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MINI PEDIA

DO YOU WANT TO LEARN HOW TO PAINT MINIATURES?

The first fully illustrated
step-by-step book collection

144,24€

*PRICE VAT NOT INCLUDED



JULY | SCALE75® | 2021

Limited stock

01 PREPARING A MINIATURE AND PAINTBRUSH TECHNIQUES

MINIPEDIA 01 is perfect to help you get into the hobby.

We'll teach you how to prep a miniature for subsequent painting. As well as the different types of paints, paintbrushes, and techniques necessary to achieve surprising finishes. We'll teach you about color theory and all the necessary tools, as well as how to use them and how to properly take care of them.



AIRBRUSH PAINTING TECHNIQUES

02



With **MINIPEDIA 02**, you will learn to master and control the airbrush even when painting the smallest and most challenging figures.

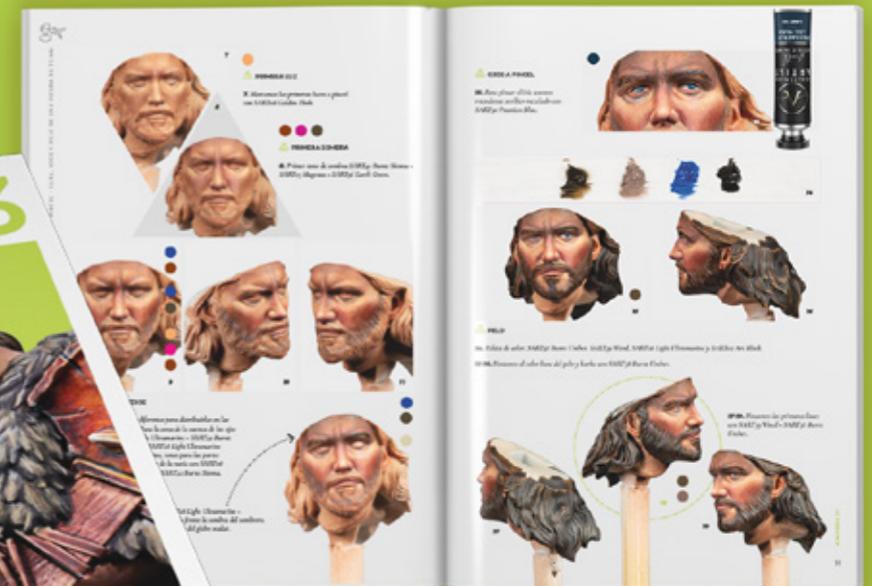
We will introduce you to the different types of airbrush, materials needed and techniques, as well as what type of paint to use and how to apply it.

If you already know all this, don't worry: you'll learn advanced techniques to apply to your figures, such as dotting, different textures and precise masking.

03 SKIN, FACE EYES AND HAIR

With **MINIPEDIA 03**, you'll learn how to use the paintbrush and airbrush to paint faces or skins through specific steps adapted to all painting levels. We'll go over different skin tones and teach you about the necessary color guidelines to replicate them with incredible results.

The eyes are one of the most important parts of a figure. That is why you'll learn about different shapes, parts and colors of the human eye and how to paint them.



FABRICS 04



In **MINIPEDIA 04**, you will learn how to replicate any type of fabric found on a figure. Shapes, wrinkles, textures... we will give you guidelines to make your fabrics as realistic as possible, as well as provide you with different paintbrush and airbrush techniques alongside practical examples of different colors of fabrics and textures. By the end, you'll have learned how to paint them efficiently.

And for all levels!

05 LEATHER

MINIPEDIA 05 focuses on leather, a very recurrent and common material with infinite color tones and textures. We'll show you how to mix colors in a very intuitive way. We will also teach you how to replicate wear and tears, providing the material with a more hardened appearance, as well as dive into color temperature and how to integrate the material into the context of the figure.



06 METALS

Metal is the material that stands out the most in our miniatures, and with **MINIPEDIA 06** you will become a metal expert.

Steel, iron, bronze, copper, gold... are part of classic and modern weapons, armors, hardware, science fiction, etc. Learn about the pigments and paints used to recreate them and master the techniques required to apply any metallic pigment. Upgrade the end result of your metals by creating rust and wear effects, as well as shine and textures.

07 NON-METALLIC METAL

One of the oldest techniques followed by classic painters is to simulate metal using matt colors. You will learn how to apply it to your figures with **MINIPEDIA 07**.

Discover surprising and simple techniques and learn more about the world of NMM. They will be part of this comprehensive collection of practical examples on how to replicate different metals such as steel, gold, bronze, their reflections and color schemes.



08 FREEHAND & SPECIAL EFFECTS

Level up with MINIPEDIA 08 by learning how to paint borders, drawings, wounds, tattoos, gems, fluorescent effects, woods... and a host of challenges to add eye-catching details to your miniatures and make them stand out from the rest.

In this volume you'll find concise, quick, clear and extremely helpful examples. Hundreds of photographs will help you replicate the most complicated elements and the world of special effects.



09 SCENERIES

In **MINIPEDIA 09**, you will study the ground where the characters stand so as to integrate your figure in the story. Learn how to create different types of ground characterized by natural materials and vegetation. By the end, you'll be able to perfectly represent seasonal phenomena, such as dust, mud, snow or water. Learn how to use pigments and modeling pastes to achieve maximum realism in your miniature. An extraordinary ground that will bring life to your scene.



PLINTHS AND SETTINGS

10



And finally, MINIPEDIA 10: the final brushstroke.

Learn how to choose the most appropriate plinth for the size, theme, and color scheme of your miniature. Create its own ambiance by integrating all the elements and make the plinth as important as the figure.

Your miniatures will be contest-ready by the end.