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Whilst the face dries though, and because I paint the model in sub-assemblies, I got on with the main body by starting on the uniform and the various bits of kit he's carrying. Photograph 6 is a study in different shades of khaki. World War One was the first war in which uniforms began to be thought of as something to aid the soldier's concealment from his enemy, and whilst tactics didn't initially change – walking forward in a long strung-out line perfect for new weapons like machine guns to cut ranks down like a scythe reaping wheat – the idea of blending into the surroundings was beginning to take hold.

So, khaki... the easiest way to make it is to add any black colour (Mars, Lamp, Coal etc.) to any sand yellow colour (Mars Yellow, Yellow Ochre etc.). By varying the amount of the two colours in the mix, the different shades from shadow to highlight can be gained. And with the addition of Titanium White, Naples Yellow or Buff Titanium, further variations can be arrived at. And that's just with the oils. Start using acrylics and different shades can be given, and all this adds up to being able to separate the clothing, bags and bits of kit from one another whilst still having it within what some would state as 'regulation' colour.

Bear in mind that whilst kit would probably be issued in bulk, the suppliers and material of ammunition pouches would differ from the maker of a knapsack, and because of this, so to would them 6 colour. Add in weathering, usage, borrowing extras from casualties or just plain picking up 'better' kit from that left behind, and a real hotchpotch can soon end up belonging to one soldier.

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So, in Photo 6 you can see where I've used different colours, forgotten the mixes because it did really amount to a bit of this, a dab of that and a soupçon of the other. What I can say is that the jacket is done in oils over acrylics – the oils being a mix of Mars Black, Mars Yellow and Buff Titanium, the pouches that run diagonally across the chest are a greener mix supplied by Games Workshop acrylic colours so that I could build up a coarse woven effect to the canvas – Chaos Black, Skull White and Forest Green with some Orc Brown (that's the sand colour). For the ammunition pouches I returned to the oils, lightening the colours initially and making them a little more faded than the jacket.

Once everything had dried (after this photo was taken) I returned with some very dark khaki mix made from the oil colours and added the deepest shadows, whilst doing this I also made the hollowed recesses appear a lot deeper with paint which was almost black.

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