



The Three-Foot Rule:

If you aren't familiar with the three-foot rule, it is the idea that anything you paint for tabletop quality painting only really needs to look good from three feet away (that's about 1 meter to all you civilized metric nations). Having reached the age where my eyes are getting worse at seeing something close, I think this rule was made by someone in their 40's. Regardless, the best way to do that is to have a decent contrast on the model.

As mentioned before, you can achieve decent contrast with complimentary colors... but within one color hue, as it were, contrast is made with tints and shades. Tint is a highlight of a color – mixed with white (or a lighter color) to make it lighter. Shade is a shadow of a color – mixed with black (or a darker color) to make it darker.