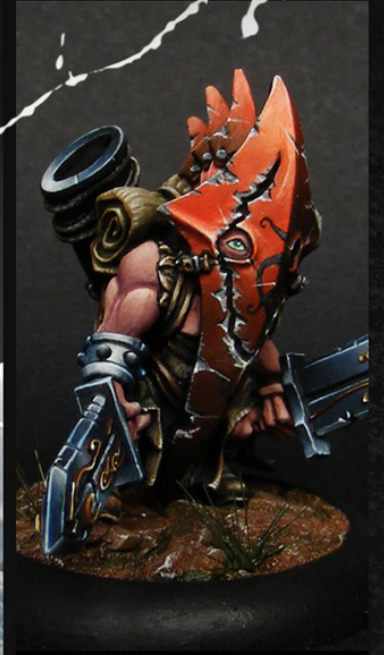
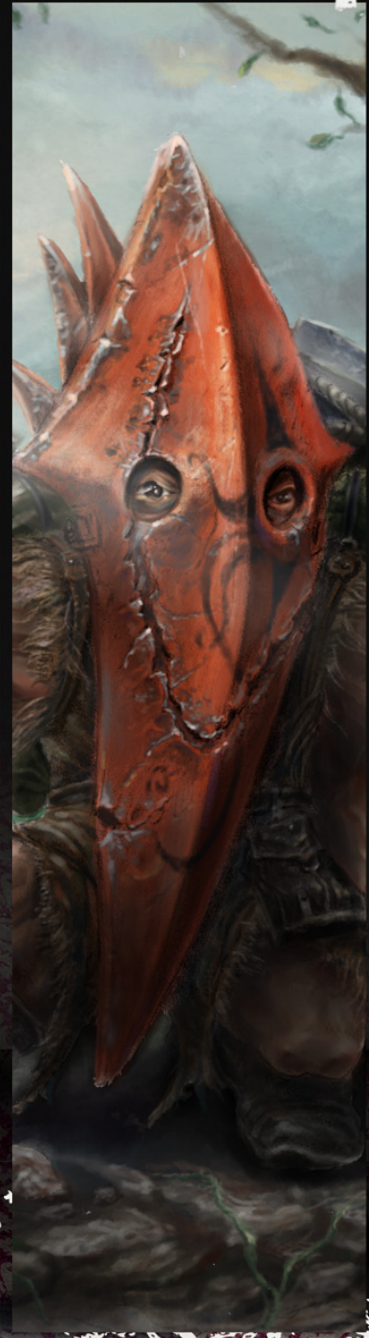




