



# How to Repaint WAS Ships



## GETTING STARTED: PAINT, BRUSHES & EQUIPMENT

Ok well I'm not good at this type of thing so bare with me and I will share with you the cheap and easy way to achieve my level of repaint quality out of your models at home. It looks hard, but its not as hard as it looks so please give it a go, have some patients, don't be afraid to stuff it up (these models are pretty cheap).



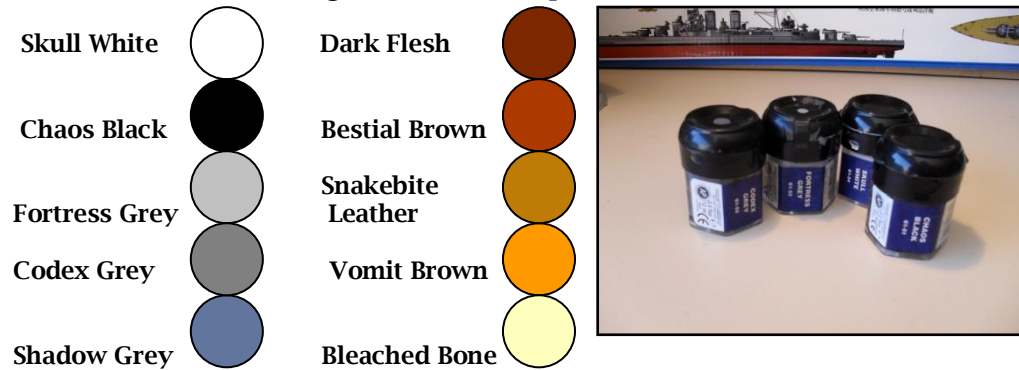
My Work Station with bottles of premixed washes Citadel paints and the Mighty Hood (in progress).

## PAINT:

Paint is probably the most expensive of all my materials, basically cause I don't compromise on it! (much to my wife's dismay). Do not use Testors its rubbish. Do not use Tamiya acrylics they are rubbish. Use an artist quality miniature purpose accrylic paint, I use Citadel accrylics you can only get them from The Games Workshop or wherever Warhammer Citadel Miniatures are sold. There are other similar type accrylics that you can purchase from any good art and craft shop. Tell them what you need and tell them what you want your paint for. I will use these from time to time but my mainstay paints are Citadels they love being painted on plastics.

Paint is very important for 3 reasons. 1. adhesive quality, 2. drybrushability and 3. color quality and purity.

I recommend the following colors or their equivalents:



Yeah ok... so they sound weird. These are the mainstay colors I use for basecoating drybrushing and hi-lighting.

The colors I use for washing are often from the above colors they are just watered down. For example when the Black is almost empty it will be filled with water and become a black wash. About 20% color to 80% water. More water depending on how light you want the wash. I believe you can also now buy empty mixing pots from The Games Workshop as well.

Also available are inks GW inks have fast become rubbish as well most are glossy (which you don't want). The most important of the inks is a Sepia or red/brown.



This color will be used on your wood decks, I used to buy the Citadel Chestnut Wash or Ink as it was latter called but they discontinued it so I now buy SP brand of artist inks that you can buy at your local art supply store. Enough about colors.

## BRUSHES:

The brushes I use are cheap and nasty although I do buy them from my local art supplier if that counts at all for class. Basically you want something small and a little broad for your hull and something thin but stumpy for everything else. I use nylon (boo hiss) brushes because they are only about \$2.00, and I treat my fine detail brushes horribly, so I will only get about 3 ships painted with one, before it is only good enough for drybrushing. I use 0.3 size brushes for most work in general and fine detail work.

However if you are not cheap like me I highly recommend Sable or Hog Hair brushes for best effects. Unfortunately my wife knows how many brushes I go through, so I cant spend as much as I'd like to. I will buy about 5-6 nylon brushes for the cost of 1 or 2 Sables. Make sure your nylon brushes can be used with artist acrylic paints.



# STEP 1

## PREPARATION:

To prepare your model for painting you should probably at least wash your model in soapy water especially if they have been handled a lot. I don't and probably should, but I use high quality paint and none of my completed models have ever chipped or flaked.

