



This amazing bust from MOJIBAKE COLLECTIBLES was printed with a 3D printer in resin.

J.P.MODELS will show us the painting process.



We prepare the piece, adding putty to the areas with imperfections and sanding all the surfaces well.



First, clean very well with alcohol 70, you don't need prime paint.

Mix 50% PRIMER MNPO1 with THINNER **MN66**.

We will give thin layers and let it dry well.









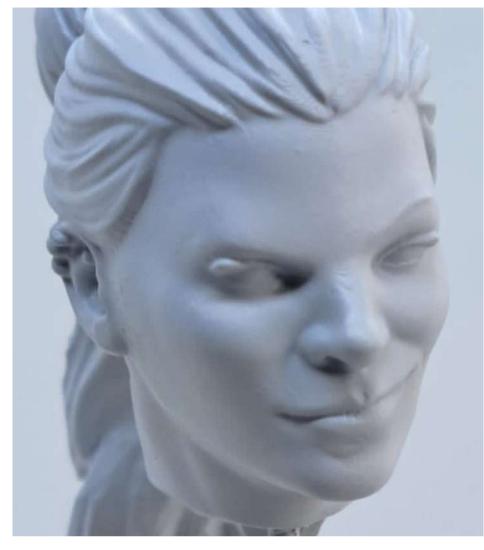


This is the skin tone set, it is perfect for any tipe of skin that you want paint.



This is the rest of colors selection that you need for paint the vampire bust.







Apply primer, so that the paint adheres well to the surface of the figure.



We make a base layer with the reference **MN07** of the paint set for skins.

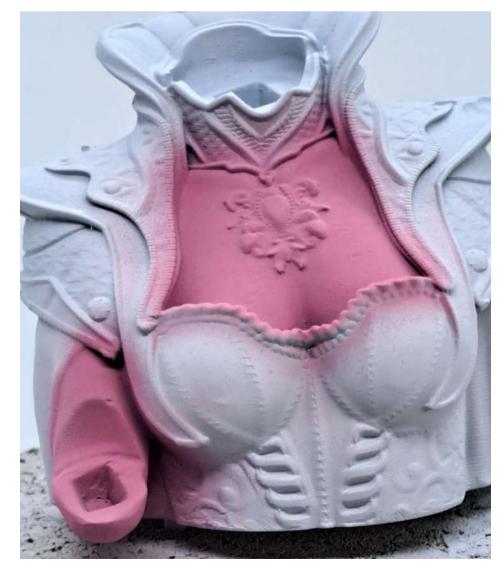
The dissolution for airbrush is 50% solvent for 50% paint.



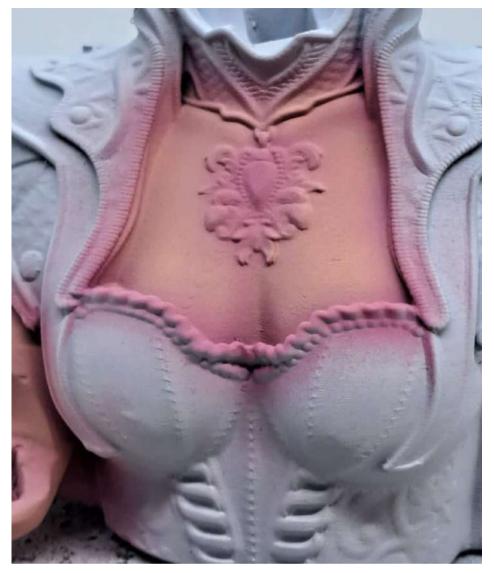
Also on the torso of the figure we apply **MN07**.

We are giving smooth layers with the airbrush to pressure of 2 bars and letting it dry between layer and layer.











Once the layer is dry above, we will apply the first lights with the reference **MN06**.

Then they apply the last lights with MN03.



Both on the body and on the face, taking care to leave the deep areas the previous color **MN07**.



On the face you have to be very careful when applying lights.

We must leave the shadows under the eyebrows, nose, lips, cheekbones and chin.

Just like the ears.





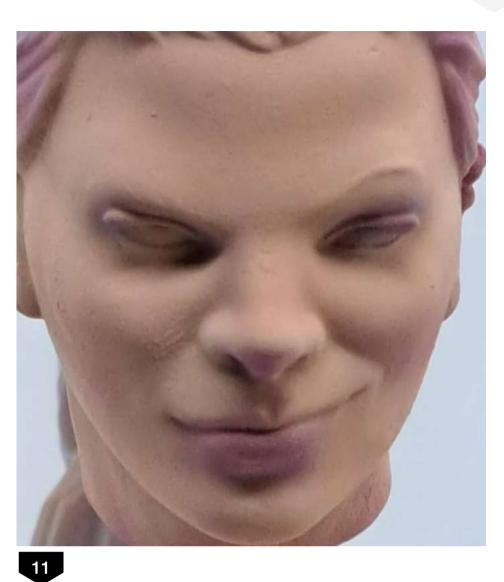


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For the eyes we will use first with **MN62** throughout the eye area.