SIREN MINIATURES



SIREN MINIATURES
AND PIOTR CZAJKA
PRESENTS

PAINTING GREID



|| 1. FOREWORD

2. STORY

THE ROOTS
REDEEMERS REGIMENT
GREID

3. WORKSHOP

EYES
MASK
SWORD

4. AFTERWORD



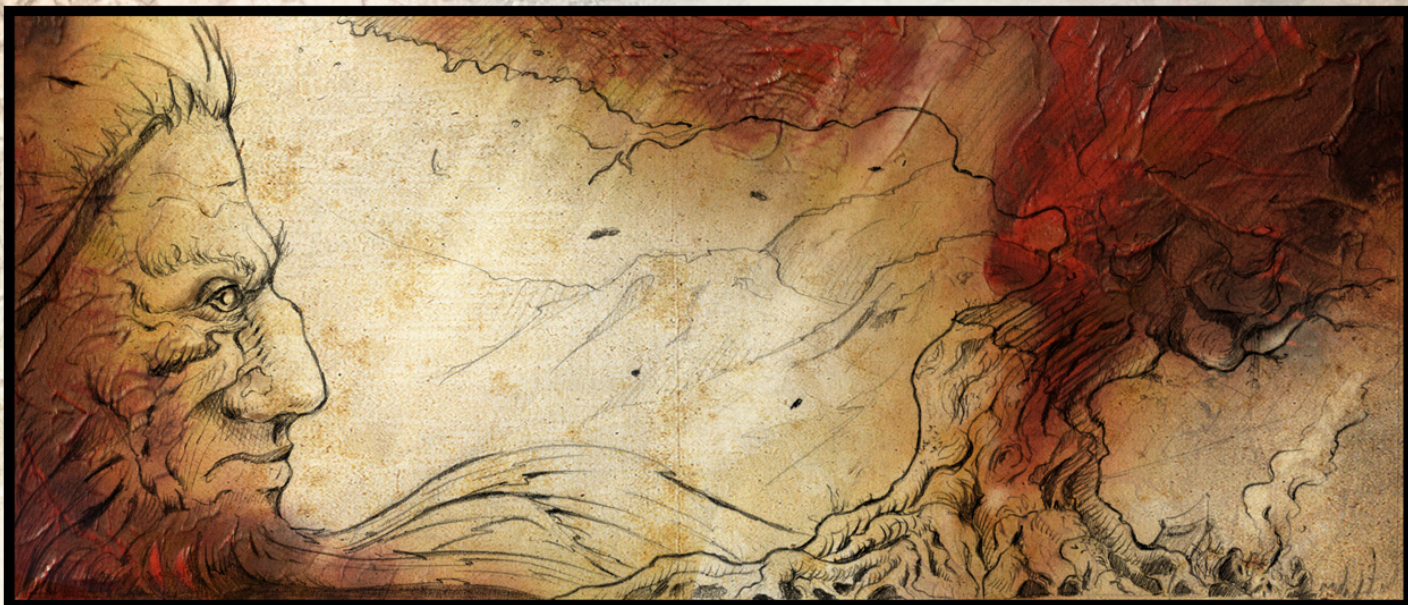
FOREWORD

Hi there! This is the first time we have the pleasure to publish something for the community. Some of you already know us, some don't, so this is a good opportunity to introduce ourselves. Siren Miniatures is a small miniature company from Poland. We focus on production of high-quality, interestingly looking miniatures for hobbyists, painters and gamers. We are hobbyists ourselves so we try to produce models that we like and we would buy.

In this publication we invite Piotr Czajka ("Dexter") to collaborate with us. He will try to describe the process of painting the Greid's mask and his symbolic swords. Piotr is known for his clean and crispy style and that's exactly what we would like to achieve – simple yet interestingly looking, rich colors, comics style. The painting part of this document is rather for the semi-advanced painters. It means you should already know the basics – how to prepare a model for painting, what glazes and washes are used and how to apply them on the model. If you like this tutorial, let us know! Maybe in the future we will produce something for the beginners.

Painting is a lot of fun. We spend days preparing miniatures for contests, marking them with battle symbols and patterns or just making them look pretty on our shelves. But that's not all. We do believe that everything is more interesting when it has its "soul and spirit." The troops have their names, a captain has its story on the battlefield. This gives depth and extra fun to this hobby. How many times you can choose a hero that is not necessarily a god, but his fame and story is greater than everything else on the battlefield or you sacrifice the whole regiments just to take revenge on that hated hero of your opponent? We also like to think and imagine things and sounds when designing our miniatures, so we put together a little story about our dwarfs – the "Redeemers regiment" and who Greid is.

Hope you enjoy it!



STORY

1. THE ROOTS



"We are the salt of this earth, hard as a rock, unyielding, swept by the wind of events, scratched by the past and shaped by our ancestors' torrent of words of wisdom. Unchanged and steadfast, we are still breathing in the scent of spring at the Maraug Pass, getting our hands dirty in the Ad-du mines, roaming through the Surad jungle and warming up our hands over the northern fires.

The nations have divided, whole races have died out. The people on the thrones, symbols on the shields, names of the gods – all that has changed. They call it the beauty of progress – everything changes. Some things should never change and remain in the priority area of this generation and the future ones. What are the human states if not a liquid barrier of fragile borders for which people are ready to kill, betray and fight, hiding their greed behind noble justifications of the will of the gods and the common

The source, the roots are the most important. We are like the roots of one tree. Tangle of branches scattered deep in this earth. Seemingly invisible, but we are the essence of life, bound by the clan, the ancestors, we are the vein and the energy of this earth. Divided into multiple branches, many clans. Each of them brings in life, essence and sense without which it is impossible to grow. Together we are one and the one who raises its hand or tries to upset the balance of this organism by the foreign law had better not forget about that."