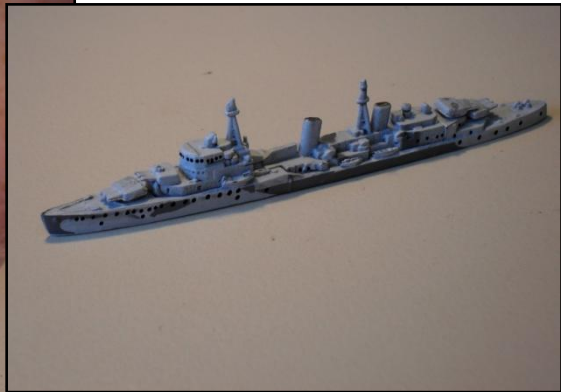
I don't use primer or undercoat, never, and never have, and never will. Not that I have anything against it or guys that do, I just can't be bothered. If more basecoat is needed it will be applied. I'll get to that.

I do, however check the model thoroughly before painting and will remove with a scalple or modelling tool any dags from the model. Excess lines of plastic from the machine after the models have been cut. Again not too fussy about this but will clean it up as much as is necessary.

With a Pin Vice (small hand held manual drill) I will drill all the port holes on the ships so that they become deeper and more prominent, sometimes will add additional port holes if necessary.



Danaussie on pin vice



HMS Sheffield ready for basecoating

Other than those few things, the only other thing I do before painting is turn on my computer and check out my data base on the paticular ship I am about to paint, and study up. Find as many color pictures of your ships as you can start a file. The best sources are from model ships, from other artists. Modelwarship.com is awesome and Steelnavy.com is also worth a look, there are many others of course but these are the two main sites I use for reference material. Other than that Google :USS Salt Lake City and add Pictures to the keyword, right click on any picture that interests you and select - **save picture as** and start your data base.

## STEP 2

### BASE-COATING: HULL & SUPERSTRUCTURE

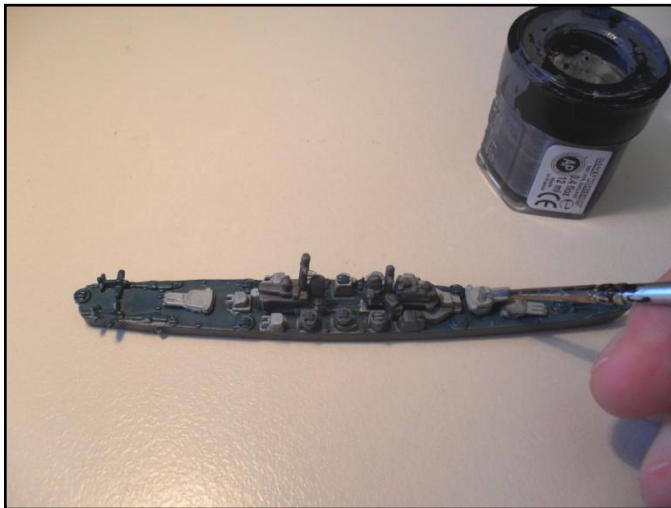
The base coat should always be dark in color, I will apply a mix of 5% Black to 95% Codex Grey for any basecoat for a darker grey ship such as any IJN unit. I will use a flat Fortress Grey for any lighter grey ship such as any British ship, you know those almost white ships you have seen.

The principal used is “Start dark and go light”.