Then we mix 90% of MN01 and 10% of MN62.

For paint the eye leaving a very border fine around him.



Next, the round of the eye in **MN62** and **MN10**, leaving a thin circumference in black.

And paint the pupil.



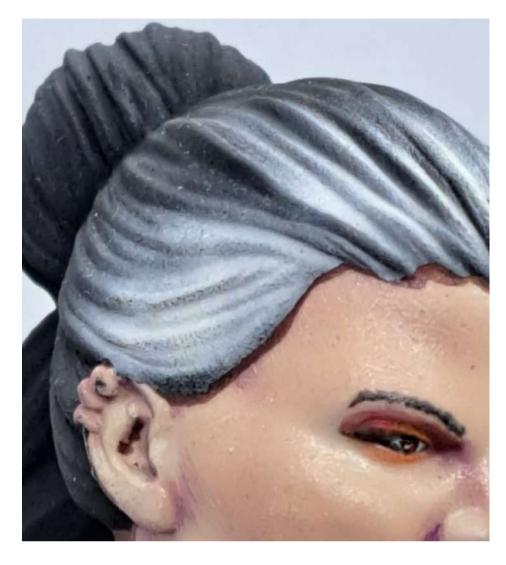
Lips with MN10, background of eyes mixing MN10 and MN06. Eyebrows with MN62 and MN51.

A little point of **MN01** for the shine of the eyes.











To dye hair first we mask the entire face and with airbrush we paint everything with a mixture of 80% MN62 and 20% MN01.

Little by little we are clarifying the mix with more **MN01**.



Next with a brush we go following the hair lines clarifying more in the area of the gray and darker in the rest.



The brooch and earrings are painted with metallic gold and giving small lights with silver.











For the torso part I use a base from MN51.

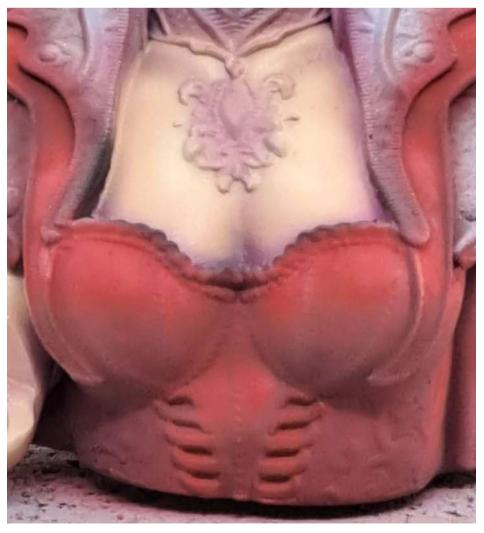
Then I apply little little a mixture with MN10.

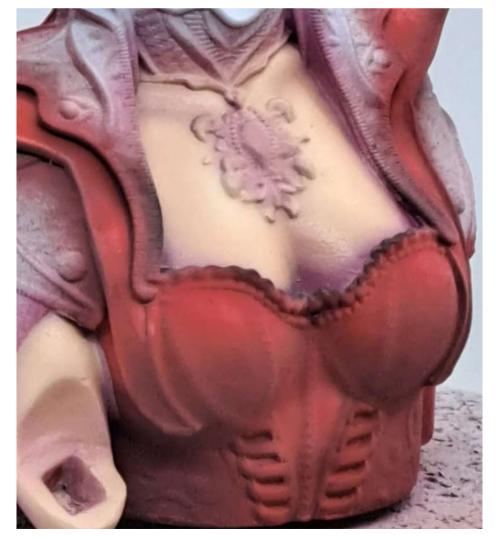


For the last increases in light I mix the previous references with a little **MN06**.

