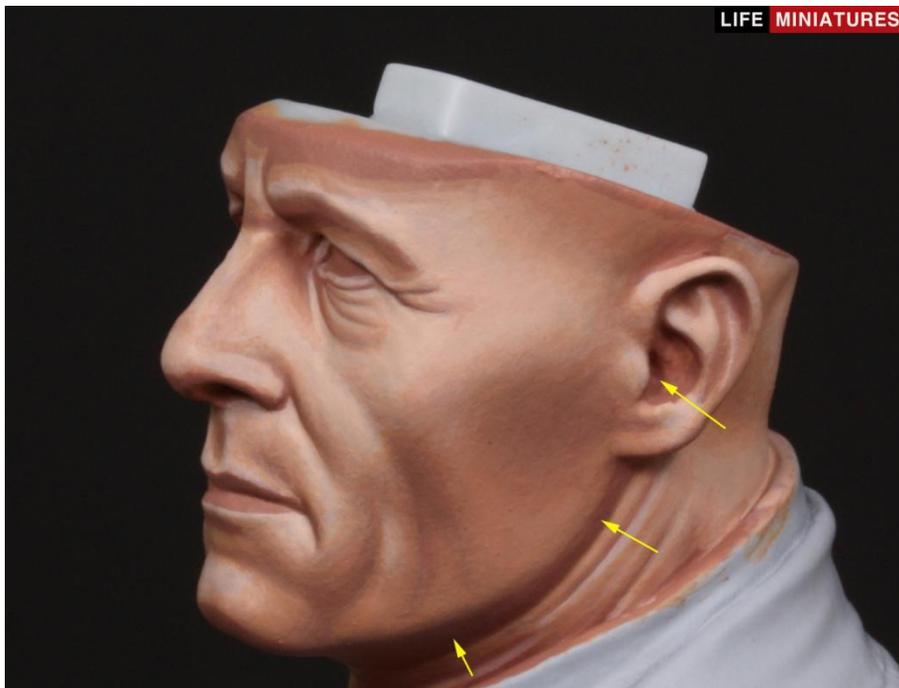
9. Completion of blending (different angle view)



10. Paint the flesh tone No.6



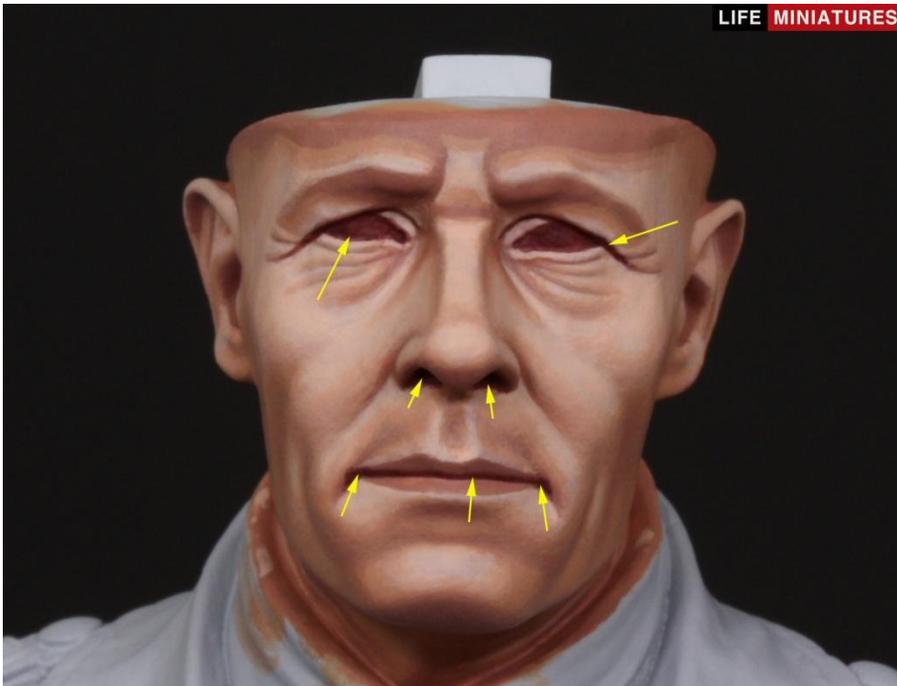
10. Paint the flesh tone No.6 (different angle view)



10. Paint the flesh tone No.6 (different angle view)



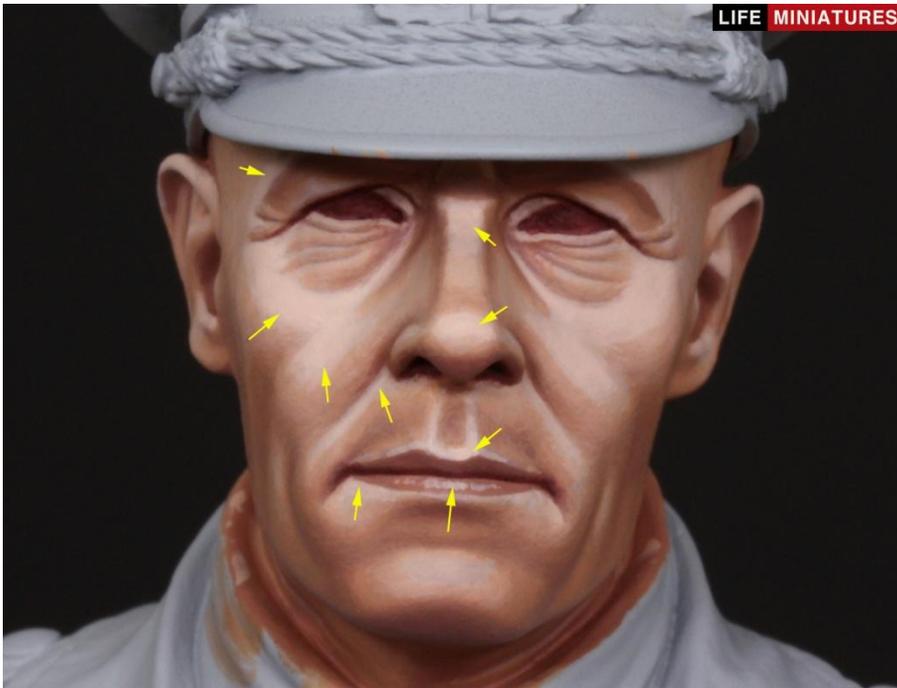
11. Blend the flesh tone No.6 with surrounding colors. Please refer to Step 7, 8 to See how to do blending



12. Paint the flesh tone No.7



12. Paint the flesh tone No.7 (different angle view)



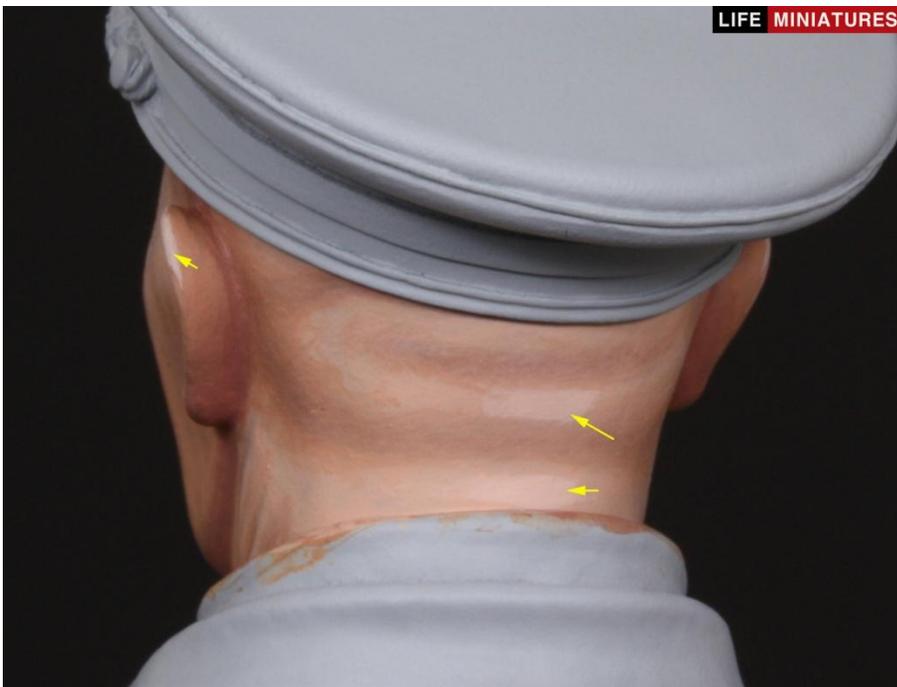
13. Paint the flesh tone No.2



13. Paint the flesh tone No.2 (different angle view)



13. Paint the flesh tone No.2 (different angle view)



13. Paint the flesh tone No.2 (different angle view)



14. Blend it with surrounding colors



15. Apply thin layer of flesh tone No.1 for the final highlight and paint eyeball with VA001(White)



15. Apply thin layer of flesh tone No.1 for the final highlight and paint eyeball with VA001 (different angle view)



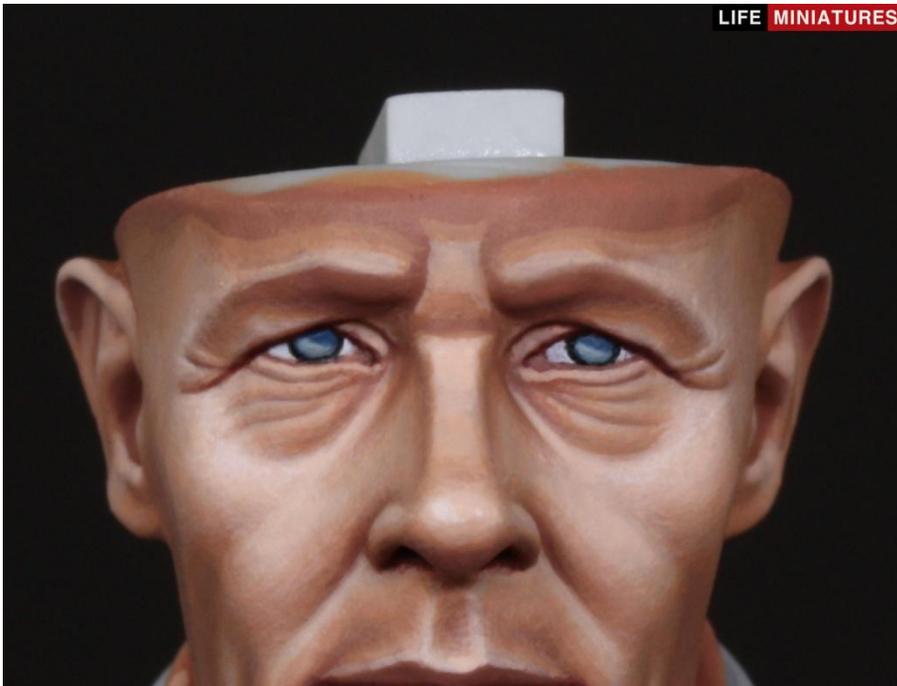
16. Using the flesh tone No.5, paint the lachrymal glands and draw lines between the eyeball and lower eyelid



17. Paint black circles with VA169(Black)



18. Paint the irises with the mixture(1:1) of VA056(Flat Blue)+VA058(Field Blue) blue, retaining the surrounding black rings



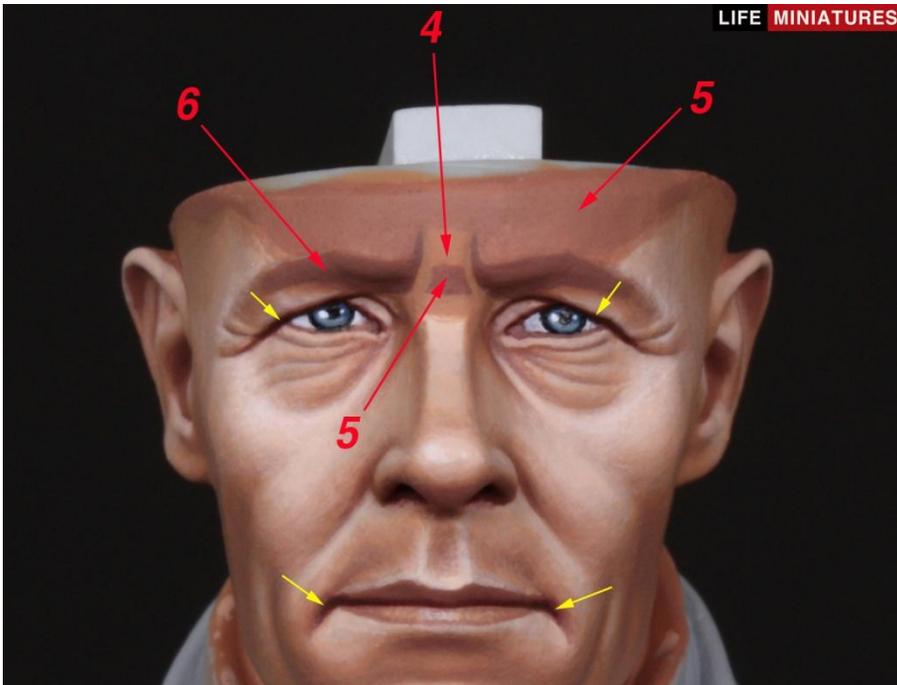
19. . Mix the base color of irises with the flesh tone No.2 and paint it on the lower half of the irises



20. Paint pupils with VA169(Black)



21. Paint reflective lights with VA001(White)



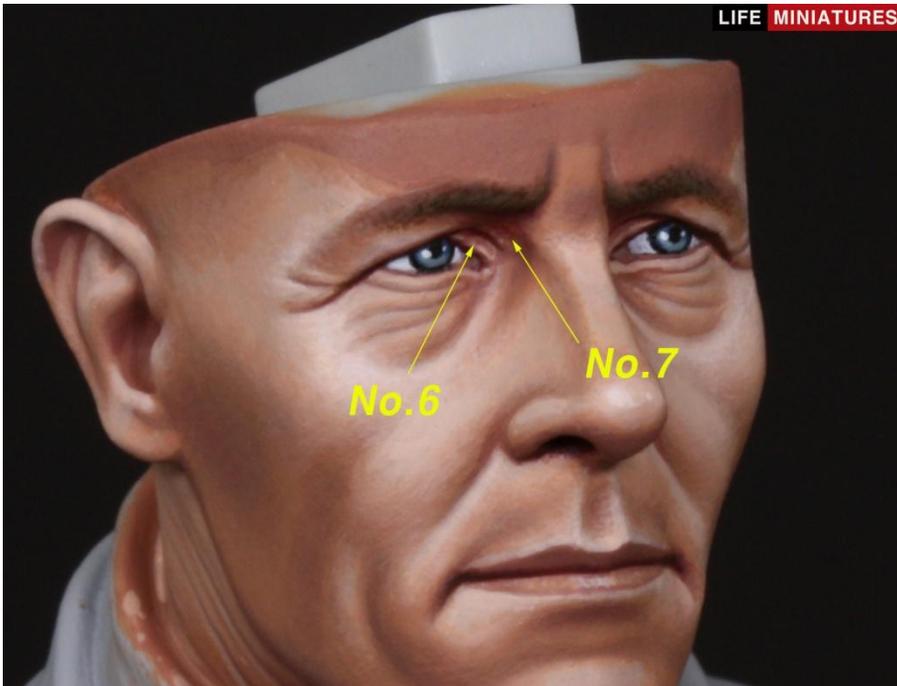
22. Adjust the flesh tones of forehead to depict the shade under the visor  
And apply very thin layer of VA148(Burnt Umber) to the position that the yellow  
Arrows show