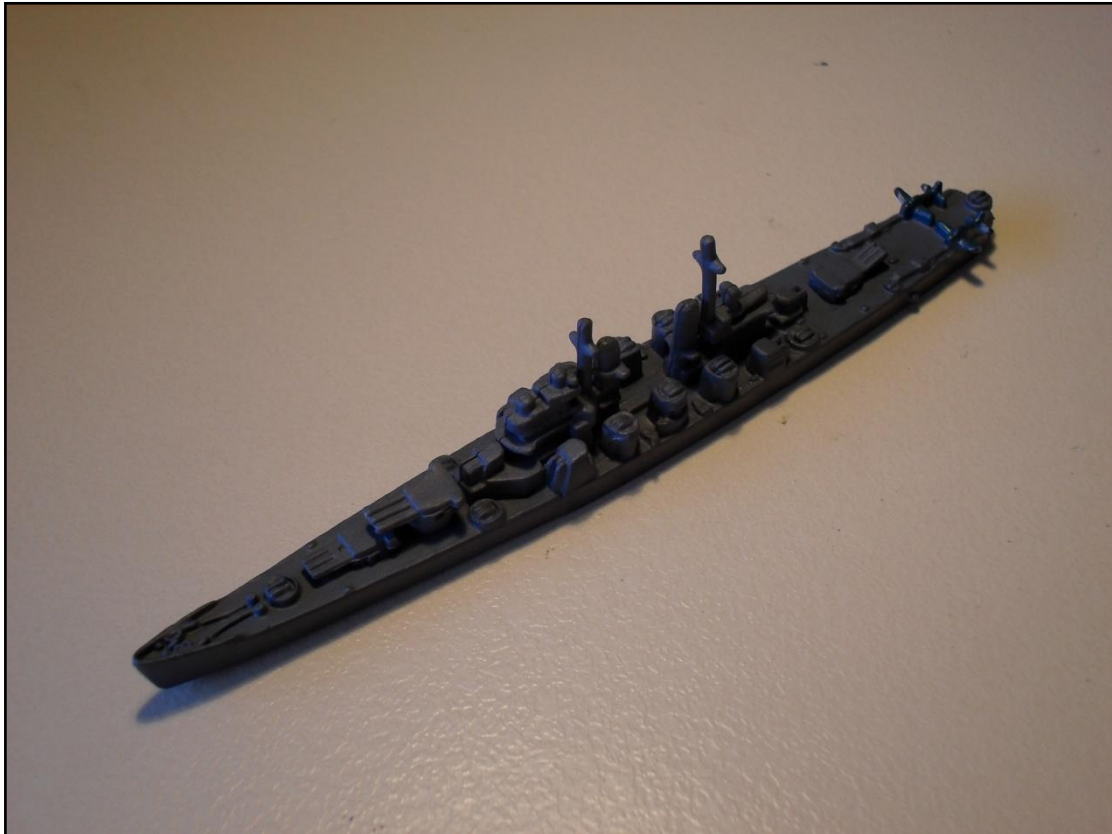
The basecoat will set the natural shadowing that the drybrush will create later. Paint all parts of the ship that will be grey.



USS Baltimore before basecoat



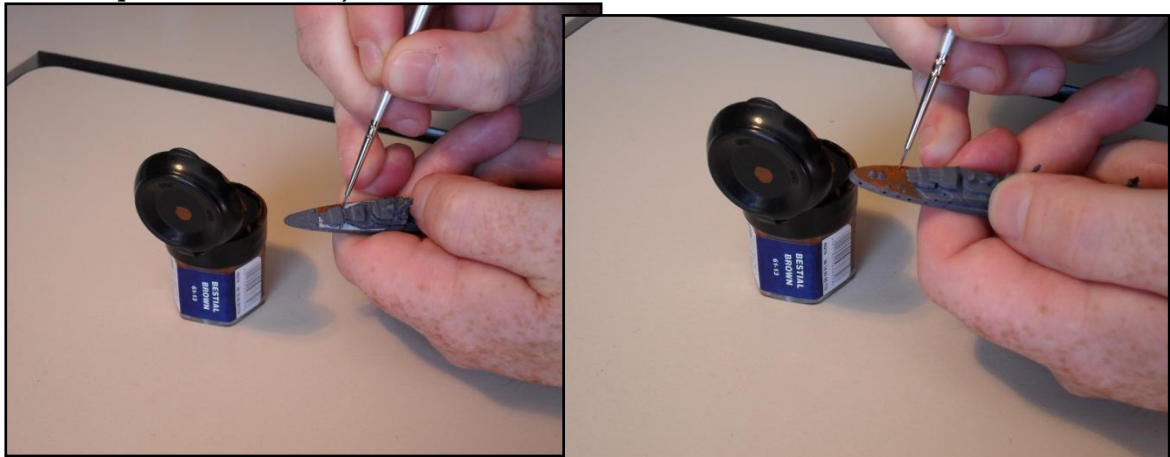
Basecoating USS Baltimore with a darkened Codex Grey



USS Baltimore after basecoat her planes can be basecoated now as well with a Navy Blue.