"The Chronicles of the Stone Skin Clan Volume 1"

Yesof the Chronicler

2. REDEMERS REGIMENT

"Separated from the source, each of us alone, we will get lost vacantly in the confusion of whims of a foreign power and petty desires of the gods settling their affairs on this earthly vale of tears."

Oddins Dottirn – the Elder of the Clan council

When someone tarnishes its honour so much that it affects the matters of the clan and the whole house, he must stand before the tribunal of the elders. The eldest of the tribe, the most respected ones, those with the longest beards that have been reaching the ground for the decades – they will decide on the fate of the accused. The death penalty is not the worst of punishments and it is generally no longer used. Death knows its craft better than we do and does not need anyone's help. The worst thing that can happen to a convict is the exile. Life away from the clan is like death, it is a silent killer of identity and purpose of further existence. There is no greater honour than membership and work for the clan and one's people. And there is no worse punishment than the existence without a purpose and away from one's brothers. But there is another path. This is the only option for the wrongdoer that will allow it to stay in the clan, live by its conscience and that will give it a glimmer of hope. It can join the "Redemers Regiment." They cut their beards as the unworthy, deprived of all privileges, and they put on masks hiding their shame and reminding them of what happened and that their debt has to be paid off. They will wear the masks until they can restore their honour and redeem the crimes against the clan, or until they are killed in a battle and their actions will posthumously provide them with peace and recognition of future generations both orally and in writing.

Although the dwarfs associate the mask with shame, it means something else for the enemy.

"... Try to fight a dwarf who has nothing to lose and death is its redemption! Only then will we see if you have the balls, soldier, and if you dare to mention their height again!"

Captain Hazel Verran 4th Infantry Regiment

3. GREID

It was late spring, the grass reached the waist level and the sun started to rise earlier. One of those milky dawns when the mist ran down the slopes of the meadows and the dew was saturating the air, the guards of the "Sigrid" county came chasing a thief who allegedly stole a valuable piece of jewellery. They ventured far. Usually they did not do that so that not to provoke conflicts with the dwarfs, and thus they did not feel very safe there. There were no racial incidents for a very long time, but still the two were not very fond of each other, so both sides rather shun closer contact. The matter of the robbery would have probably been discontinued before it even began if it wasn't for the fact that the jewellery belonged to the Countess Trout. The whole chase and battue was more of a whim, a matter of honour and pride than a genuine need to respect the law and seek compensation.

The Fogl's farm was situated at the edge of "jord" meadows where the farmers grazed their cattle and the grass grew thick and high. The carriage pulled into the farm with great impetus as if they were supposed to force their way into the trolls' nest or as if discount coupons were distributed in a brothel. Their appearance was accompanied by rumble, dust, the clatter of breaking pots and idiotic yelling they considered reasonable, and indeed necessary – something like a mental weapon. Apparently it worked on the villagers, so why they should not try it there. They jumped over the fence quite easily and began to scour all corners of the farm. It made Fogl terribly angry. He did not intend to cooperate, why should he talk to a bunch of sweaty beasts who dispersed his henhouse without even saying "hello" and then was plundering his house? Following the exchange of few obscene sentences and lack of a repentant appearance and attitude, he was accused of harbouring fugitives and according to the charges was to be escorted for an interrogation. Of course, nobody will tell the dwarf what to do, especially on its own land and in its own house, and no one will accuse it of crimes and things it did not commit. Although deep inside Fogl regretted that he had not hidden the wanted kid, as he was feeling better thinking about the loss and injured pride of the inane burgher.

The situation was getting heated minute by minute. Fogl was not planning to go on a trip and did not intend to let them capture him. As a result of the inevitable course of events he was delivered by force to the castle of the Sigrit county. That did not change the fact that he managed to break the nose of the captain of this screaming brigade, most likely deprived more eager Onzie of its privilege of having children and reduced the number of his buddy's teeth by three.