23. Blending



24. Draw eyebrows using VA148(Burnt Umber)



25. Apply highlights to eyebrows using the mixture of VA019(Dark Flesh) and VA148(Burnt Umber). The mixture ratio is VA019:VA148=2:1  
And then apply shadows under eyebrows just like the picture shows



26. To depict the buzz cut I applied multiple dots of the mixture of VA019(Dark Flesh) and VA148(Burnt Umber) by tapping brush. The mixture ratio is VA019:VA148=2:1



26. To depict the buzz cut I applied multiple dots of the mixture of VA019(Dark Flesh) and VA148(Burnt Umber) by tapping brush. The mixture ratio is VA019:VA148=2:1

(different angle view)



26. To depict the buzz cut I applied multiple dots of the mixture of VA019(Dark Flesh) and VA148(Burnt Umber) by tapping brush. The mixture ratio is VA019:VA148=2:1

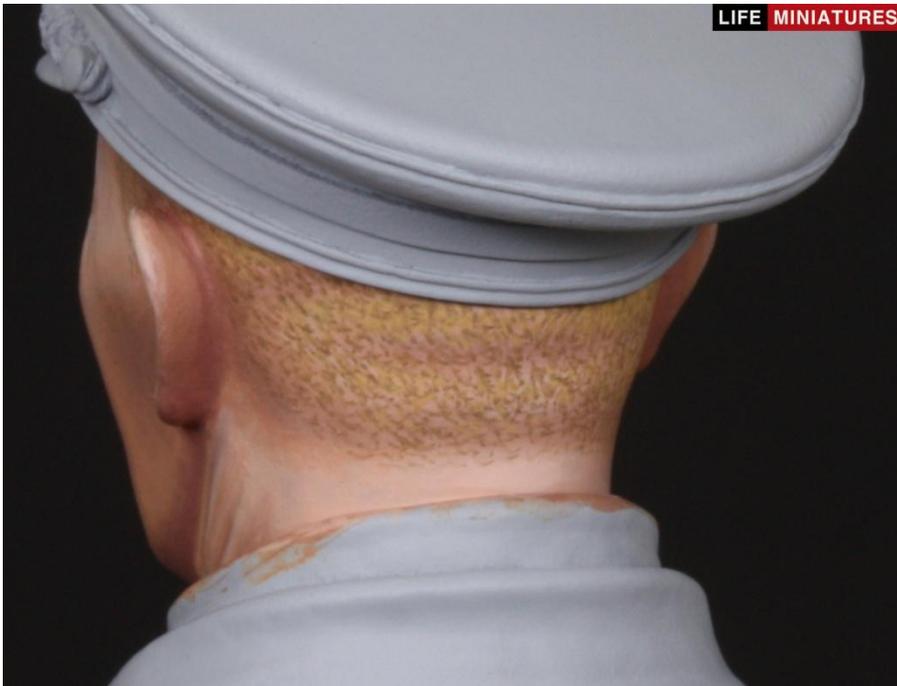
(different angle view)



27. Apply highlights to the hair using very thin layer of VA019(Dark Flesh)

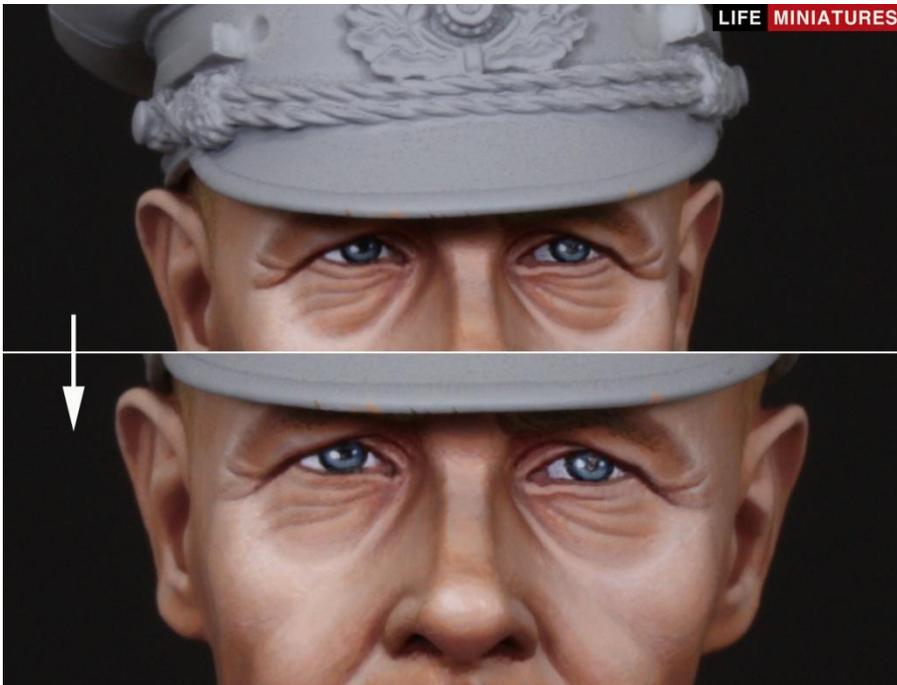


27. Apply highlights to the hair using very thin layer of VA019(Dark Flesh)  
(different angle view)



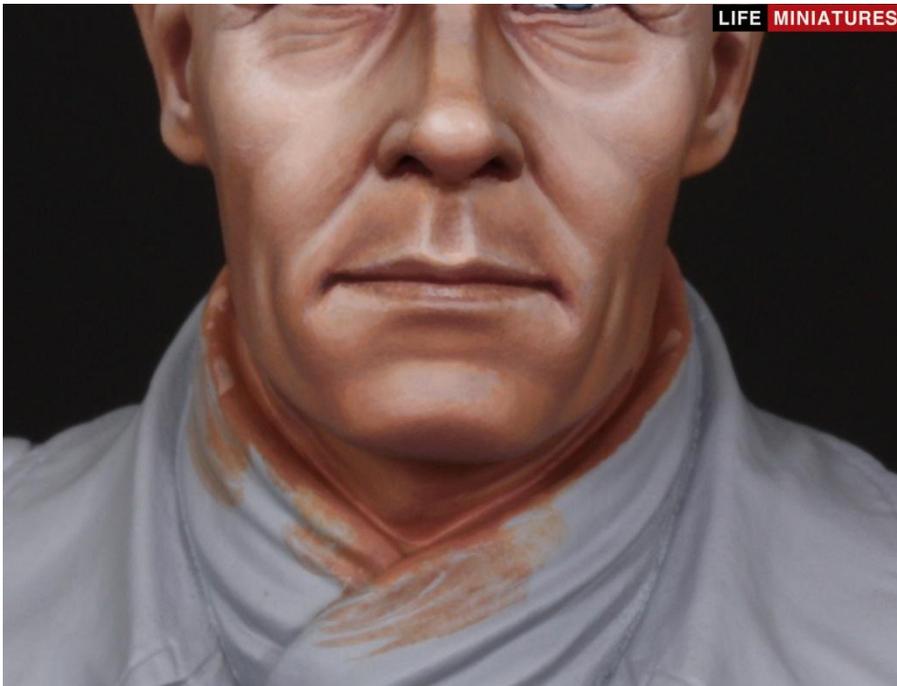
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27. Apply highlights to the hair using very thin layer of VA019(Dark Flesh) (different angle view)



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28. From this step I went further adjusting some details for the better likeness I blurred the shadow lines of eye wrinkles. Please discern the difference between above And bottom picture



29. . Blur the boundary line between lips and its surrounding colors



30. Adjust the shape of wrinkles under eyes using the flesh tone No.6



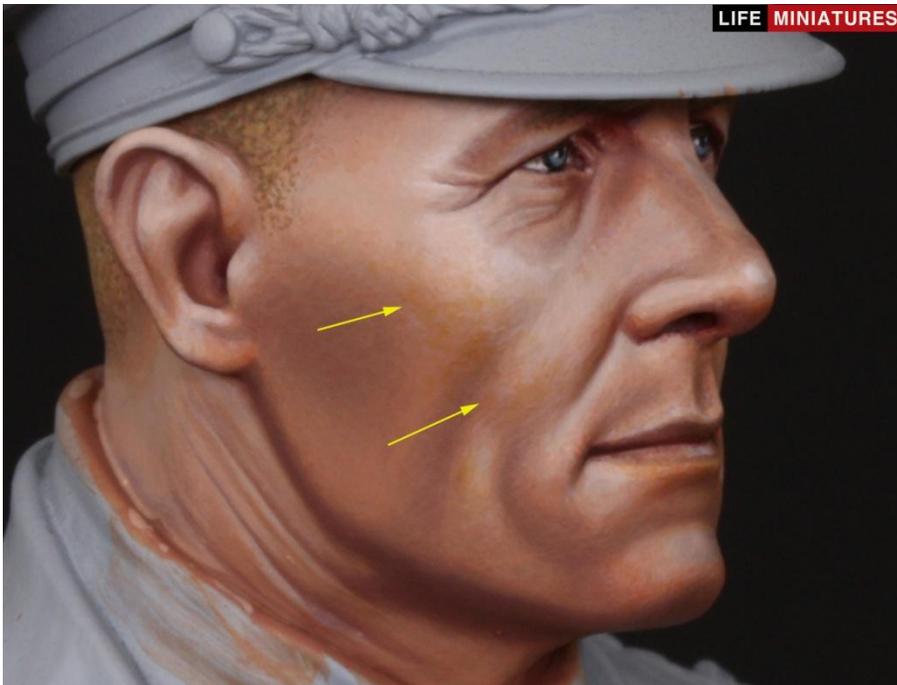
31. Apply 12o'clock shadows to the eyes using thin layer of VA148(Burnt Umber)



32. Apply very thin layer of VA024(Bright Orange) to the positions that the yellow arrows show



32. Apply very thin layer of VA024(Bright Orange) to the positions that the yellow arrows show (different angle view)



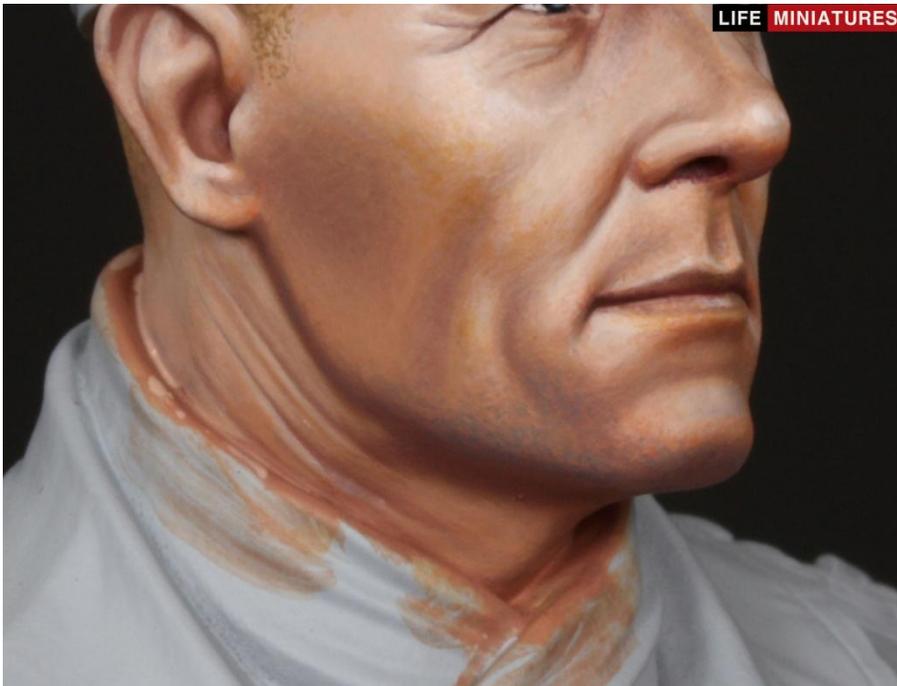
33. Apply very thin layer of VA022(Light Orange) to the positions that the yellow arrows show



33. Apply very thin layer of VA022(Light Orange) to the positions that the yellow arrows show (different angle view)



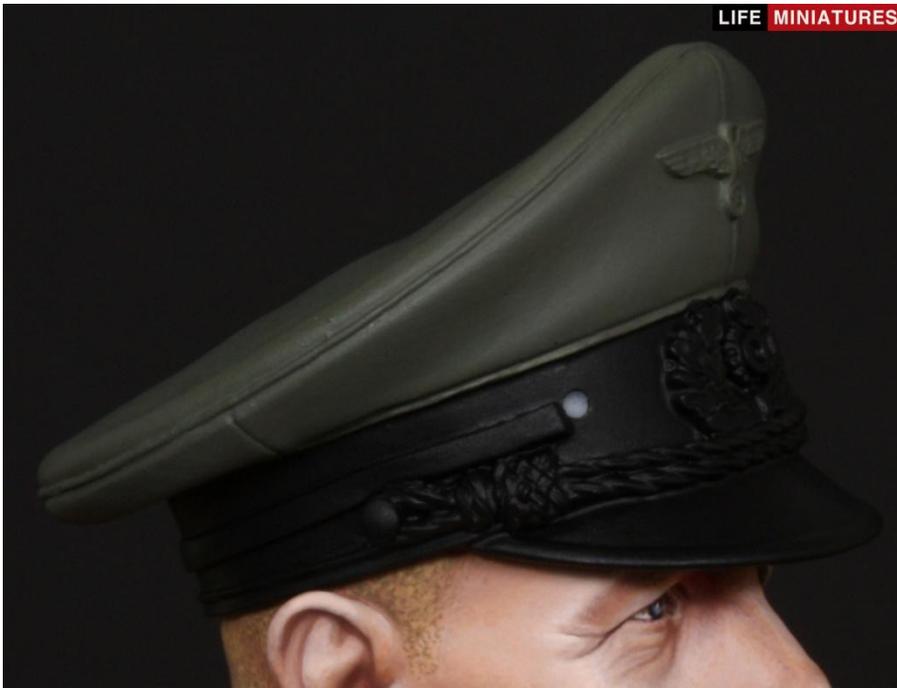
34. I made upper eyelash line more fine and thinner and adjusted the distance between the left and right eye. The shadows along the side of nose are a bit brightened