### **BASE-COATING: DECKS**

Base coat the wooden decks with Bestial Brown try and paint around bits and pieces on the deck that will be grey later. So Bestial Brown or Dark Flesh for a darker wood deck and base coat with the Snakebite Leather for a lighter color deck. If all grey than basecoat the entire ship in the codex Grey.



Basecoating HMS Sheffield's decks with Bestial Brown.

## STEP 3

### WASH

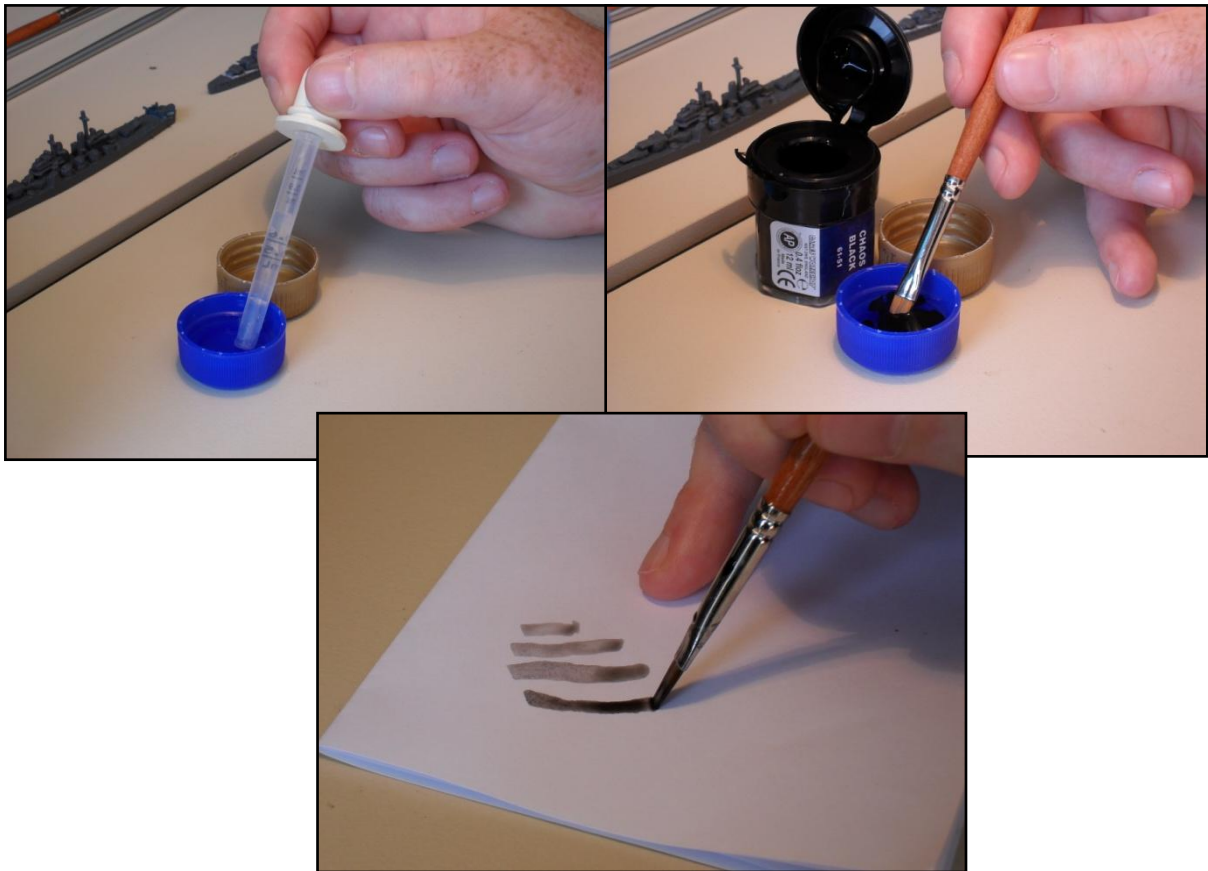
Right well now comes the wash, this will darken the ship considerably (which is what we want), the purpose of the wash is to show all grooves or deep parts (we painters call these recesses) of the model that you may not be able to see like torpedo blisters on the side of the hull for example. The wash is used to further shadow the ship in the parts where it should be shadowed, and at the same time reveal the raised areas. The watery paint will seep into all the portholes etc leaving them dark while the hull remains a lighter grey.