And the whole thing was actually just starting. A message concerning Fogl was sent to the clan council, informing about the charges he was facing both those real ones – for battery, and those imaginary for harbouring fugitives and accessory to theft. The matter was quite slippery, especially that Fogl beat them up pretty badly. Due to the connections with the countess, it behoved to send their own delegation and diplomatically ease this situation.

Greid was the obvious choice. He was one of the best speakers, had a sharp mind and tongue, and besides, he was a great warrior. But he did not want to go. He thought that if there was a decision to be made and something was to be done about it, the best choice was as always – sneak up and rescue the fellow brother. The prospect of talking to people who he considered the individuals of lesser intelligence and trying to make a case from an unfavourable position, sickened him horribly.

The persuasion of the elders and the voice of reason decided. First thing in the morning, a group of three diplomats: Greid, Heim and Quirt left for the audience with the earl and at the local judiciary.



The conversations were heavy going, heavy as hell. Although intelligent and well-read, Greid was not patient. The earl complained about dwarfs' conceit, haughtiness and indifference towards any law. Greid also did not spare him sarcastic remarks that their law served only the nobility, beasts with pedigree and arrogant duffers who could not manage their own kingdoms without the help of the guards. It was not going well, the guards were nervously clenching their hands around the hilts of their swords and the captain was rolling his eyes, just waiting for a sign. While clutching a cup in his hand, enraged earl shouted that the law was there to keep in check all the "sub-races," thieves and murderers, who were equal to him and for unknown reasons they were allowed to socialise with people.



Little did the earl know about the “sub-races” and about Greid. The space between him and the dwarf was small, his long tongue was about to touch the floor. It was like a spark in a gunpowder warehouse. Greid jumped forward and covered the distance of five metres in a flash, bounced off a chair, with all his strength leaped to the front and stabbed the earl with the whole impetus. A deadly swing with two swords decapitated the earl and the blood gushed from the wound like a fountain staining a white tablecloth and the face of the surprised captain. It was a scene that place had never seen before – one of those that teach respect, cause phobias, nightmares and anxiety for life. An incredibly long second had passed before the guards realised what had happened. A regular battle and struggle broke out. The relatively small space of the room helped the dwarves keep away the guards that outnumbered them, but they could not stand any longer. Heim and Quirt fell stabbed with halberds. Before Quirt took his last breath, he pointed to the window and shouted “Run!”

And that’s what Greid did. Not thinking too much and full of hope and adrenaline, he jumped out of the window. The glass slashed his face creating a mosaic of scars and a reminder of that day he would never forget. It was high, he fell on a roof of a small out-building, unable to keep his balance and the momentum pushed him forward. He flipped and slid about six meters down on his back right onto the ground.

In such situations things are happening quickly, but he could still remember the sound of crackling bones and a dull echo throughout his body. He was lucky that it was not a pavement, because probably he would not survive the fall. He broke his collarbone and a few ribs, but managed to escape. Ironically, the thieves because of whom Fogl was to be judged, helped him escape.

The next day Fogl was publicly executed for theft, genocide and crimes against the kingdom.

Greid was brought before the tribunal for putting the lives of his kinsman at risk, for the reason of death of innocent Fogl and a diplomatic impasse they would obviate for months. Two days later he joined the Redeemers Regiment. When preparing his mask he wanted it to bear the hallmarks of that event, so that they knew that one day he would joyfully come back to settle the score and that he was not afraid because, as they say: "Fate is perverse, death is certain and if I have a choice I want it to be spectacular!"