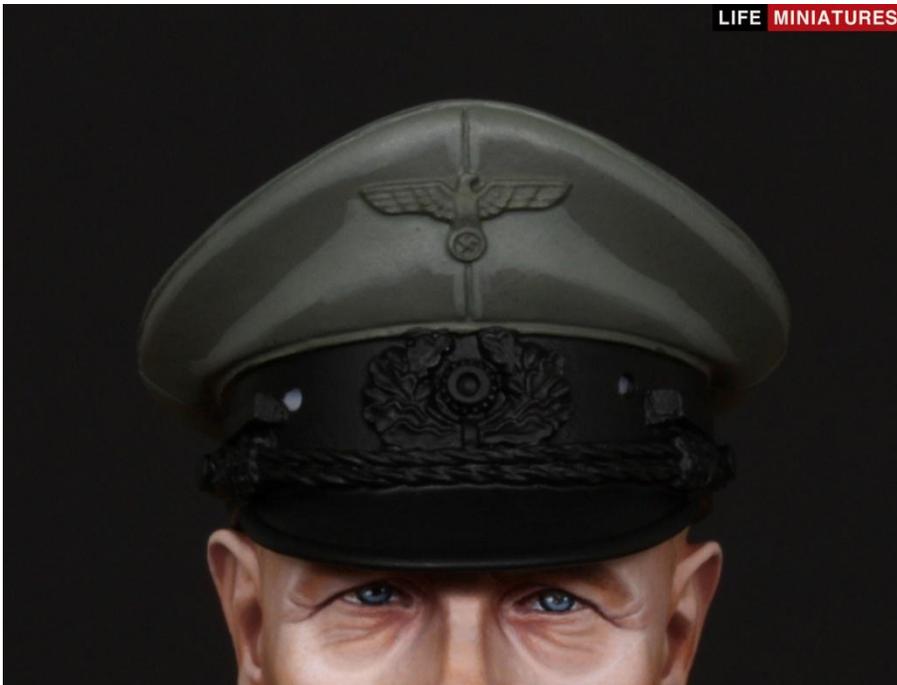
35. Apply very thin layer of VA058(Field Blue) to the lower jaw by tapping Brush. To get smooth color transition I applied many thin dots over and over again



36. Color range for officer's cap  
VA006=Light Fresh, VA102=Ger. Field Grey WW2, VA169=Black



37. Base coat using Black and No.3



38. Paint No.2



38. Paint No.2 (different angle view)



38. Paint No.2 (different angle view)



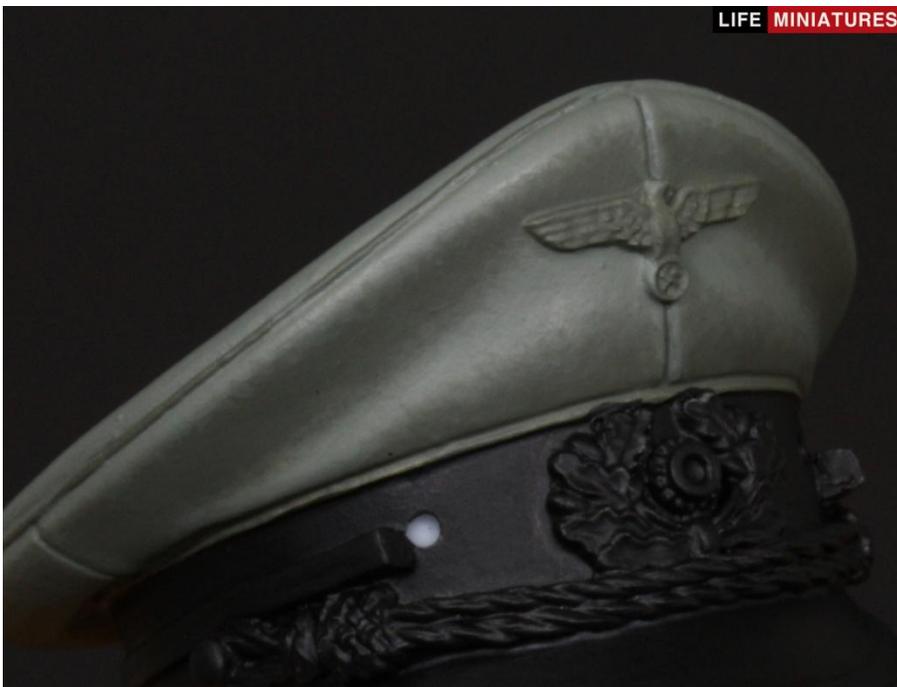
38. Paint No.2 (different angle view)



39. Apply the mix of No.2 and No.3



39. Apply the mix of No.2 and No.3 (different angle view)



40. Apply many thin layers over and over again to get smooth color transition.  
Please refer to the previous steps that explain how to blend each flesh tone (Step7, 8)



40. Apply many thin layers over and over again to get smooth color transition. Please refer to the previous steps that explain how to blend each flesh tone

(different angle view)



41. Completion of blending



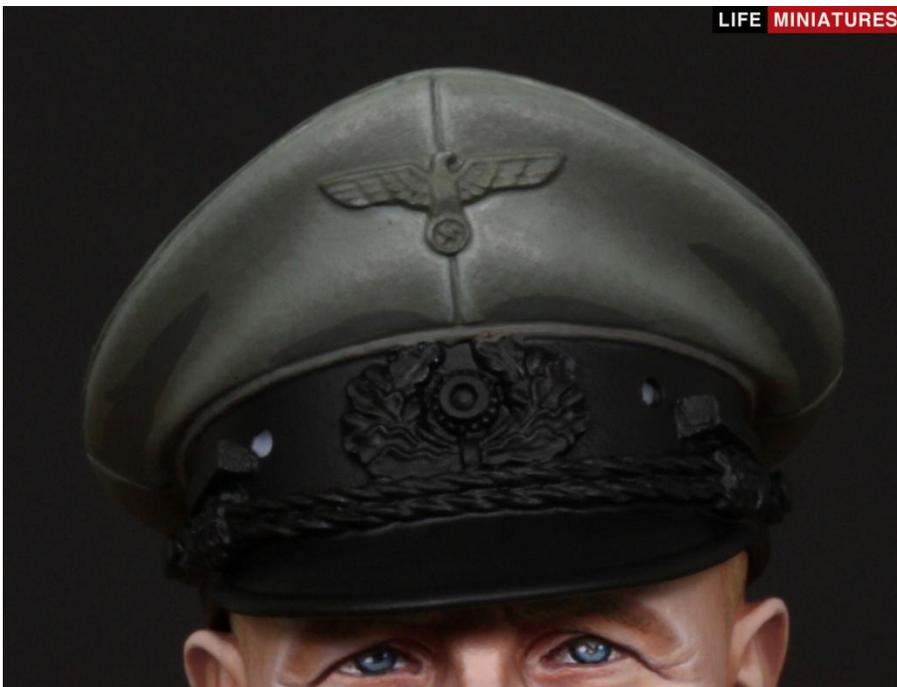
41. Completion of blending (different angle view)



42. Apply No.1 to the positions that yellow arrows show and blend it with surrounding Colors



42. Apply No.1 to the positions that yellow arrows show and blend it with surrounding Colors (different angle view)



43. Shadow using No.4



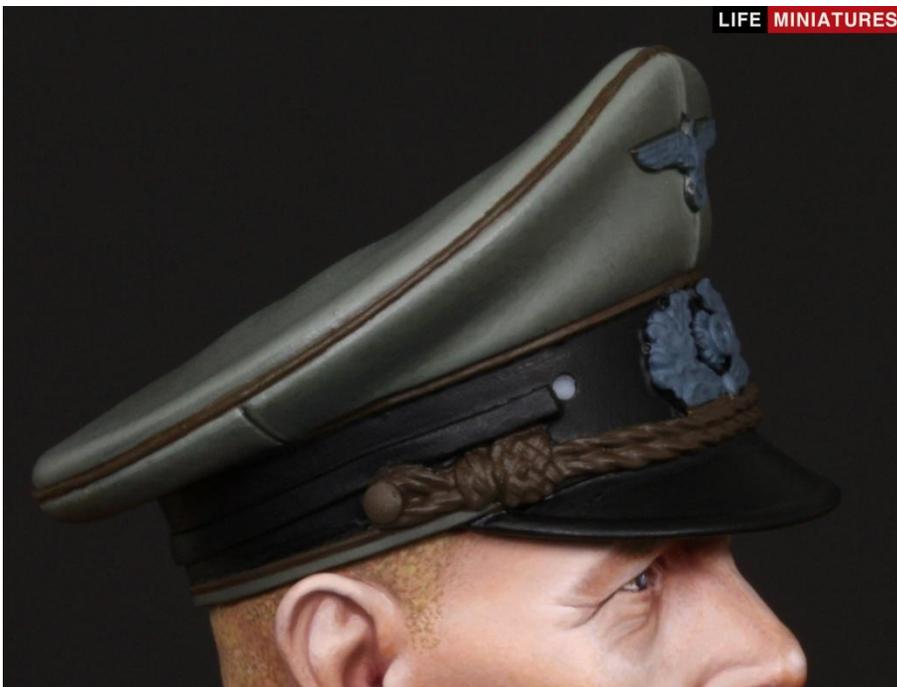
43. Shadow using No.4 (different angle view)



43. Shadow using No.4 (different angle view)



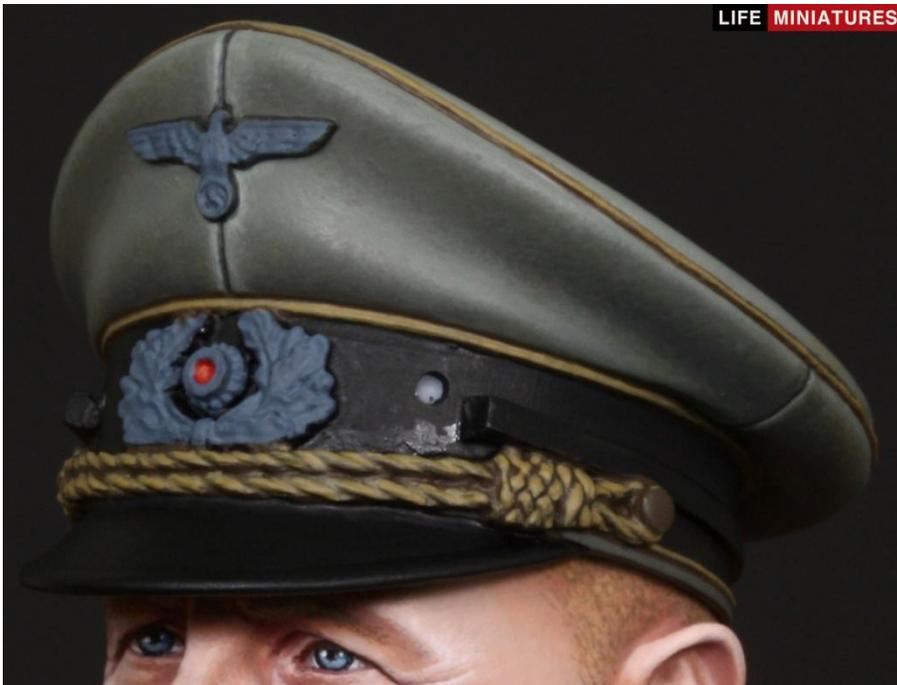
44. Blend the shadows with surrounding colors and apply No.5 to the insignia and Sewing lines



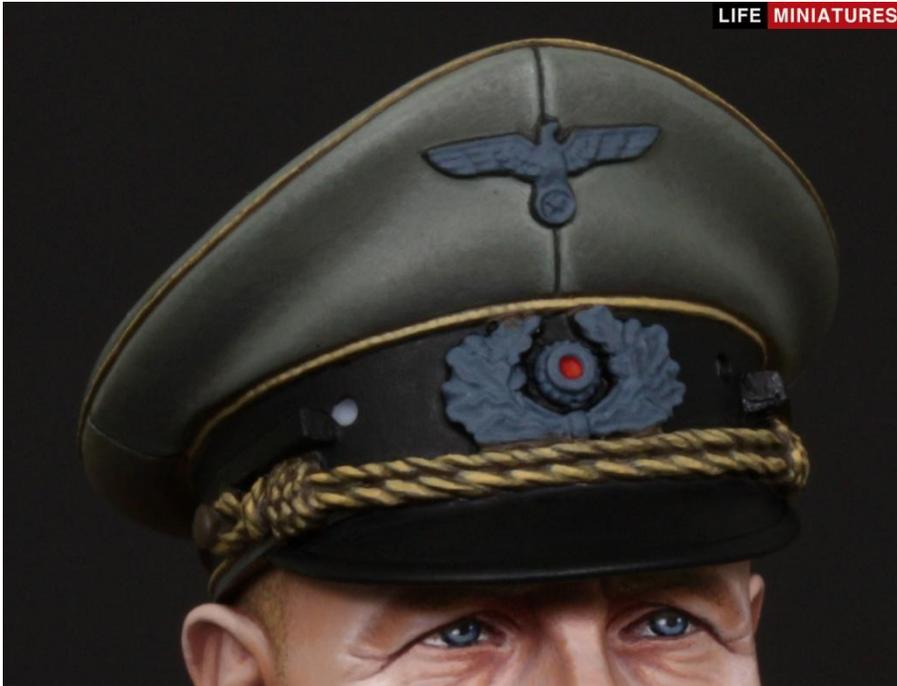
45. Apply VA148(Burnt Umber) to the piping and cord, No.3 to the bottom trim of the cap, VA058(Field Blue) to the insignias as the base For applying metal color



46. Apply the mix of VA121(Yellow Ochre) and VA148(Burnt Umber) to the piping and Cord as the 1<sup>st</sup> highlights. The mixture ratio is VA121:VA148=3:1  
Paint the red of insignia using VA031(Flat Red)



46. (different angle view)



