

Let's bring it back to reality, now... and take a look at my own painting. You will be pleased to see that I am FAR from the skill level of the first two examples, and therefore more likely to be in the range of something you can either emulate or exceed!



These were models for a game called Judgement, which I have never played... but a buddy wanted them painted, the models are 54mm scale (so larger than standard Blood Bowl) and very dynamic, and I wanted to test a pseudo-speed painting technique to see if I could make something tabletop ready in a few hours. So each model – for each color – I just did BASECOAT, SHADOW, HIGHLIGHT. Four hours on each model total (which is still too much time) but then I left well enough alone. And I think when viewed 3ft away they are dynamic enough for a tabletop game. They won't win any awards – but I'm very pleased with the experiment.