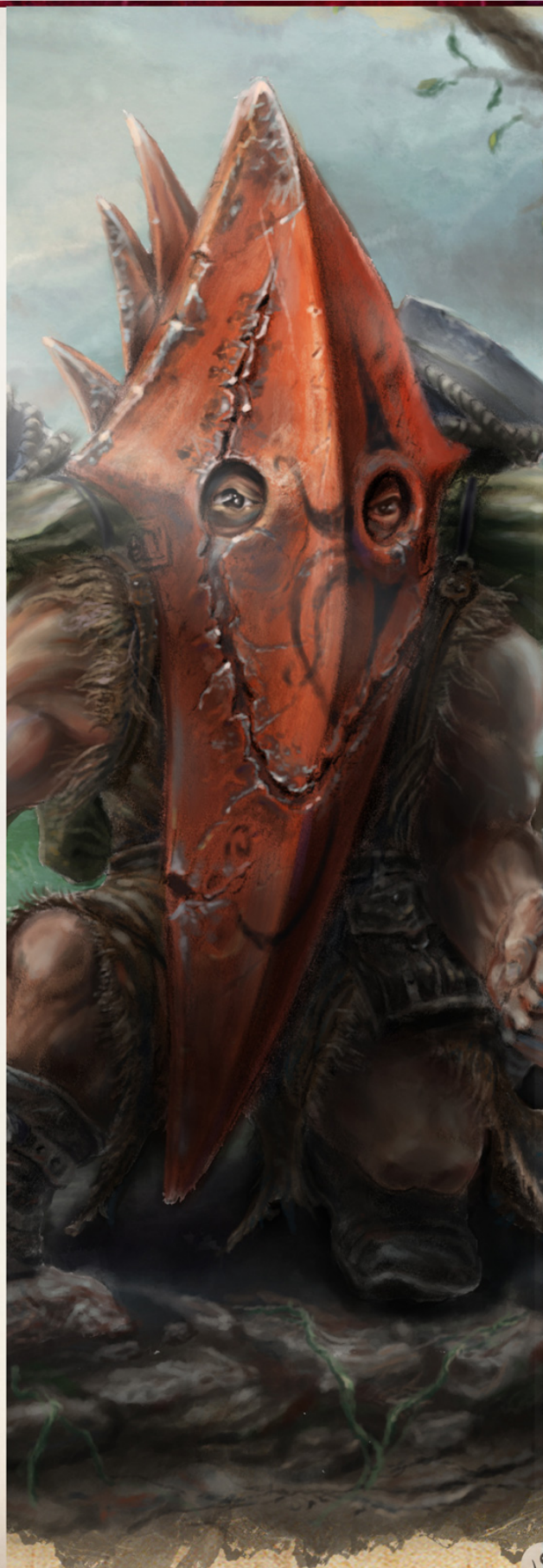
"I remember that day, it was a tough choice. But law is the law and we exiled him, but he chose the path of the Redeemers... The truth is I regret one thing... that he did not kill them all!"



Padrin the Elder

WORKSHOP

Now you know who Greid is, why he is wearing the mask and how he got his scars. Now let Piotr show you how to achieve the cool effect in few simple steps. We focus on painting the eyes, the mask and the sword – that is the few things that make him memorable and unique. In this tutorial we are using production miniature cast in metal. Before we started to paint, the model was cleaned and “pined” together. As you can see in the photos, Piotr attached the model to a cork. It is an easy way to hold your miniature and keep it clean. You don’t want to touch the miniature during painting, as it will leave grease from your hands and the paint will slide from the surface. It is also a good idea to wash the miniature with soap before painting. OK, enough talking, let’s make some cool stuff!





1. I paint the eyes black to make their shape as crisp as I can.



2. To make eyes a little bit more natural I've painted the eye whites with "bleached bone". I left very thin black outline around. "Bleached bone" - is a paint little darker than pure white and mixed with desaturated bronze. That color gives that light sandy feel and also leaves place for really high contrast pure white.

THE EYES



3. Next step are the pupils. I decided to paint them in some greenish blue color. Just a circle touching the upper outline of the eye.



4. You can't see it on this photo but I've also added black dot in the middle of the eye, and then last step, white dot as a light reflection. This gives high contrast and illusion of light reflection. Remember, this photos are oversized, the eye on this mini is about 1,5mm high.



1. The mask would be orange so first I painted the whole mask in dark brown. The paint is mix of red and black in about 1:1.



2. As the left side of the mask (right on the photo) would be darker I painted the deepest shadows with pure black. Just some glazes and its done. These are subtle changes.

MASK



3. The main color of the mask is than painted as a highlight of the left side. This orange was "macharius solar orange" with a little bit of red. First I painted it over with layers adding more and more orange to the red and black mix, then to make it smooth, lot of orange, brown and midtone glazes.



4. I painted upper half of the other side of the mask in bright orange mix. It should be more saturated than the previous step, cover more of the mask and painted to pure orange+red mix. Done the same, first with layers, than with glazes.



