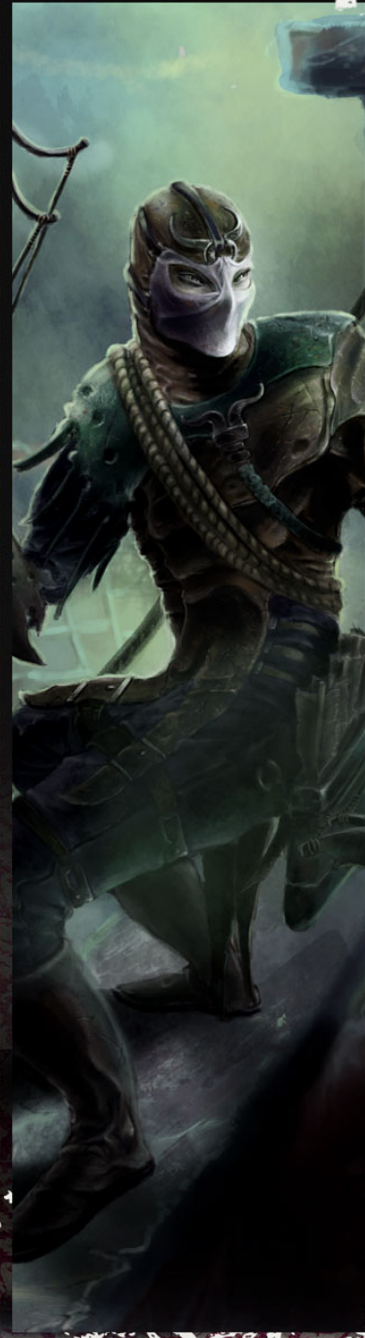




SIREN MINIATURES



SIREN MINIATURES
AND MACIEJ BANASIK
PRESENTS

CRAWLING IN THE SHADOWS



1. **F**OREWORD

2. **S**TORY

3. **W**ORKSHOP

4. **A**FTERWORD



FOREWORD

Hi! We are pleased to return with yet another portion of interesting things. In the previous issue we introduced you to Greid – the dwarf from the “Redeemers regiment” and the process of painting the figurine. If you did not have the opportunity to see this material, you should definitely download it from our website. Piotr Czajka did a good, painting job and if you value climate in your hobby, the storyline should also suit your taste.

This time we would like to introduce you to the character of Marquise from the “Guild of Assassins.” While designing this model, we intended to create a simple, yet interesting image of a masked assassin. Everything of course topped with a dose of mystery. A character hiding in the shadows, striking quickly, efficiently and effectively. This is what guided our talented painter, Maciej Banasik. With use of his brushes he tried to recreate the dark atmosphere of the city and the climate of night hunting.

Grab a drink, sit back and enjoy the story. Enjoy reading!