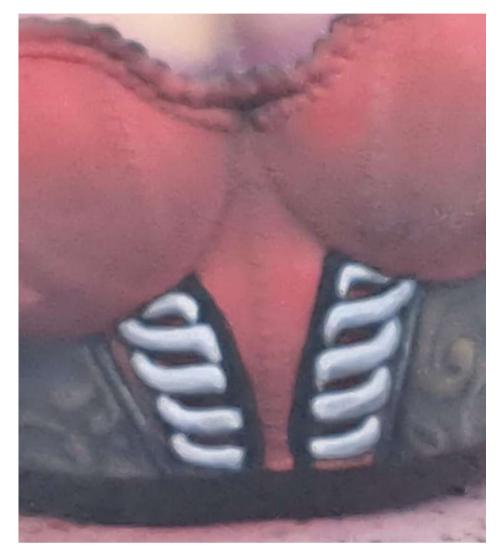


To finish I outline with the airbrush the deeper shadows with **MN62**.











For leather tones I first use a brush base coat of **MN51**.



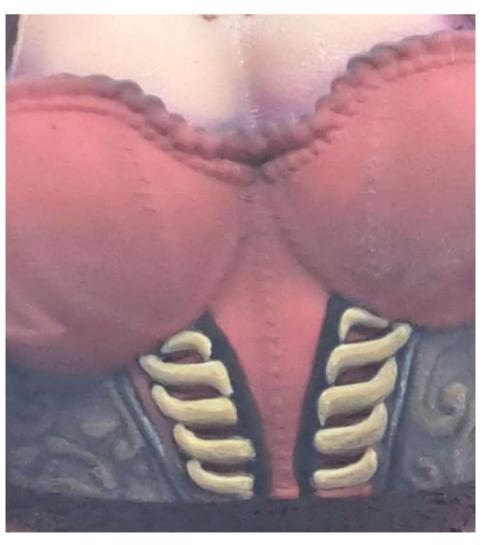
Then I turn up the light making progressive mixtures with a brush with **MN16**.

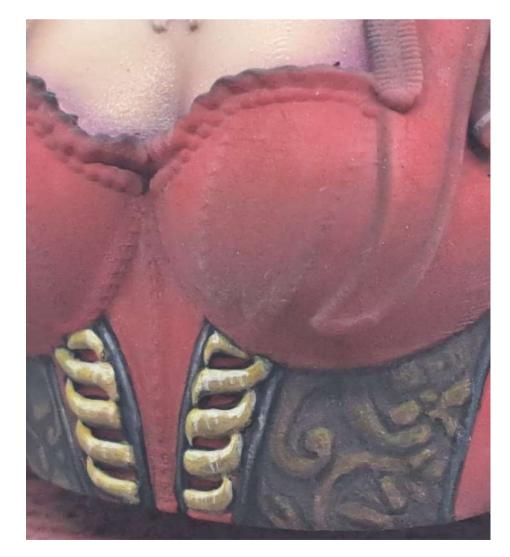
For the decoration I use a base with MN01.

Then I mix in some MN62 for the shadows.

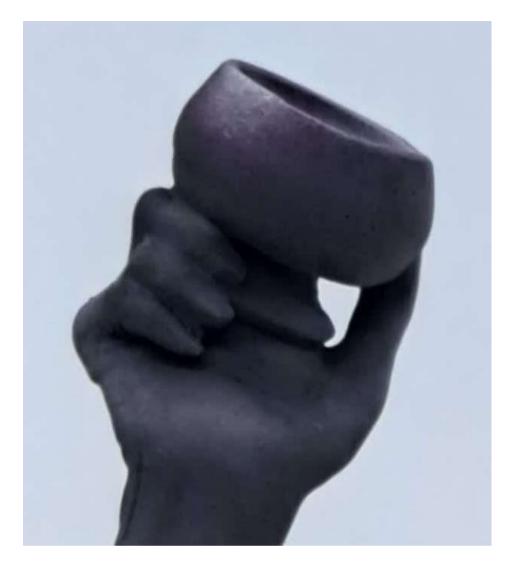


In the end I dilute the **MN16** a lot using it as a filter, ending with a few touches of **MN01**.











For the glove I use MN62 as a base.

The first rise of light we mix 70% of **MN62** and 30% **MN07**.

The last rise of light We mix with MN06.



We outline the glove with a brush with MN62.

For the glass we also apply the color former.



Next we paint with MN51.











With **MN51** and **MN16** at 50% we have just detail the cup.



We apply metallic tones. for the blood we give a layer of **MN51**.

Uploading the tone with MN10.



To create the sensation of fresh blood we apply glossy varnish.











For the clothes we start with **MN51** raising the light with **MN10** and finally with a little **MN06**.



For the layer, **MN62** is applied and **MN08** at 50%.

Turning up the lights with MN08 and MN07.



The choker and finials use one color gold metallic.

The rubies I apply glossy varnish with a little **MN10**.







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