

HOW TO PAINT A CAP TROOPER

BY ADRIAN WALTERS



You can add a further layer of Carrion Green now should you wish. This is known as highlighting. Add these to edges and to areas that logically would catch the light, adding a further illusion of depth and picking out the details even more.



Starting Off - What You Need:

Paint brush, preferably a size 0 or 'fine detail' brush

Hobby knife

Acrylic hobby paint (all from the excellent Testors range: Dragon Black, Dragon White, Orc Flesh, Ghoul Flesh, Angel Green, Slime Green, Carrion Green, Djinni Grey, Gun Metal, Shiny Gold)

Superglue or plastic cement

It is always best to remove all the moulding lines from your models, the finished results will look much better. The lines are best removed using a hobby knife by gently scraping them away. The model is then primed with a black acrylic spray undercoat. You're now ready to paint.

Paint all the areas you want in Angel Green. In this example all of the armour plates and helmet have been painted Angel Green but the undersuit has been left black. Don't worry too much at this stage if you get paint over bits that you wanted to be left black.



With Dragon Black pick out all the parts you wish to be black. This will help to neaten the edges of the green as well.



Paint the face completely in Orc Flesh. Try to be as neat as possible, do not worry if you make a mistake; acrylic paint dries quickly and can easily be painted over to cover any slips of the brush.

Now paint the parts already Angel Green with Slime Green. However all the creases, seams and gaps in the armour should be left Angel Green. Being very very neat at this point will give the best results, the darker green left in the cracks and creases will give the illusion of shading to the model enhancing the details.



On all the raised areas like the nose, top lip and cheeks use the lighter Ghoul Flesh. At this stage should you want to you can add some eyes. Paint the eye area Dragon Black first, put a line of Dragon White across the eyeball, then a spot of Dragon Black to simulate the pupil.



Some golden rules of figure painting

Neatness is the key word in painting your figures, take your time.

Nearly all acrylic paints are too thick straight from the pot or tube. Water should be added so the paint flows from the brush avoiding a lumpy finish, however by adding too much it will make the paint too watery. Experiment with the amount of water you add to get the right consistency.

Two or three thin coats of paint *always* look better than one thick one.

Now highlight the black bits with a Djinni Grey.



Paint the gun and small details in Gun Metal. Tip 1: Metallic paints always look better if the area is painted black first. Tip 2: Thin some Dragon Black to a more



watery consistency than you have been painting with and paint it over the gun. The watery paint will run into the details giving the illusion of shading. Don't make it too watery though!



Paint the visor/peak in Shiny Gold. CAREFULLY glue the clear yellow visor in place, this is best done by applying TINY specks of glue to each pointed edge.



Basing. To finish off your model glue some sand to the base using PVA glue. This can then be painted in the colours of your choice. We have gone for a brown 'desert' style. First the sand was painted in brown, then when the brown was completely dry a lighter brown was very lightly brushed over to give a highlight using the sand itself to bring out the texture. Job done!



Hi! Bob Naismith here. I sculpted the original patterns for the MI plastic kit. A number of folks have reported that they would like more information about assembly of the models. In response to this I thought that it might be worth putting these words together 'from the horse's mouth' if you like.

The model was based almost entirely on the CGI 'Roughnecks' series by Sony. The modular construction technique used by the animators was the guide for the construction of the model. The plates that surround the hips and thighs were the most problematic. It seemed to me that they were absolutely necessary to the look of a sci-fi man in armour. My own experience in sculpting for plastics told me that to feature these plates as detail moulded onto the legs would be very difficult at best and just downright horrible at worst! Therefore the only way to capture the look of the model was to copy its construction.

How to assemble the model:

I use cyanoacrylate (super glue) in construction – it seems to work fine on the ABS plastic that Mongoose is using. I suggest that you choose the right arm that you want and glue it onto the weapon you choose. In most cases this is the Morita. Next match up the gun/arm assembly to the torso. The left arm comes next – offer it up to the torso and the weapon. Make sure its in the right position and then add glue. Pose the helmet and fix in place then add the backpack (nozzles pointing downwards) and finally the shoulder pads. The entire top half of the model is now done (except the faceplate).

Next pose the top half assembly on the legs (assembling them if they are the kneeling pose legs) and fix in place. The thigh plates locate to the two lugs moulded onto the torso and rest on the thighs. The crotch plate similarly locates to the recess in the middle of the torso bottom edge. The backside plate should locate at the rear of the torso moulding.

The faceplate should be put on after the face is painted – of course! I suggest that you arm yourself with a matchstick or similar and a tiny drop of Blu-tak or similar adhesive putty. Use the Blu-tak to attach the faceplate to the matchstick. For the face plate I suggest some sort of acrylic white glue that dries clear. Apply the glue around the edge and offer the faceplate to the model. When it is in place either twist off the matchstick (you can pull the adhesive putty off when the glue dries) or ease the matchstick off using a pin or needle to hold the face plate in position. *[This is an interesting variation to Adrian's suggestion. I've tried both and either work - OB]*

There – I hope this helps. I have enjoyed making these models and have enjoyed assembling many of these guys – have fun!

VARIANT MI COLOUR SCHEMES

BY BEN PARKMAN



Ice Planet Camouflage



Urban Camouflage



Desert Camouflage



Oxidised Planet Camouflage



Night Planet Camouflage



Mountain Camouflage



Tundra Camouflage



Swampland Camouflage



Equatorial Camouflage