### IMPORTANT:

1. A wash is not further painting it requires a different technique, use more of a dabbing motion than a brush stroke. Remember that you are just trying to guide the watery paint to the recesses not trying to paint the ship a whole new color.
2. A wash should be applied quickly to avoid uneven color build-up. For example the hull should be covered with two to three light brush strokes.
3. Allow to dry before further washing or painting.

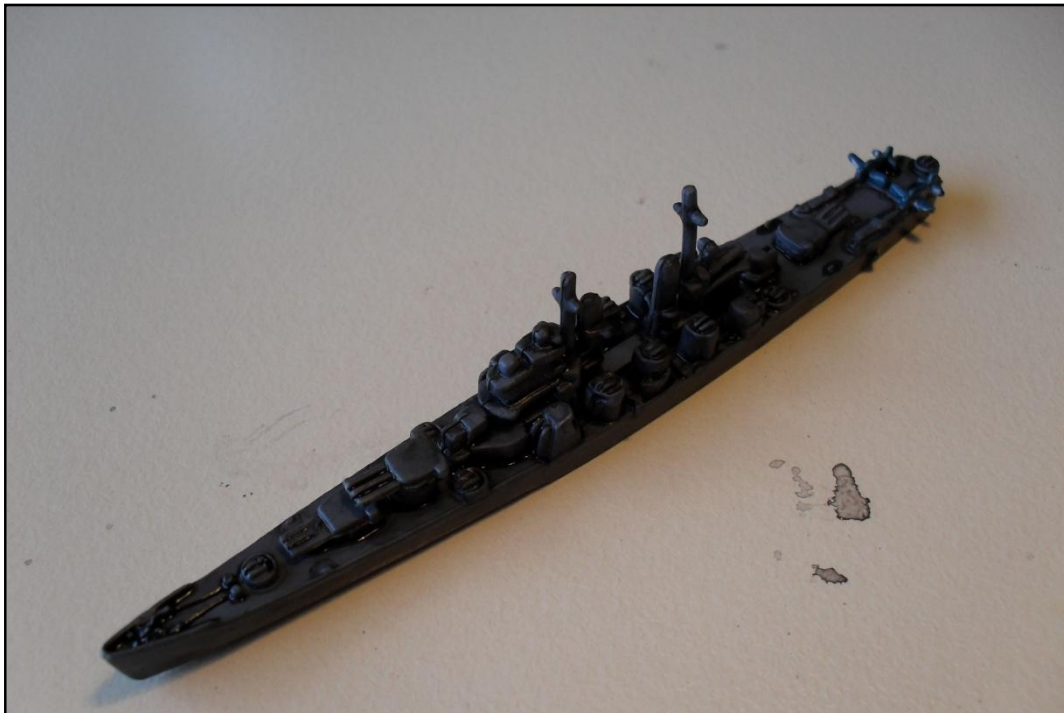
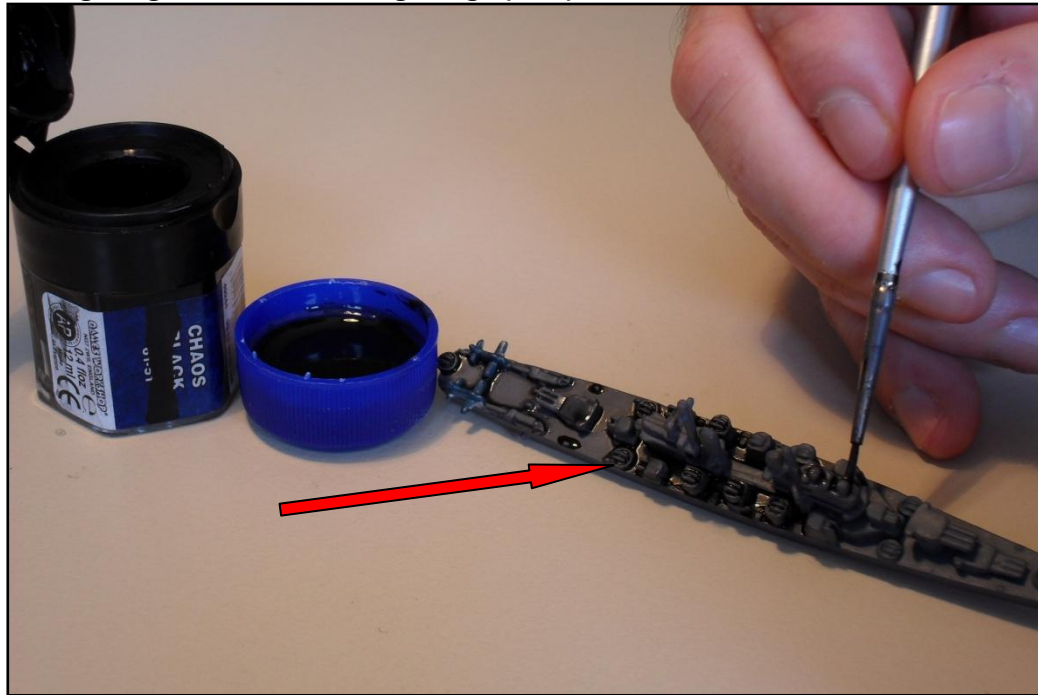
### PREPARING A WASH

