



# QUESTCLASS

Relic Shield - Other Detail

# PAINTLIST



## Vallejo Model Color

- \* Ivory (70.918)
- \* Blue Green (70.808)
- \* Pastel Blue (70.901)
- \* Japan Uniform WWII (70.923)
- \* Light Orange (70.911)
- \* Orange Brown (70.981)

## GW Citadel Color Base

- \* Rhinox Hide
- \* Khorne Red
- \* Mephiston Red

## GW Citadel Color Layer

- \* Yriel Yellow



This time, I will paint various details of the relic shield.

First paint the wax part of the purity seal with GW Base Khome Red. I wanted to give it a heavy color, so I mixed it with little GW Base Rhinox Hide. However, it's okay if you don't have to.

Be careful not to damage the already painted parts. It is recommended to apply thin coats several times.



Paint whole wax area except for the darkest with GWBase Mephiston Red. After that, I highlighted the protruding area with GW Base Mephiston Red + Vallejo Model Color Ivory (1:1). This mixed color is very bright, so apply it thinly several times.

The purity seal is completed.



Now it's time to paint the turquoise glow of Halo around the skull. Paint around the rivets and inside the halo with Vallejo Model Color Blue Green. You need to diluting little and painting it in the sense of applying a shade. Afterwards, paint the rivets or borders with Vallejo Model Color Blue Green + Vallejo Model Color Ivory (1:2). Make sure the color you are painting matches the color you painted earlier (the skull). If skull's eye glow is too green, add a little Vallejo Model Color Green Fluorescent so you will get a similar color.



Now it's time to paint the hourglass. First, paint the entire glass of the hourglass with Vallejo Model Color Pastel Blue. After that, glaze one side with Vallejo Model Color Pastel Blue + Vallejo Model Color Ivory (1:1) so that side became bright. And on the other side, draw a thin line with Vallejo Model Color Ivory to express the reflected light from the glass.

After painting this far, you can feel like glass.



Use the Vallejo Model Color English Uniform to draw the shape of the sand falling down. Considering that the hourglass is shaking, draw a slightly curved upper sand. I made small dots between the upper sand and the lower sand, but it was not very effective in the finished model, so I think it can be skip.



Highlight the sand with Vallejo Model Color Japan Uniform WWII + GW Layer Yriel Yellow (2:1). I added more yellow and highlighted it a little more. In the case of sand, just painting a light color on one side can give it a feeling of stacking.





Now apply a thin glazing all over the glass with Vallejo Model Color Pastel Blue + Vallejo Model Color Ivory (1:1). This process will fade the color of the sand and give it the effect of being in glass.

Afterwards, I draw the reflected light back onto the glass with the Vallejo Model Color Ivory. When drawing the reflected light, slightly dilute the paint and paint it like a glazing. If you paint in this way, the base color is reflected, so you can express a little more effective reflected light.



Now let's chip the white part.

First, use GW Base Rhinox Hide to express scratches like dots everywhere. It's also a good idea to draw a large scratch that extends to the gold border like the bottom left.

Afterwards, express the rust flowing around the rivets with diluted Vallejo Model Color Light Orange. You can paint it with the feeling of using a shade paint. However, in this case, leave the stain intentionally..



Now, give it additional rust with diluted Vallejo Model Color Orange Brown. Again, paint so that the stain remains, but a little darker. Then I paint the shadows around the rivets with GW Base Rhinox Hide. In this case, paint in the same way as normal paint, not shade. Afterwards, it is better to draw a lightly dark stain flowing down the rivet.



Finally, paint rivets using the Vallejo Model Color Ivory. When painting rivets, be careful so that the shadows previously painted with Rhinox Hide are not erased.

Now relic shield of the Indomitus box is complete. Thanks for reading the long guide.