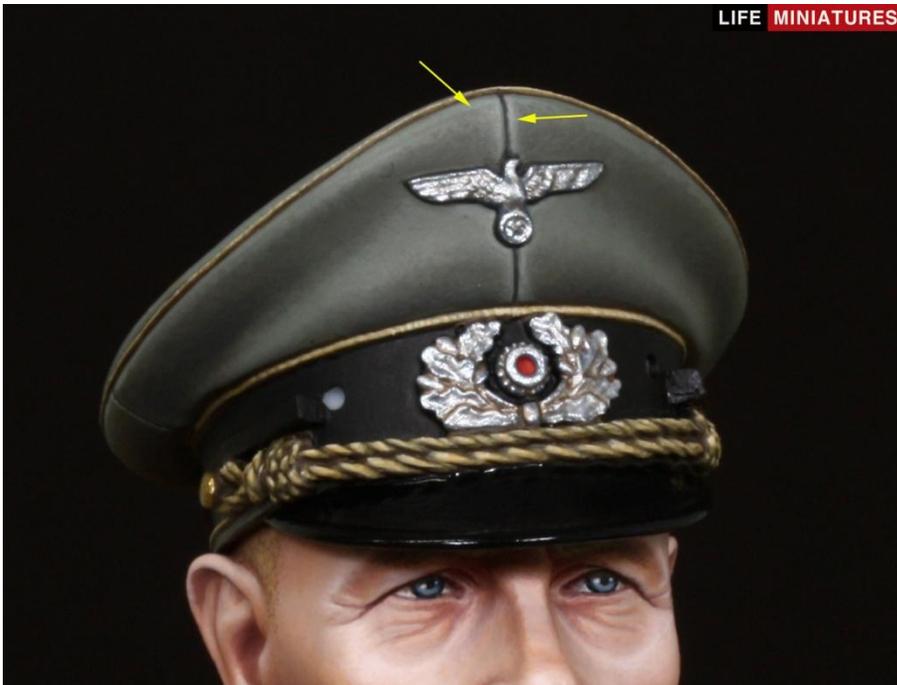
47. 2<sup>nd</sup> highlights using VA019(Dark Flesh)



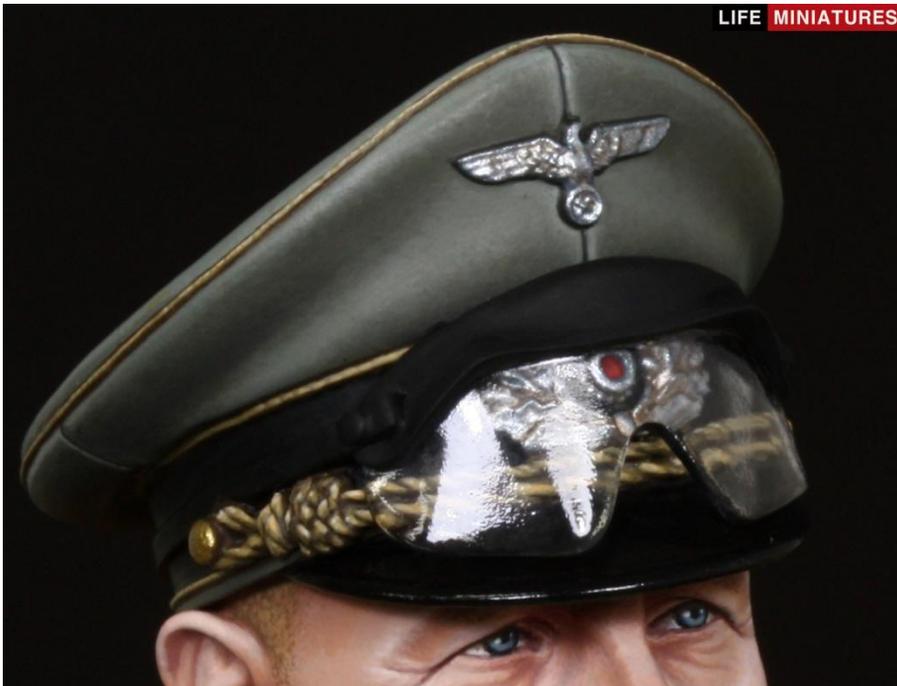
47. 2<sup>nd</sup> highlights using VA019(Dark Flesh)  
(different angle view)



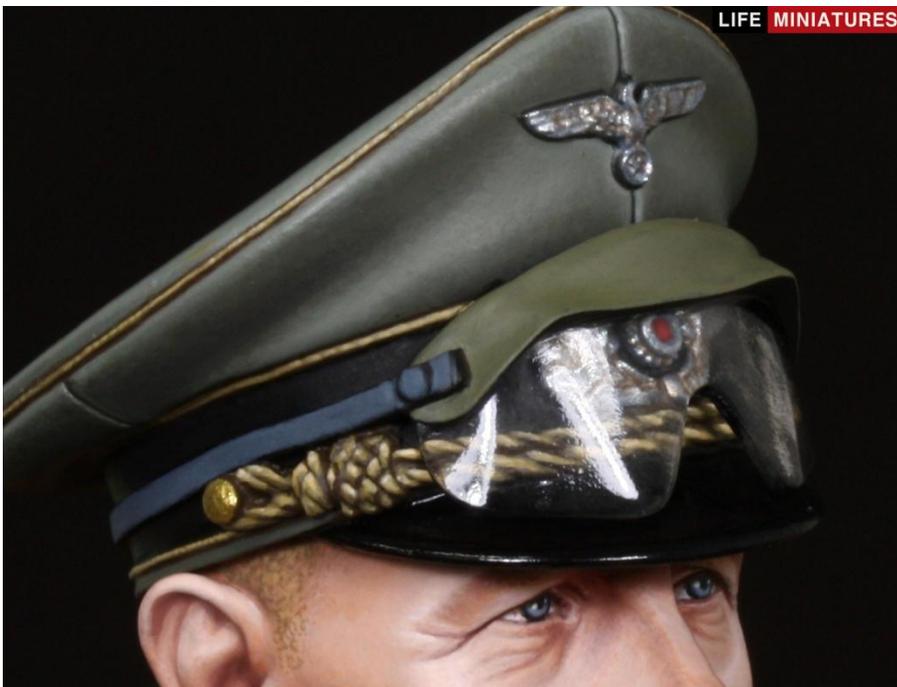
47. 2<sup>nd</sup> highlights using VA019(Dark Flesh)  
(different angle view)



48. Apply the final highlights to the piping and cord using the mix of VA006(Light Flesh)  
And VA019(Dark Flesh).  
Apply the final highlights to the top of the cap using the mix of VA006(Light Flesh) and No.1.  
Paint the silver on the base of insignia and then apply much diluted VA148(Burnt Umber) for  
The shadows

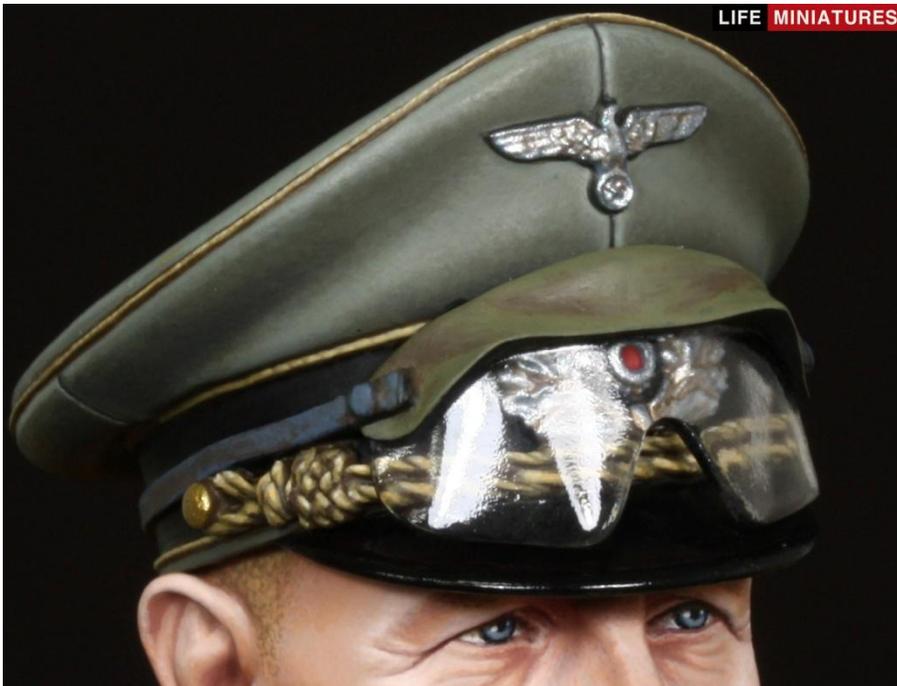


49. Attachment of goggles and base coat using VA169(Black)

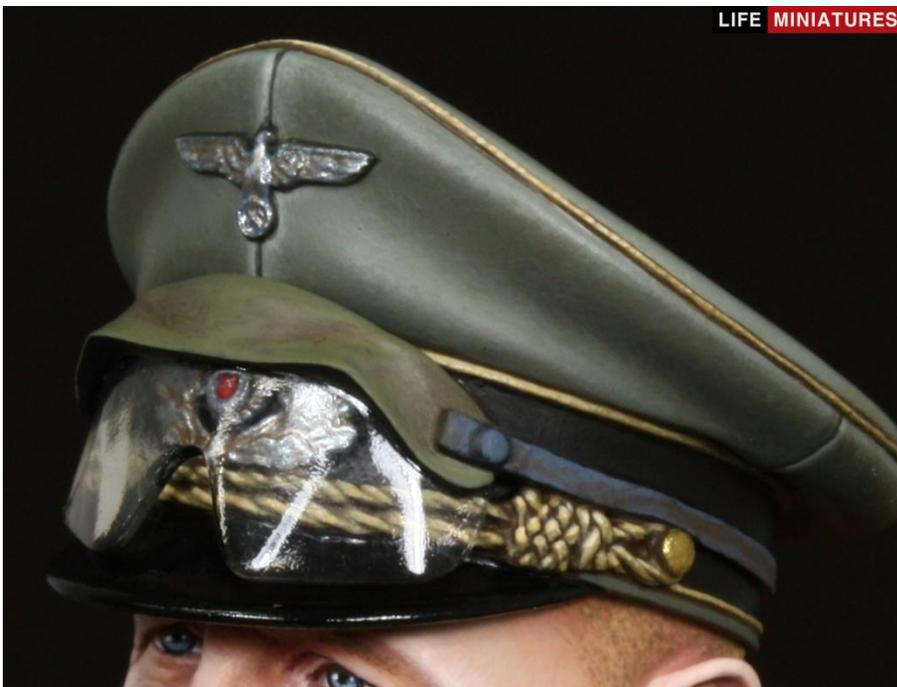


50. The mix of VA102(Ger. Fieldgrey WW2) and 121(Yellow Ochre) for the goggles cover, The mixture ratio is 5:3

VA058(Field Blue) for the strap



51. Mix VA148(Burnt Umber) with each color individually at a 1:1 ratio and then Apply much diluted layers over and over for the shadows



51. Mix VA148(Burnt Umber) with each color individually at a 1:1 ratio and then Apply much diluted layers over and over for the shadows

(different angle view)



51. Mix VA148(Burnt Umber) with each color individually at a 1:1 ratio and then Apply much diluted layers over and over for the shadows

(different angle view)



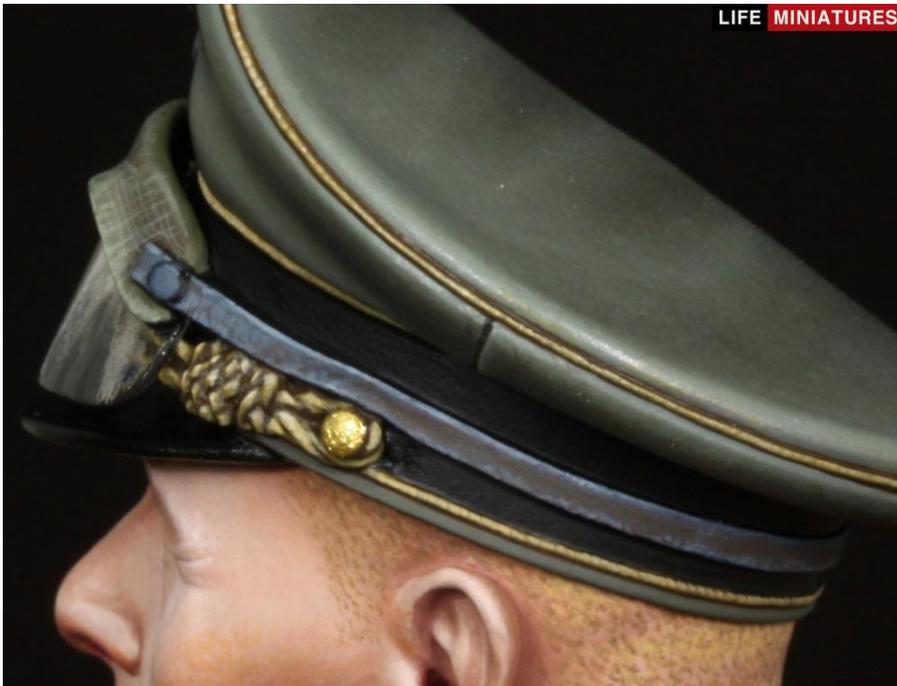
52. Apply fine and thin stripes to the goggles cover using the mix of VA006(Light Flesh) And the base color. The Mixture ratio is 1:1.  
Apply highlights to the strap using the mix of VA006 and VA058(Field Blue).  
The Mixture ratio is 1:1.