The consistency of your wash should be about 95% water to 5% color, you can pre-mix your washes and store them in large bottles, or empty paint containers. Or you can prepare your washes as you need them. To test your wash before application use a piece of clean white paper and paint a few lines, this will show you how dark your wash is. If too dark, add more water, if too faint, add a little more color. See Below.



The original wash was a little faint after testing so a little more color was added.

Now that you have prepared your wash apply it to your model, start by getting to those hardest places to get to like between the superstructure and AA guns. Dab some on top of the AA guns to see how the effect works. The wash will fill the little round AA gun area leaving the guns themselves a lighter grey...try it.



Baltimore after washing starting to look like a real ship now. Nice and dark and ready for drybrushing. We now have shadow and depth.

## STEP 4

### DRYBRUSH:

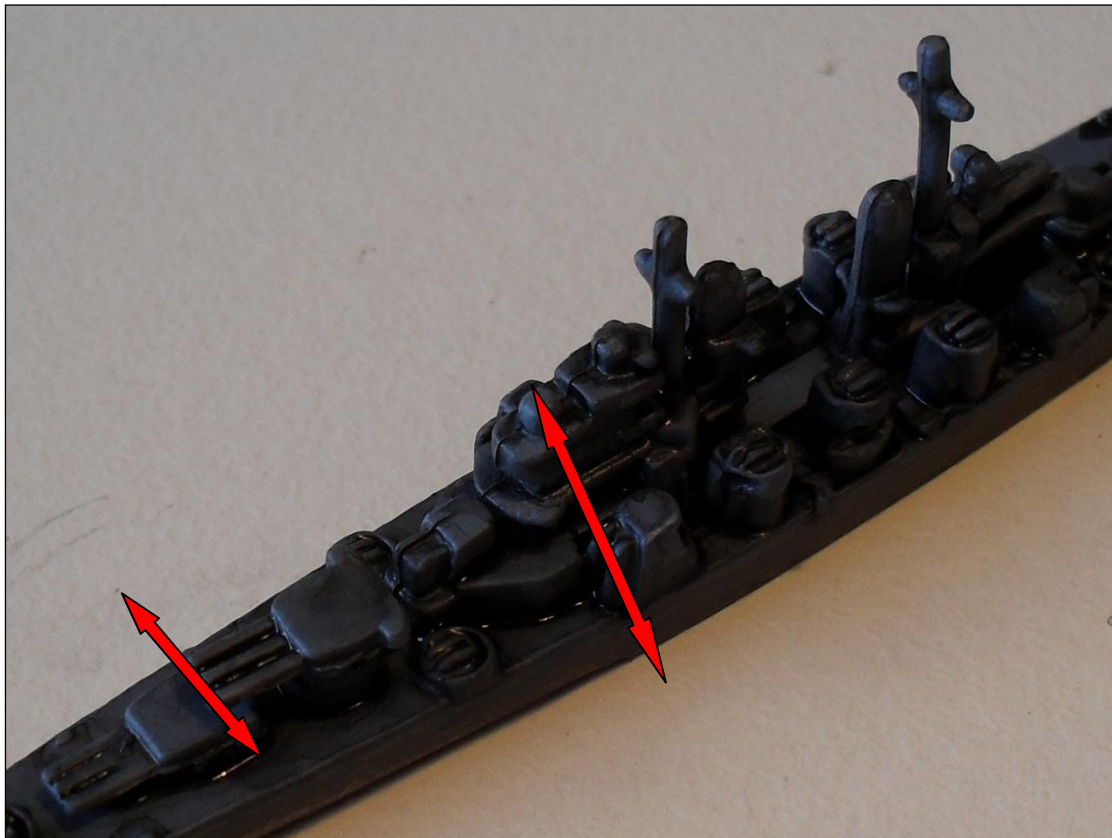
This is where the magic starts to happen, when I first used this technique about 12 years ago, I was so amazed that I immediately threw all my Testors enamels and Tamiya paints in the trash. From the first time I used these acrylics and was taught to drybrush, I knew I would never paint any other way. This is by far the most advanced technique to learn and get right but believe me when I tell you that once you get it right your models will look nothing short of spectacular. Enough of a plug on drybrushing? Lets do it then...