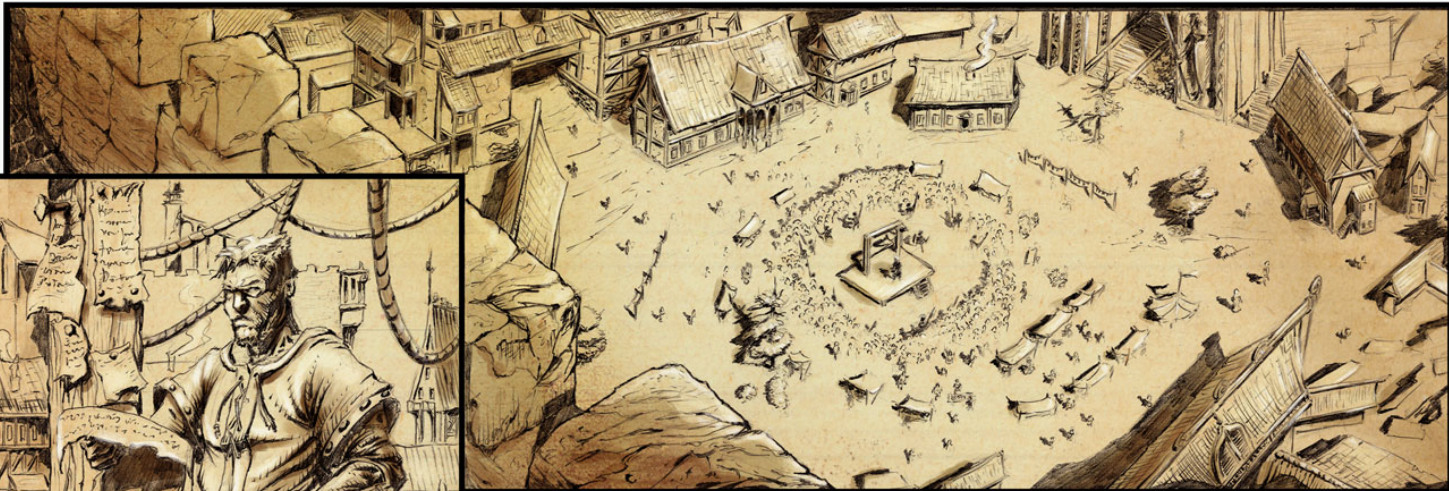
STORY



He was standing on the cornice, watching the forest of roofs and chimneys as the smoke was drifting through the air like fog. He liked that view, it filled him with peace. The last time he had been there was a few floors down, several levels lower in the social hierarchy and at least one in the food chain. Hungry, dirty and trampled by the world.

He remembered that place well, he had been standing near the exit to the market. As every Wednesday he was supposed to go to Sylvia – one of the very few in whose eyes he was more than just a snotty thief. She gave him what she failed to sell at the market and what would eventually end up in trash sometime soon. It was better than going through the garbage or stealing. At least no one would chop off his hands, he would not end up hanged on the gallows or in the first row of “volunteer infantry” in the middle of nowhere, holding a piece of rusted metal in his hand.

He remembered the crowd, people shouting and the armed troop. The one with the highest rank stepped onto the platform and proclaimed the following... Some bullshit about the fact that our brave country relentlessly refutes subsequent attacks of the merciless invader and that the patriotic and civic duty is to pay tribute and honour to the “mother” and the ones whose names were to be read would be conscripted into the army or the supplying plants. Well, yes, either the army, a factory, or a field hospital. Different kind of torment in each of them. Then he started to read out the names and surnames. In order to avoid the “intervention,” he ordered to report promptly to the assembly points. There was a hubbub and commotion, people were yelling and shouting some insults. The longer they kept reading, the greater the tension, struggle and turmoil. In the forest of hands, waving fists and lights of iron he saw Her. One of the military man was dragging her by the hand to the row, she kept screaming and her mother was wailing. Since his parents died she was the only person who gave him something for free and without hidden agendas. As if she had forgotten the rules governing this world, as if she was brought up somewhere else, outside of this place, away from those people. The image that he was looking at made his world even smaller than it already was. As if it wanted to shut it in a box to which it had no chance of fitting. He felt a rush of adrenaline. A stone flew through the crowd. The tormentor was befuddled and Sylvia got lost in the sea of sympathetic hands. Yes, he had a good eye, like no one else, but he knew he was screwed. He took advantage of the guard's bewilderment and he made a run for it. If they caught him, it would be over.



He ran like a madman; without looking back he was passing people, strings of laundry, market stalls, chickens and everything that stood in his way. He knew the city like no one else. He would have made it if he hadn't accidentally run into two other guards. His buddy used to say that life is pissed and he was probably right because those two had gone away to relieve themselves. They were watering the house of the local barber. They had no idea who he was and what he did. He also did not notice them and unfortunately he was unable to slow down, let alone turn around. He crashed his head against the armour of the one on the left, bounced back and, completely dazed, sat down on the ground. The boy was not big, probably 15 years old, but it was enough to throw the pissing soldier off his balance. He stumbled around like a carousel before he could regain his balance. The fountain of misfortune sprinkled his colleague's doublet and his own hands... up to his elbows. Some say that you can see your ancestors right before you die, the reflection of yourself – your true self, that you can finally comprehend why you are here and what is yet to come, you meet with understanding and acceptance. Great! The only thing he could see was the two soldiers who peed all over themselves, with their privates right in the open and a firm intention of annihilating him. He had no place to run. The rest caught up with him. The fatter one and the one with a black eye who got the stone just appeared behind his back. That was it, there was no way out, the wall on the right was too high, he wouldn't have had enough time to climb the shack on the left and he had nothing to defend himself with.