52. Apply fine and thin stripes to the goggles cover using the mix of VA006(Light Flesh) And the base color. The Mixture ratio is 1:1.  
Apply highlights to the strap using the mix of VA006 and VA058(Field Blue).  
The Mixture ratio is 1:1.  
(different angle view)



52. Apply fine and thin stripes to the goggles cover using the mix of VA006(Light Flesh) And the base color. The Mixture ratio is 1:1.  
Apply highlights to the strap using the mix of VA006 and VA058(Field Blue).  
The Mixture ratio is 1:1.  
(different angle view)



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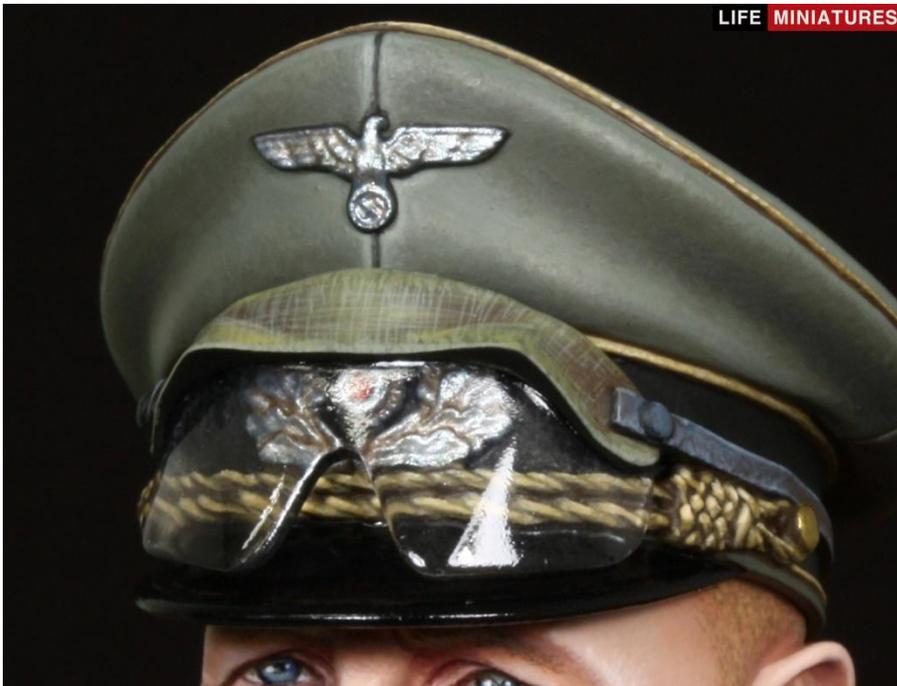
52. Apply fine and thin stripes to the goggles cover using the mix of VA006(Light Flesh) And the base color. The Mixture ratio is 1:1.  
Apply highlights to the strap using the mix of VA006 and VA058(Field Blue).  
The Mixture ratio is 1:1.  
(different angle view)



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53. Apply much diluted VA121(Yellow Ochre) to the bright side of the goggles cover  
This will make slight color change into Olive Green

Apply more shadows using much diluted VA148(Burnt Umber)



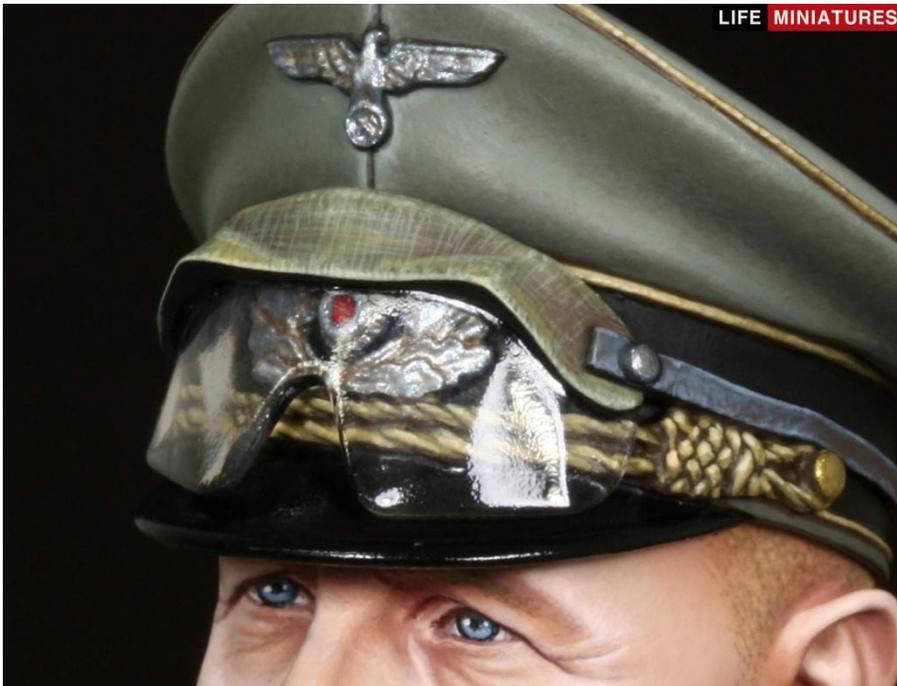
53. Apply much diluted VA121(Yellow Ochre) to the bright side of the goggles cover  
This will make slight color change into Olive Green

Apply more shadows using much diluted VA148(Burnt Umber) (different angle view)

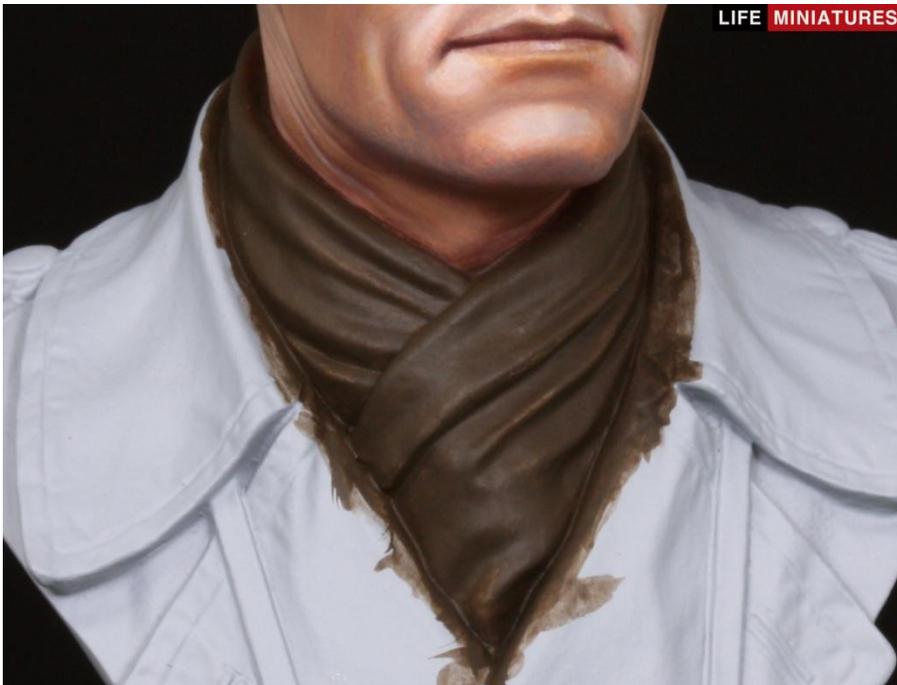


54. Final highlights using the mix of VA121(Yellow Ochre) and VA006(Light Flesh).

Paint the button silver



54. Final highlights using the mix of VA121(Yellow Ochre) and VA006(Light Flesh).  
Paint the button silver (different angle view)



55. Base coat for scarf using VA148(Burnt Umber)



56. Paint VA132(Brown Sand) except the extreme shadow line around the neck



56. Paint VA132(Brown Sand) except the extreme shadow line around the neck (different angle view)



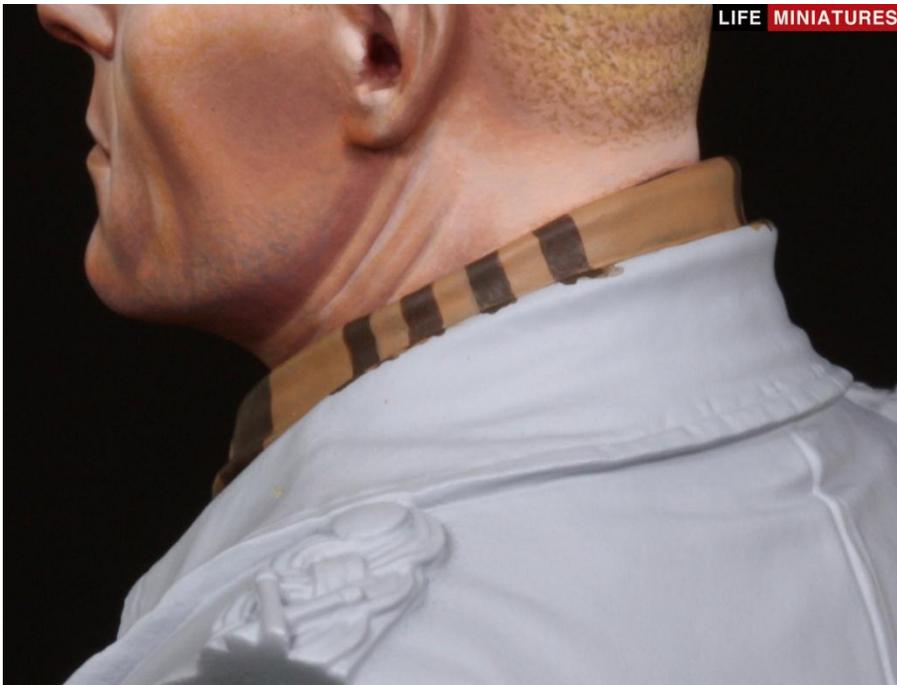
57. Paint the vertical stripe using VA147(Leather Brown)



57. Paint the vertical stripe using VA147(Leather Brown)  
(different angle view)



57. Paint the vertical stripe using VA147(Leather Brown)  
(different angle view)



57. Paint the vertical stripe using VA147(Leather Brown)  
(different angle view)



57. Paint the vertical stripe using VA147(Leather Brown)  
(different angle view)



58. Paint the horizontal stripe using VA147(Leather Brown)



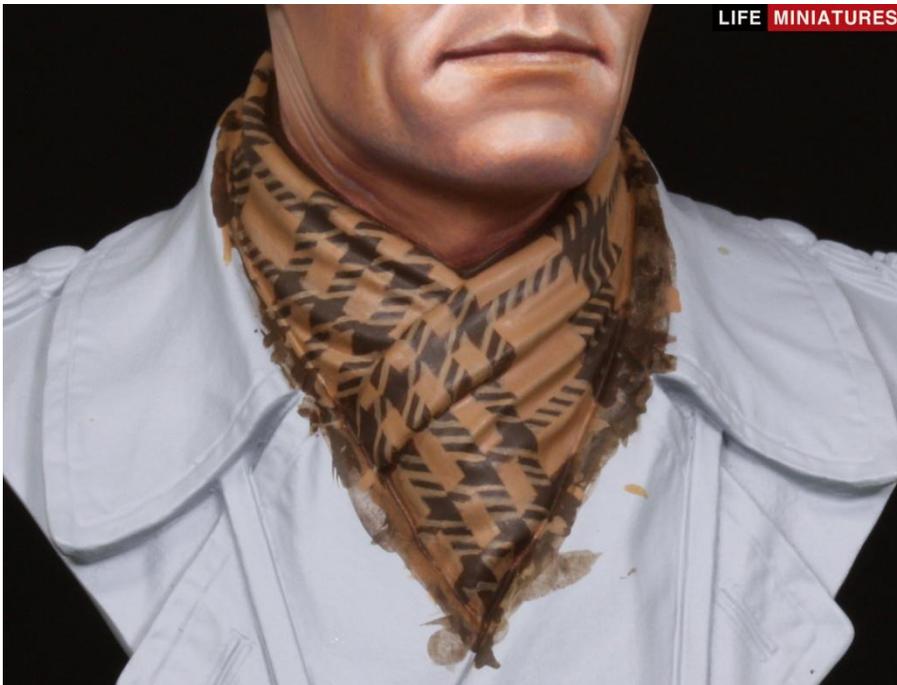
58. Paint the horizontal stripe using VA147(Leather Brown)  
(different angle view)



58. Paint the horizontal stripe using VA147(Leather Brown)  
(different angle view)



58. Paint the horizontal stripe using VA147(Leather Brown)  
(different angle view)



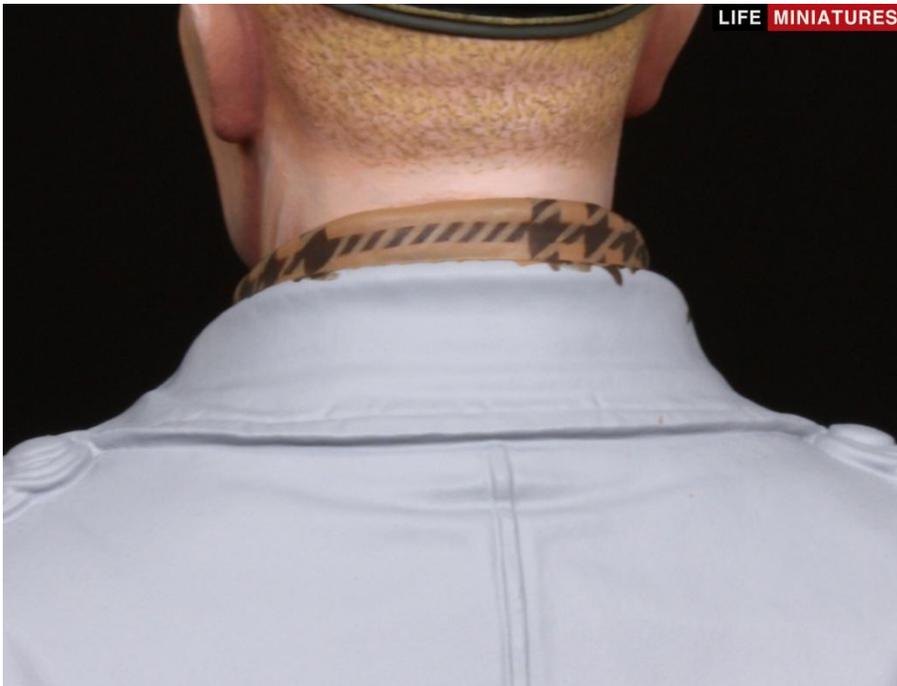
59. Apply patterns to the stripe using VA132(Brown Sand)



59. Apply patterns to the stripe using VA132(Brown Sand)  
(different angle view)



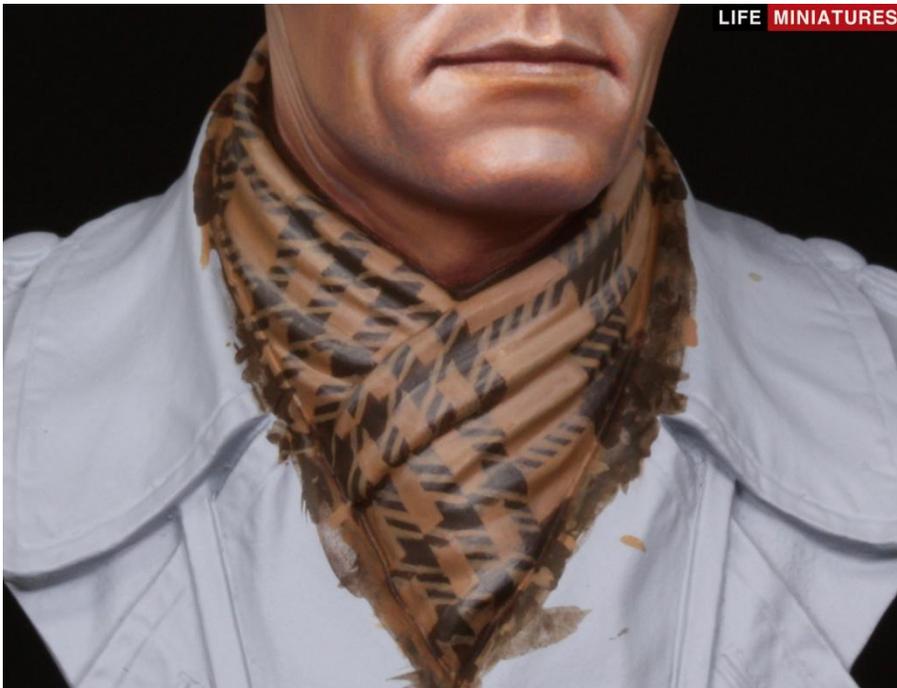
59. Apply patterns to the stripe using VA132(Brown Sand)  
(different angle view)