5. I've added some bleached bone to the orange mix and paint the highlight on the top of the mask.



6. I've painted the upper parts of the mask in the same colors but with the highlights/shadow on the opposite side.



7. I've added some edges using bleached bone



8. First two parts of the mask freehand, painted with pure black



9. Other two parts of the freehand.



10. And the freehand is done :)



11. I've added some paint chipping on the edges of the mask. These are painted with some medium grey.



12. To make chippings more realistic I've underlined them with bleached bone.



13. I also painted shadows of the chipped paint using pure black.



14. With a Bleached bone paint I've added also some scratches to the mask.



15. Here is the last step. I've corrected the shape of some chip-pings to make them look more natural. I also added some white dots on the edges and underlining of the chipping to make some places pop. The last thing I've done on the mask was highlighting to gray, the freehand on the brighter side of the mask.



That's it! Now with proper painting he's ready to scare the hell out of his enemies :)



1. I've painted the sword with a very drak grey, something between black:white in ratio 2:1 or 3:1. I've masked the miniature with blutack as I was using airbrush in next steps.



2. First airbrush highlight in the middle of the blade using medium gray, black:white in ratio 1:1.

3. Second airbrush highlight. I've added more white to the previous mix.

SWORD



4. Third and last airbrush highlight done with almost pure white.

5. I've painted the smaller areas of the blade with dark gray from the step 1.



6, 7. I've started highlighting first edge with the same mixes I used in airbrush highlights. first layers of lighter gray, greyish white, almost pure white, then lot of glazes to make the transition smooth.



8,9. Subtle changes by painting bottom edge.



10. In this step I've painted recessed details on the blade with dark grey from the first step.

11. Here I've added some blue glazes to the midtones..



12. Last step of painting silver parts. I've painted some "upper" edges of the blade with pure white..

13. I've painted the ornaments which will be gold with Vallejo model color "Hull Red", or some other reddish brown you have. .



14. I've painted the midtones of gold elements with "Iyanden darksun". Just a rough skech where the color would be.

15. Next, I've blended two previous colors with layering mixes of these paints and then with glazes.

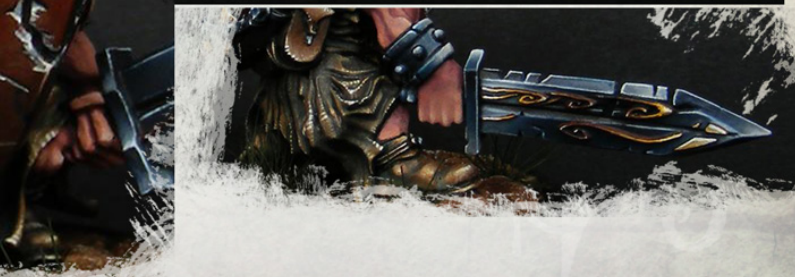
Now You know how to paint key parts of the model.
Take a close look how finished model can look like.

GALLERY



16. Then it comes the time for highlights, golden parts were highlighted to pure white.

17. Last step was adding some yellow+white edges and some white dots where gold could reflect the light.



AFTERWORD

That would be all! Hope you enjoyed the ride. Let us know what you think about this publication, painting and our miniatures.

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

Daniel, Jacek, Piotr

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



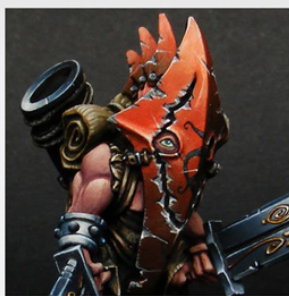
You can contact with us at: contact@sirenminiatures.com

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!



PIOTR CZAJKA
("DEXTER")

At this point we would like to thank Piotr for taking the time and letting us document the painting process. Piotr is a member of "The Brush Brothers," a group of super talented Polish painters, you should definitely check out their work!

<http://thebrushbrothers.blogspot.com>

For more of Piotr's works, go and check:

<https://www.facebook.com/dextersminiatures>

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

<http://www.puttyandpaint.com/dexter>



DANIEL
KAŁASKA

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