The man jumped down from above. He landed nimbly about a meter away from the boy, without rumble, unnecessary noise. He straightened his legs, his coat fell lightly to the ground. He looked quickly at his four opponents, pointed his finger at the two still buttoning up their pants and making use of the moment of silence and consternation said:

“I can see you have a hell of a party here. But from this moment I will take over the boy.”

“And who the fuck are you?!” said the one with the throbbing temple.

“Let's just say that I like to collect people's stories and write them anew.”

“What?!”

“I think he meant he is taking the boy,” the fatter one wanted to prove his eloquence and he succeeded to some extent, because that was mainly the intention.

He examined the space around them and the weapons they possessed. Two still in a narrow alley, two behind his back. He looked at the boy, leaned over and whispered:

“Run after me.”

“What did you say to...” the soldier couldn’t finish his sentence.

The man bounced off from the wall on the right and smashed the head of the first soldier against the wall on the left with a kick. He rebounded from the wall on the left and glided right in the direction of the fatter one. And a moment later blood gushed out from the guard’s eye socket. Right after he landed he threw a dagger splattered with blood at the opponent right behind him. The guard grunted, gurgled, and gore gushed out from his neck. There was just one left, the man looked at him and just pointed his finger in the opposite direction. No explanation was needed. He turned to the stunned boy and said:

“Now listen to me carefully. Your life in this city is over and you are worth less than a bowl of grain. You’ve got no one here and no one will cry for you. I will give you one chance to run away from this place and start over somewhere else.”

“Can you teach me the things you’ve done here?”

“I can’t, but there are others who will. You have a great eye and good coordination, you will not have to clean clothes from blood. But remember, if you go with me, there is no turning back.”

And what was he supposed to go back to? Hunger, dirt, wandering and theft? The agreement was made wordlessly, he nodded his head slightly and they looked at each other knowingly. Leaving, the man put a coin next to the bodies – an iron coin with an emblem of a snake.

“What is that for?” asked Marquise.

“To let them now that there is no point in chasing us.”

Then he learned that every time they kill someone, they leave a coin behind. It is a sign, a warning and at the same time – fulfilment of the contract.



Now, over 10 years later, he still remembered everything from that day. And finally! His thoughts returned to the present day. He saw his target. He was already waiting long enough. He covered the distance of 20 metres that was separating him from the buildings nimbly, jumped over the alley and finished his job on the fly. The temple stigmatised with an arrow touched the cobblestones and the bodyguards were watching the coin bouncing off the pavement. The sound of a bouncing metal echoed like a church bell and the red sea of life was drowning the coin from all sides.