59. Apply patterns to the stripe using VA132(Brown Sand)  
(different angle view)



59. Apply patterns to the stripe using VA132(Brown Sand)  
(different angle view)



60. Apply the 1<sup>st</sup> highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 2:1



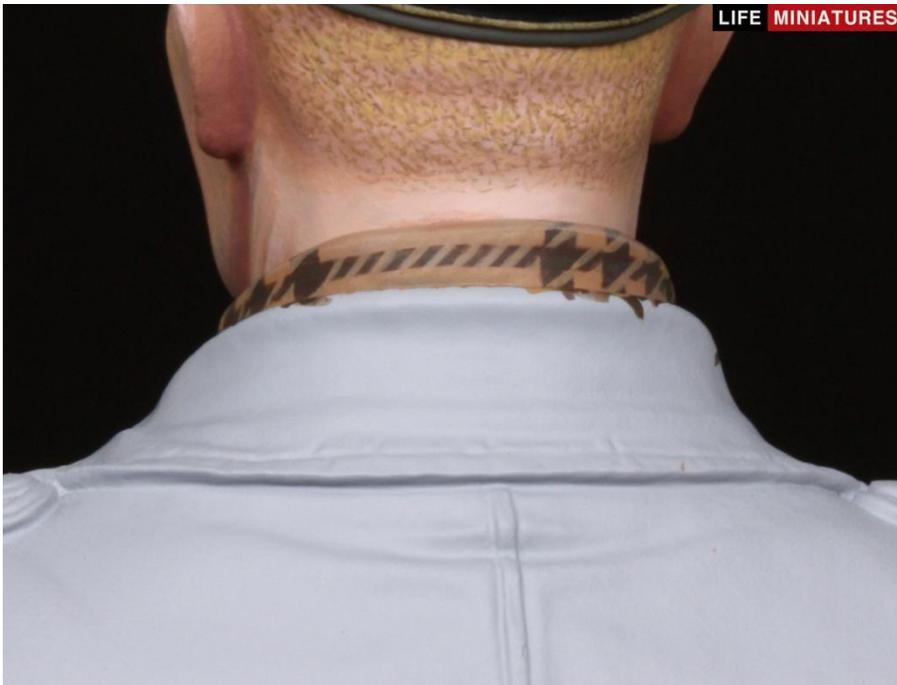
60. Apply the 1<sup>st</sup> highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 2:1

(different angle view)



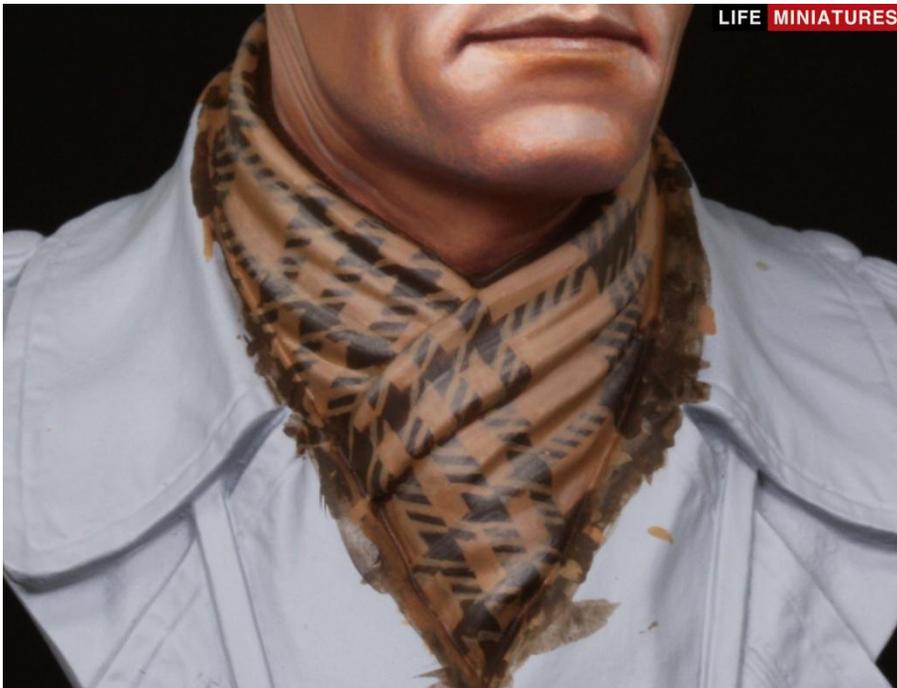
60. Apply the 1<sup>st</sup> highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 2:1

(different angle view)

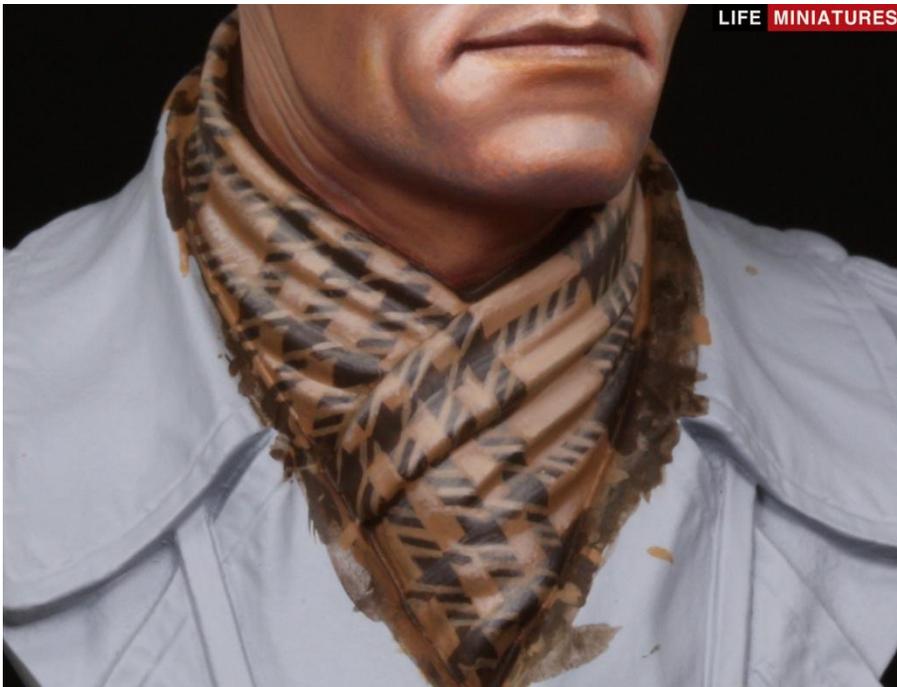


60. Apply the 1<sup>st</sup> highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 2:1

(different angle view)



61 More highlights using the same color



62. The final highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 1:1

Apply it to the brightest parts of the scarf but except the stripe



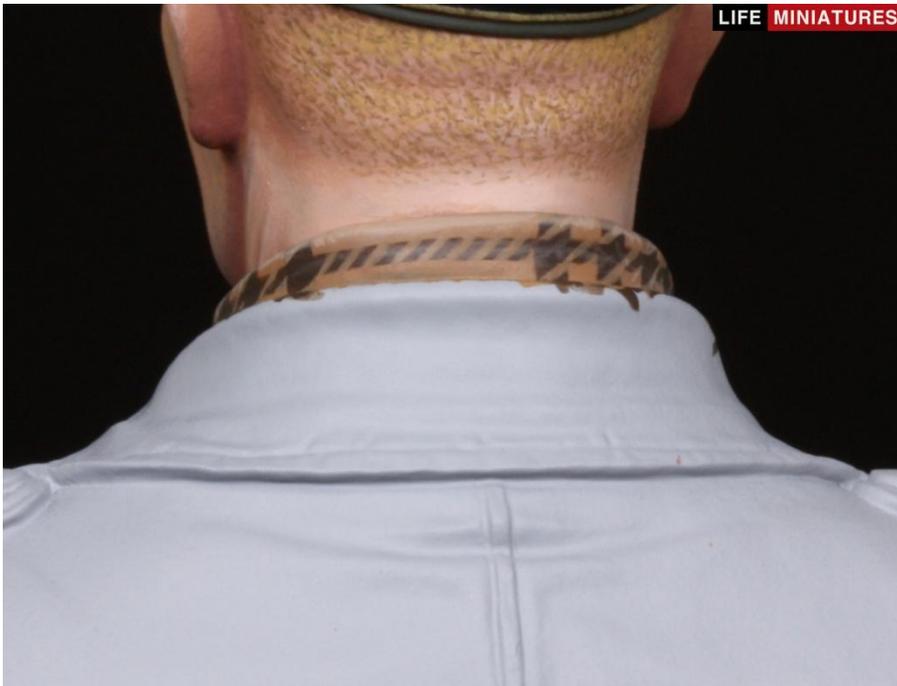
62. The final highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 1:1

Apply it to the brightest parts of the scarf but except the stripe (different angle view)



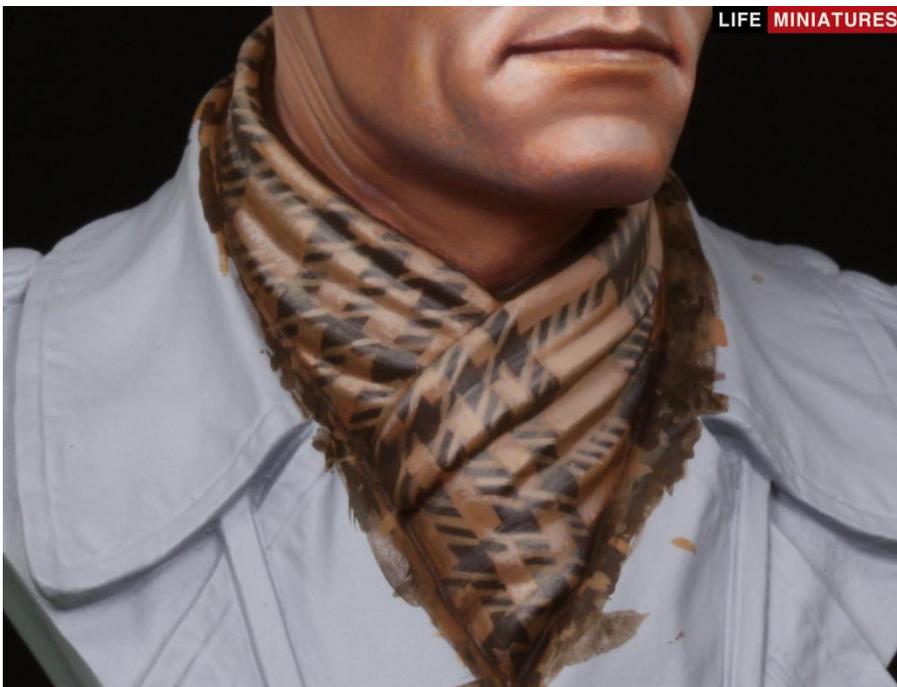
62. The final highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 1:1

Apply it to the brightest parts of the scarf but except the stripe (different angle view)



62. The final highlights using much diluted mix of VA132(Brown Sand) and VA 006(Light Flesh). The mixture ratio is 1:1

Apply it to the brightest parts of the scarf but except the stripe (different angle view)



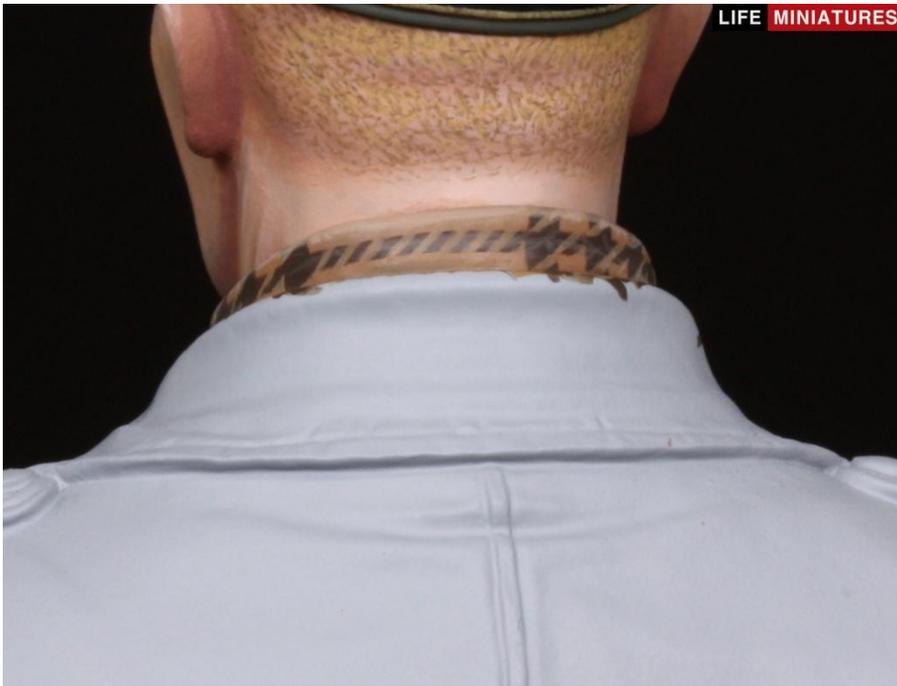
63. Apply shadows using much diluted VA147(Leather Brown)



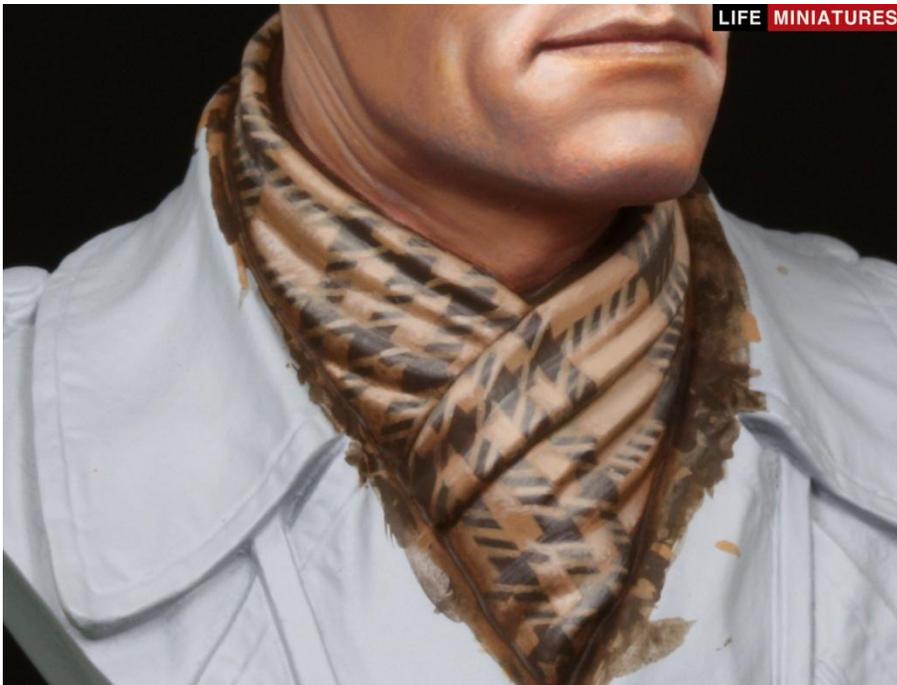
63. Apply shadows using much diluted VA147(Leather Brown)  
(different angle view)