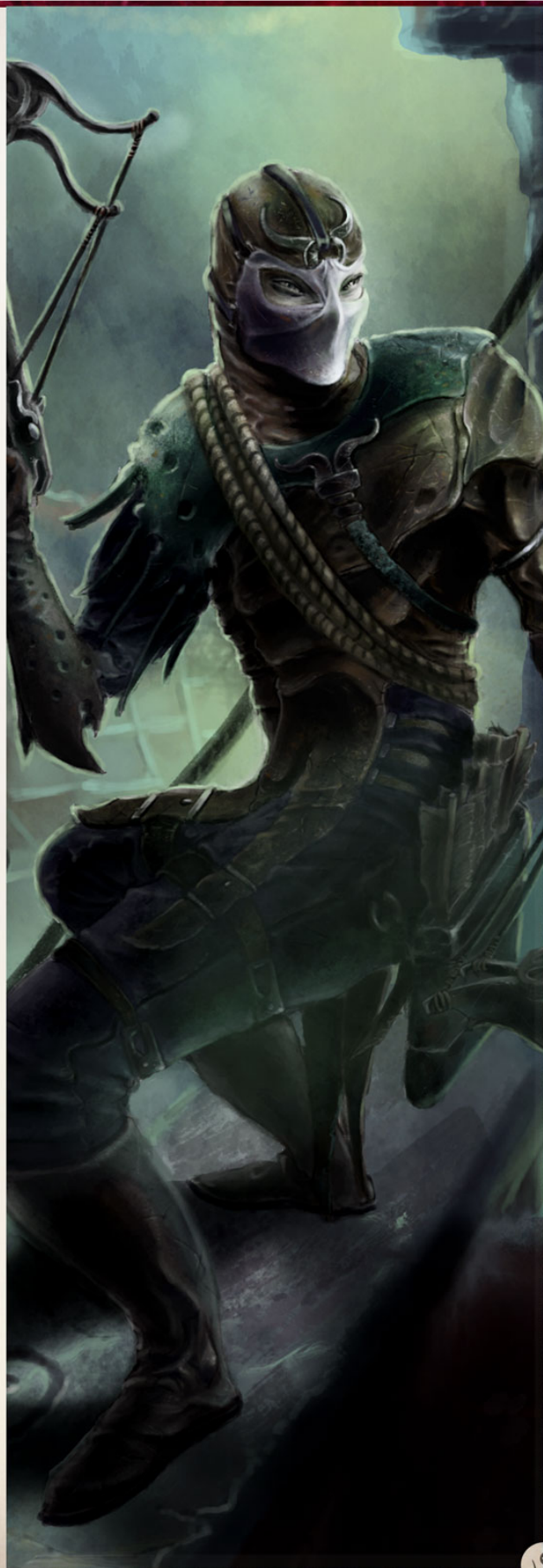
"We all start somewhere, but the end is the same. We just have the chance to point it out to them earlier."

Naugla

WORKSHOP

There are as many methods of painting as there are painters. After a while, each of them finds his own style, process and pace. A method that is the most adequate and efficient for him. That does not mean that we should not watch what theirs do in this matter. There is always something interesting to see, and if it is done by one of the winners of numerous competitions (including the Crystal Brush), it's worth keeping your eyes wide open! Maciej will present his painting process in a few steps and will demonstrate it on several key elements of the model. He is known for his beautiful application of the NMM (Non Metallic Metal) technique and vibrant comic-like colours, and this is precisely what we intend to achieve on our models. It is not something for beginners, but it is always good to take a look and see what direction should every adept of this intricate art take.

Before we start let us explain the principles of Maciej work. Main concept of this paintjob is use of technique called "painting with values". This means that, in contrary to traditional techniques, first steps create lights (higher values) and shadows (lowest values) instead of colors (hues). Such technique builds contrast first, suitable colors are added later, after highlights and shadows are defined (see Theory behind scenes below). This allows to achieve interesting effects and address some potential problems of traditional color-first-lights-later way (i.e. uniformity of lights on different hues are easier to achieve).



THEORY

Theory behind scenes

Each color can be described with three parameters: hue, saturation and value. Hue parameter is what we could call a real color - yellow, red, violet, orange etc, saturation defines how strong is color, i.e. faded - low saturation, brighter - higher saturation. And lastly main theme of this tutorial - value. Value defines how light or dark color is.



Basic breakdown:

- 1. Before painting model is prepared - wash, clean and assemble if necessary*
- 2. Maciej uses "Chaos Black" to prime the model. This gives a little darker colors to start with and helps to build a bigger contrast.*
- 3. After values (lights and shadows) are defined, color tints is applied by using glazes.*
- 4. The last step is refining - correcting colors and adding subtle tones in the midtones, shadows and highlights*
- 5. Maciej never uses paint straight from the bottle, he always dilutes paint with water in about 1/1 ratio. For glazes and washes he uses about 2 parts water per 1 part paint.*



1. First highlights: Surfaces which should be lighter are painted with Black Gray from Vallejo Model Color range.



2. Second highlights: Brighter parts of already lightened surfaces, those which light should affect more, are painted with Blue Grey Pale from Vallejo.



3. Third highlights: Brightest areas are painted using Space Wolves Gray from GW.



4. Highlights final touch: Transitions between areas are smoothed and shining spots got a touch of a white paint.



5. Head and chest details: Ornament on head is painted using NMM technique. For painting gold NMM paints from Vallejo Model Color are used – Ochre Brown with a bit of black for deepest shadows, clear Ochre Brown for midtones and Golden Yellow for brightest spots. Leather belt on chest is painted initially using Leather Brown from Andrea Miniatures mixed with black in 70:30 ratio. Next, white paint is being added to this mix and step-by-step brighter areas are painted.



6. Now I decided to work on blacks and transitions. I added blue Grey pale from Vallejo on the brightest elements and using glaze technique I blended spaces between this color and black Grey. Next I also using glaze technique smoothed spaces between black and black Grey.



7. Legs details and crossbows: straps on legs are painted in the same way as described in step 5. Crossbows are base-painted with mix of brown and black paint.



8. Crossbows - highlights: A bit of white paint is added to brown mix used in previous step and then highlights on crossbows are painted.



9. Crossbows – final touches: Edges of crossbows are highlighted with mix of brown and white, mechanical parts are painted using NMM technique described previously. We use the same colors as for the mask (Blue Gray Pale, Space Wolves Gray and white).



10. Leather jacket: Leather is initially painted with mix of brown and a bit of black. For this task old brush, worn but still with pointy top, is used. I painted jacket making very small dots with brown paint mixed with a little bit of a black paint. Then I did the same thing adding a little bit of white paint to the mixture of brown and started making brighter dots in the middle of this area to get more contrast. This technique gives me texture of a used/warm leather.



11. Leather jacket and gold NMM: Transition between both brown hues is smoothed using repeatedly technique described in step 10, but still keeping texture. Gold ornaments are painted using colors and NMM technique from step 5.



12. Yellow parts: This parts are painted using the same technique as previous leather parts but this time with dart/rotting brown paints. Battledress Green from P3 is used for this, but keep in mind that this is only example, exact brand is not so important, any other similar color could be also used.



13. Bracers: *Beast Hide* from P3 is used as base color on this parts. Then it is darkened with glazes made from *Andrea Miniatures' Leather Brown*. Deepest shadows are painted with black glaze. Finally, mix of *Bestial Brown* and white is used to paint brightest spots.



14. Hair: Purple "ponytail" is painted with *Warlock Purple* from GW, starting from pure color and then step-by-step adding a bit of white until strongest contrast are painted. Base color is painted in such way that some of black basecoat still stays in the deepest shadows.





GALLERY



AFTERWORD

Thank you very much for your time, we hope you enjoyed yourselves. Be sure to let us know how you liked this issue, and whether you would like to read more of those. See you next time!

Remember: “Be patient, take time, we want you to be great!”

Daniel, Jacek, Maciej

License: This document is free, it cannot be sold or rent! You can use it, share it with your friends, print it, download and upload on your website, blog or hosting site as long as it stays unchanged (format, content, filename). You can post it wherever you like as long as you let us know at our e-mail address.

ABOUT AUTHORS



SIREN MINIATURES

You can contact with us at: contact@sirenminiatures.com

If you want to keep in touch with us, our releases and further publications

follow us on Facebook: www.facebook.com/sirenminiatures or come by and visit

our website: www.sirenminiatures.com

We are always more than happy to collaborate with the community. If you are a professional painter and you want to teach other folks something, let us know!



MACIEJ BANASIK
("FLAMEON")

Maciej is a fantastic painter, you should definitely check his work!

For more cool stuff go to:

<https://www.facebook.com/Flameon.Miniatures>

<http://www.flameonminiatures.blogspot.com/>

<http://www.coolminiornot.com/artist/Flameon>



DANIEL
KAŁASKA

If you like the art and design go and take a look at: www.facebook.com/daniel.kalaska.art