63. Apply shadows using much diluted VA147(Leather Brown)  
(different angle view)



63. Apply shadows using much diluted VA147(Leather Brown)  
(different angle view)



64. Make the shadows around the bottom of the scarf deeper than other parts



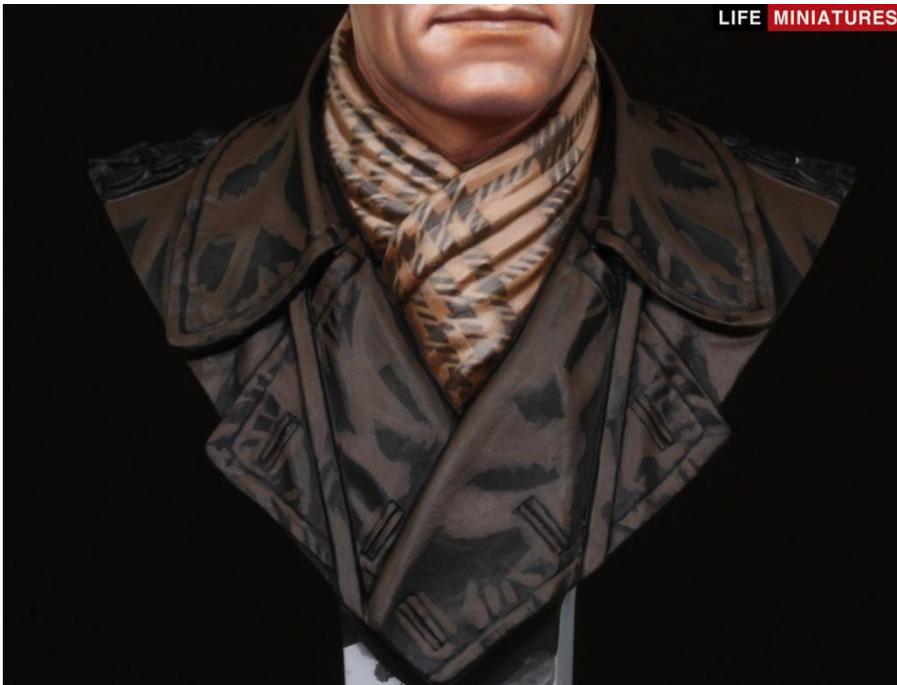
64. Make the shadows around the bottom of the scarf deeper than other parts  
(different angle view)



65. Color range for leather coat  
VA147 = Leather Brown, VA059 = French Mirage Blue, VA169 = Black  
VA006 = Light Flesh



66. Base coat using No.6



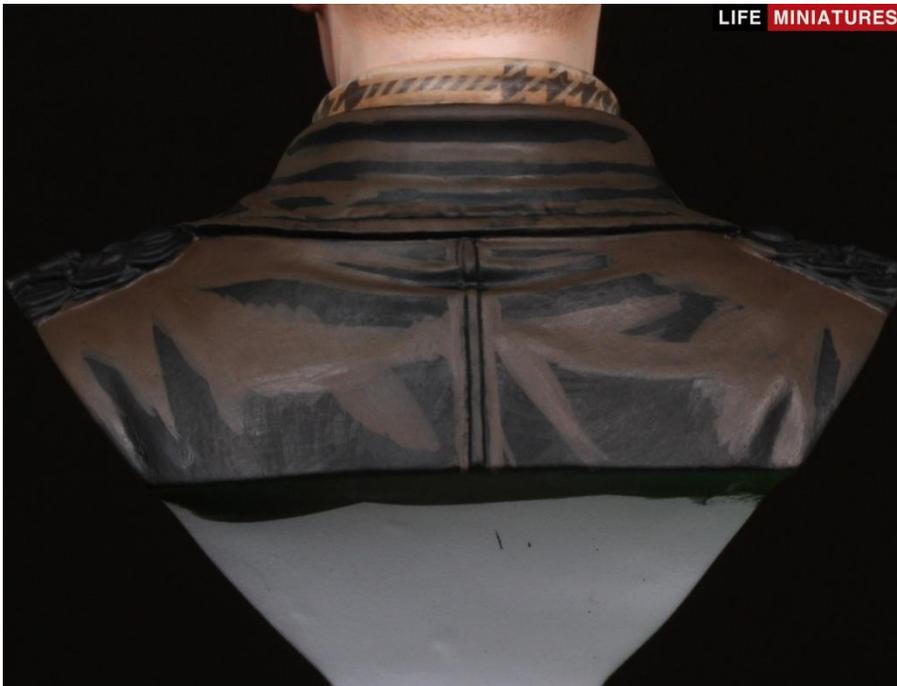
67. Painting No.4



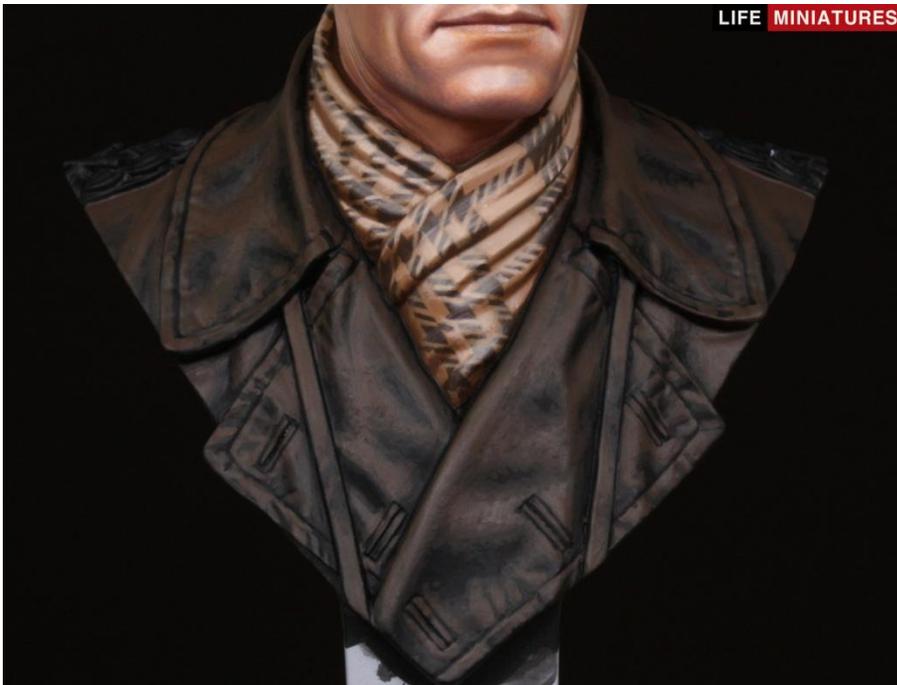
67. Painting No.4  
(different angle view)



67. Painting No.4  
(different angle view)



67. Painting No.4  
(different angle view)



68. Apply No.5 to the boundary line between No.6 and No.4 by tapping many Diluted layers over and over



68. Apply No.5 to the boundary line between No.6 and No.4 by tapping many Diluted layers over and over

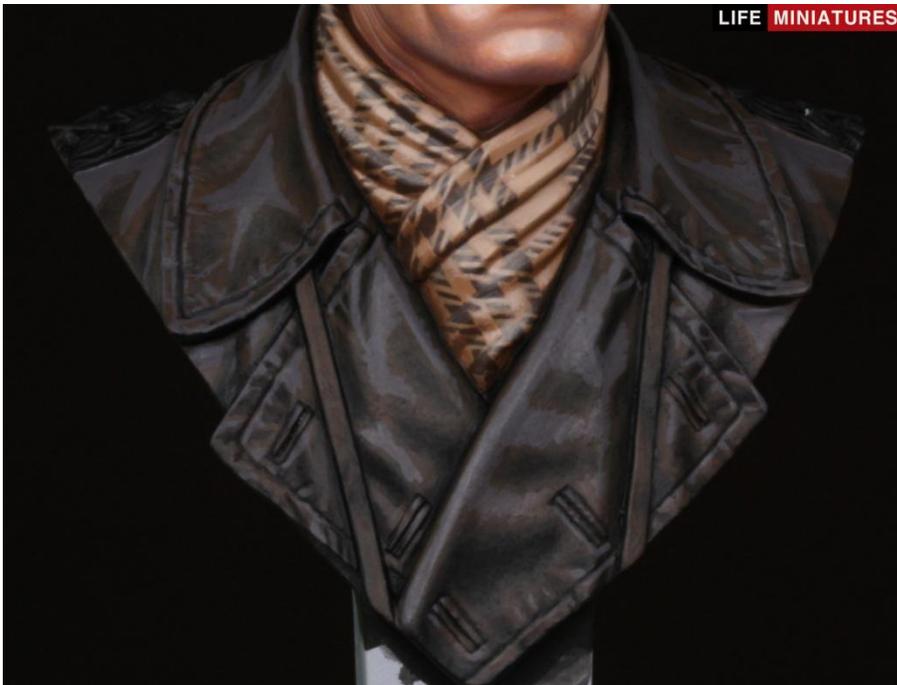
(different angle view)



69. Completion of blending



69. Completion of blending  
(different angle view)



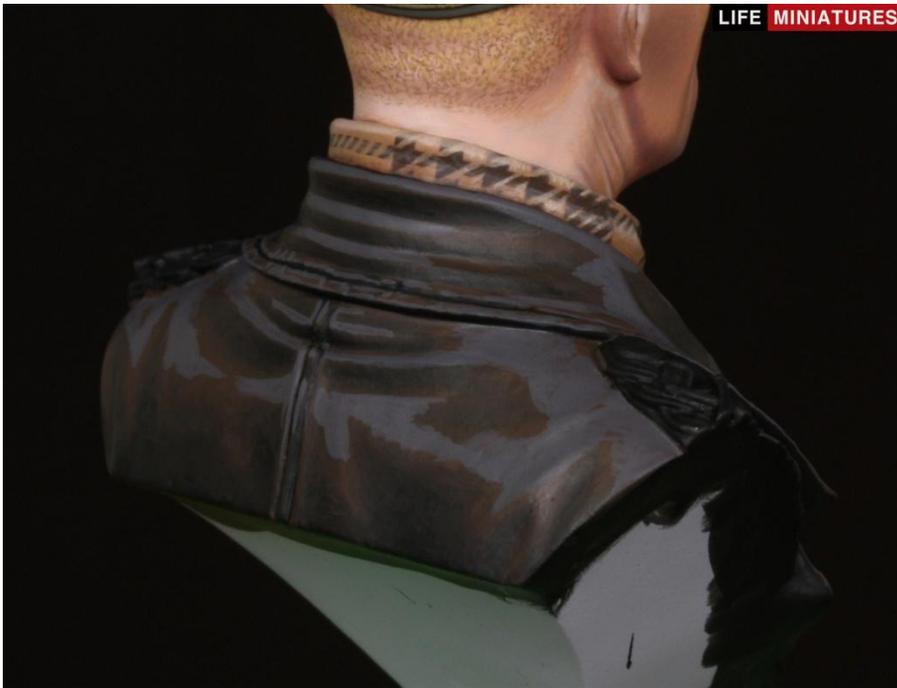
70. Painting No.3 on the right position on which it can look like reflective leather



70. Painting No.3 on the right position on which it can look like reflective leather (different angle view)



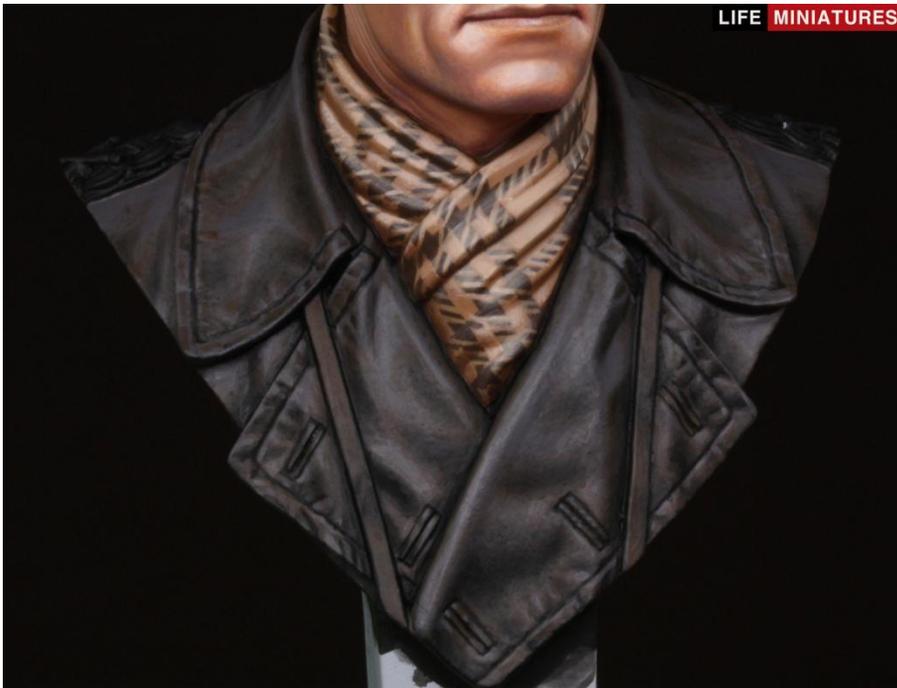
70. Painting No.3 on the right position on which it can look like reflective leather (different angle view)



70. Painting No.3 on the right position on which it can look like reflective leather (different angle view)



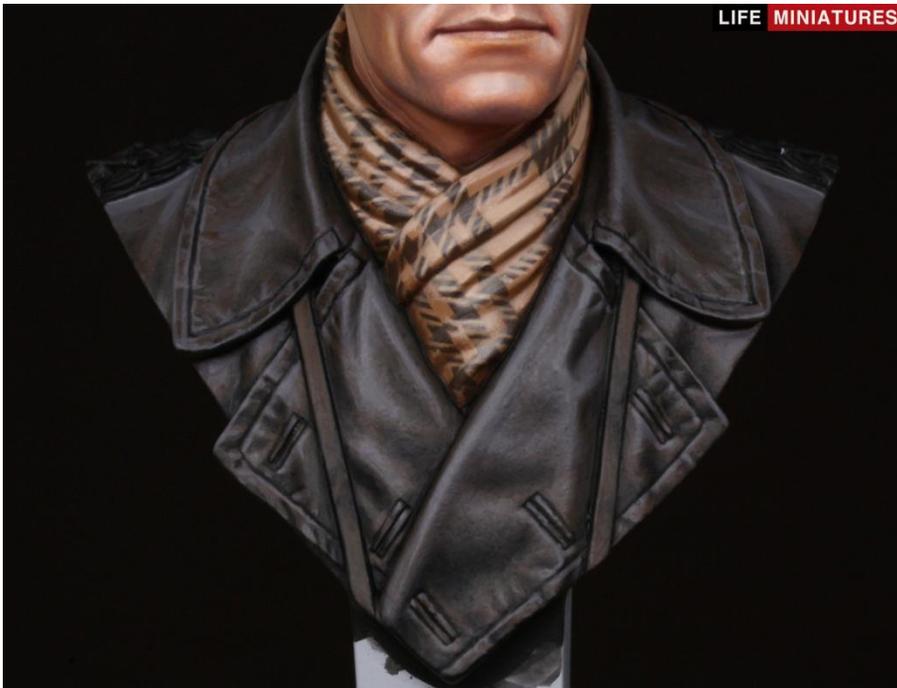
70. Painting No.3 on the right position on which it can look like reflective leather (different angle view)



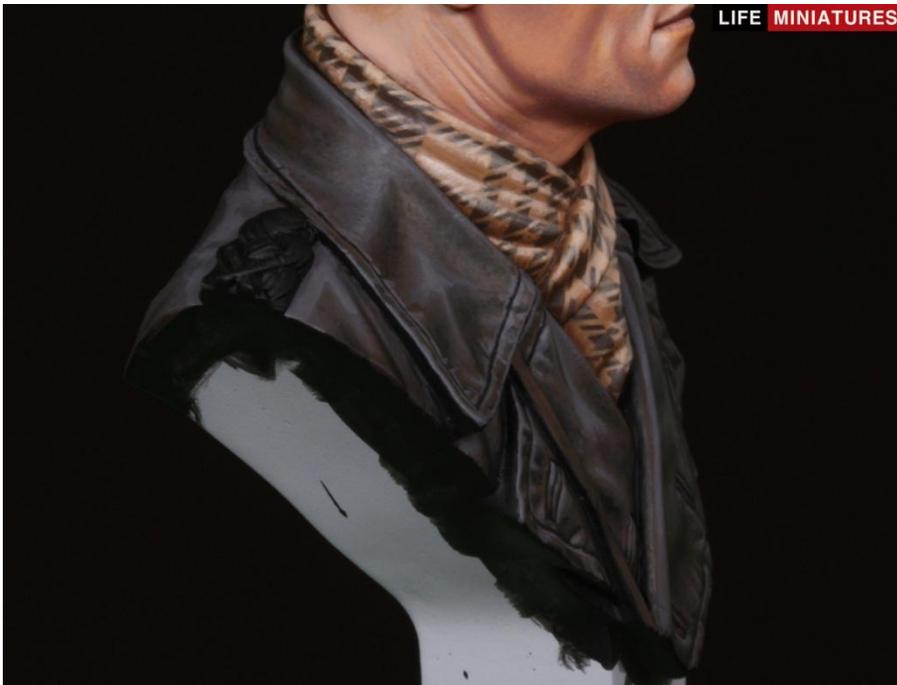
71. Blending



71. Blending  
(different angle view)



72. Painting No.2 on the right position

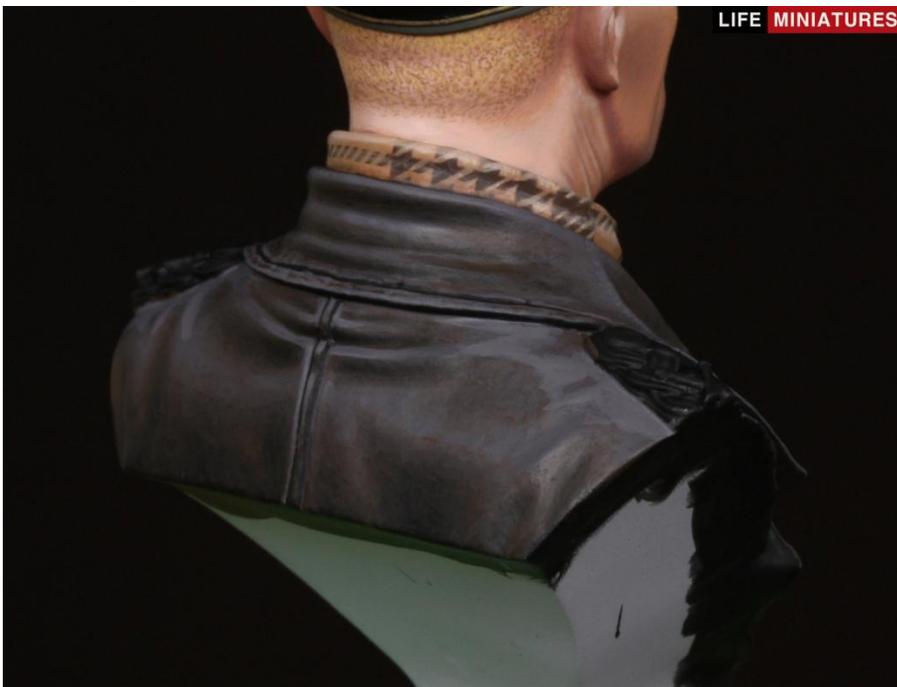


72. Painting No.2 on the right position

(different angle view)



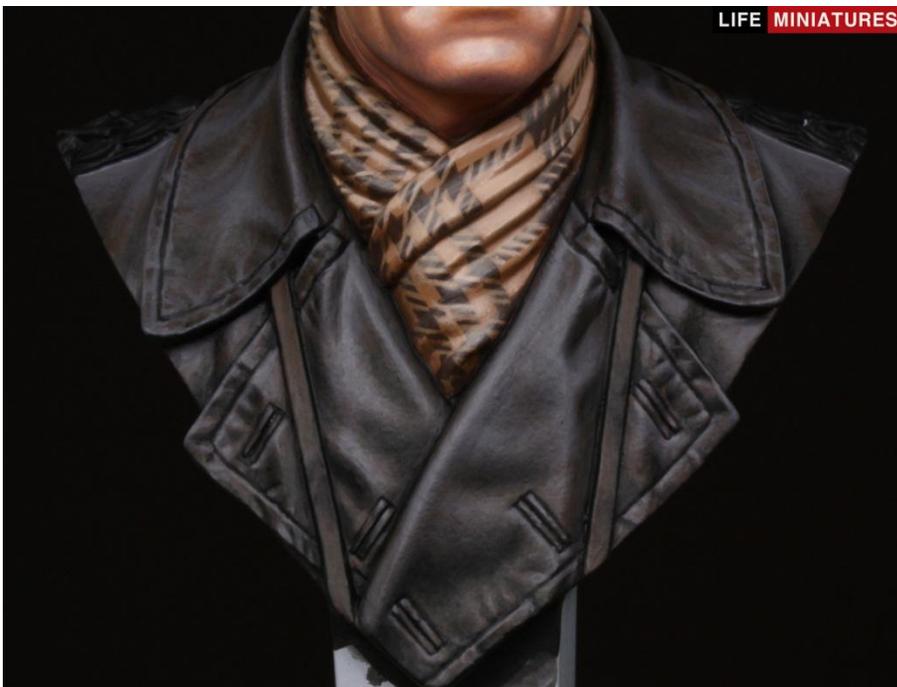
72. Painting No.2 on the right position  
(different angle view)



72. Painting No.2 on the right position  
(different angle view)



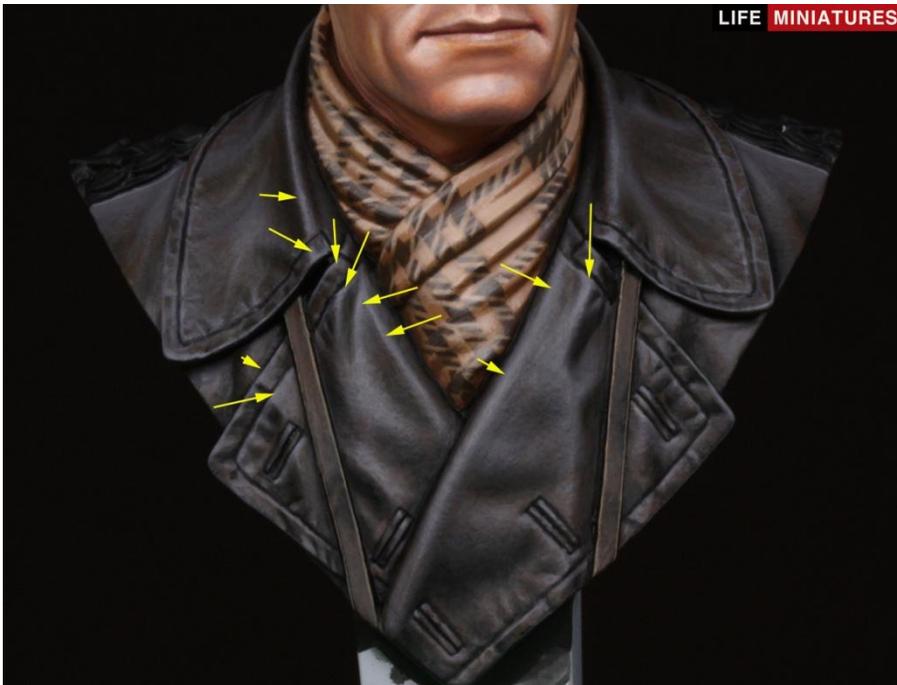
72. Painting No.2 on the right position  
(different angle view)



73. Blending



73. Blending  
(different angle view)

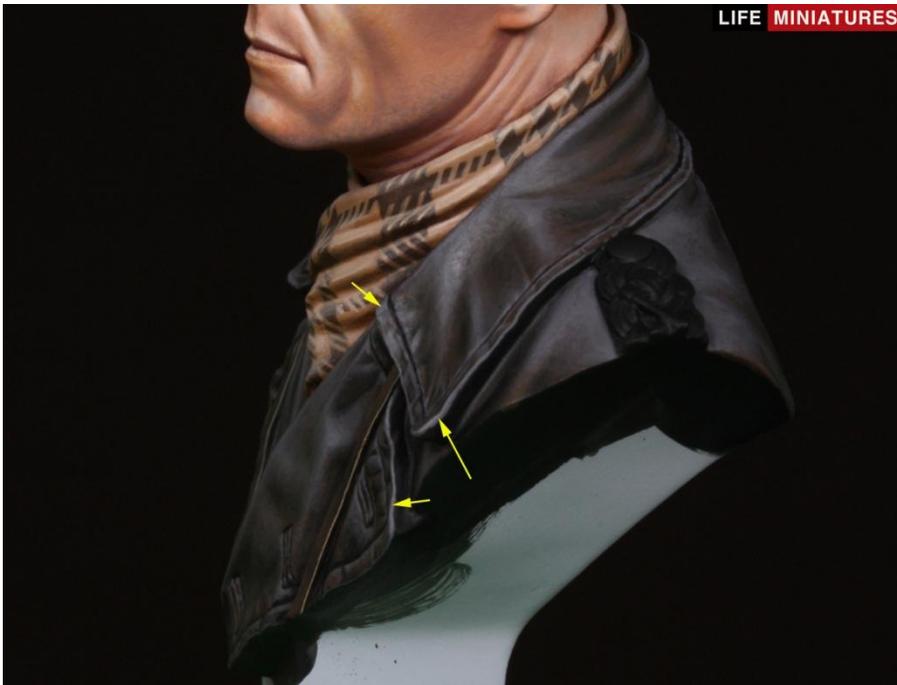


74. For the final highlights apply much diluted No.1 to the positions that the yellow arrows show

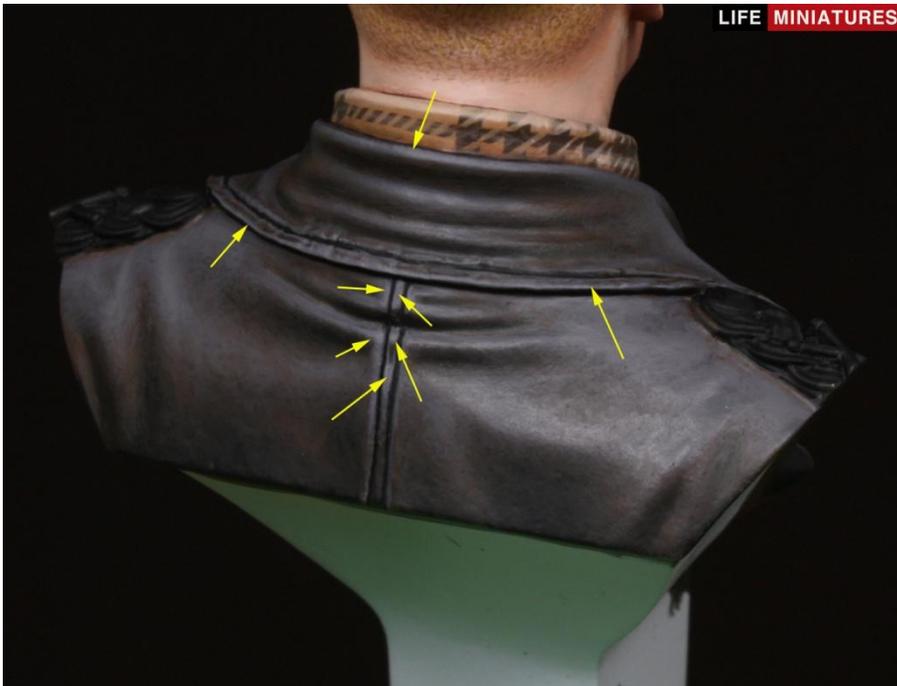
Paint the side edge of binocular strap using VA132(Brown Sand)



74. For the final highlights apply much diluted No.1 to the positions that the yellow arrows show  
Paint the side edge of binocular strap using VA132(Brown Sand)  
(different angle view)



74. For the final highlights apply much diluted No.1 to the positions that the yellow arrows show  
Paint the side edge of binocular strap using VA132(Brown Sand)  
(different angle view)



74. For the final highlights apply much diluted No.1 to the positions that the yellow arrows show  
Paint the side edge of binocular strap using VA132(Brown Sand)  
(different angle view)



75. Apply base color to the shoulder board using VA148(Burnt Umber)  
VA169(Black) for the extreme shadow between the shoulder board and the coat



76. Draw gold lines finely using the mix of VA121(Yellow Ochre) and VA148(Burnt Umber)  
The mixture ratio is 3:1

VA031(Flat Red) for the bottom red board



77. Apply highlights to gold lines using VA019(Dark Flesh), to the bottom red board  
Using VA028(Vermillion)



78. Apply much diluted layer of VA121(Yellow Ochre) along the shadow lines of gold



79. Apply the final highlights using the mix of VA019(Dark Flesh) and VA006(Light Flesh)  
The mixture ratio is 1:1

Base color for gold = Mix of VA121(Yellow Ochre) and VA148(Burnt Umber), The mixture ratio is 3:1  
Base color for silver = VA058(Field Blue)



80. Paint the silver and gold



81. Completion