Still using the **start dark and go light** philosophy we are now going to change colors in Baltimores case she was very light grey all over with blue/grey decking and a really cool camo scheme. So we drybrush with a lightened Fortress Grey



The technique requires an almost dusting type motion back and forward in rapid strokes. Because there will be only drying particles of paint on the brush these particles will stick to the raised edges of the model, leaving the recesses dark. Follow?

So scrape across the model, down the superstructure, across the gun barrels. Try that first to see the effect. You will notice immediately that the raised surfaces are now hi-lighted.



Make sure you have a blank sheet of white paper to scrape off all the paint from your brush before applying it to the model. When you are satisfied that you have most of the paint off the brush then apply it as above mentioned. **WARNING:** If there is too much paint on the brush it will ruin the effect. Ahhh Drybrush!!!!

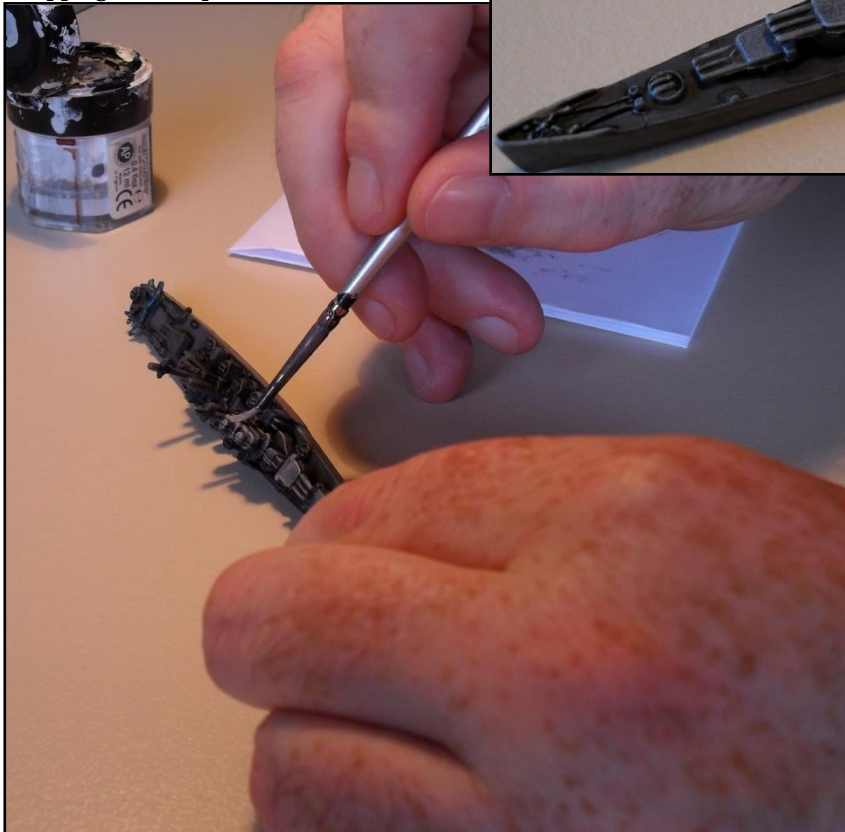
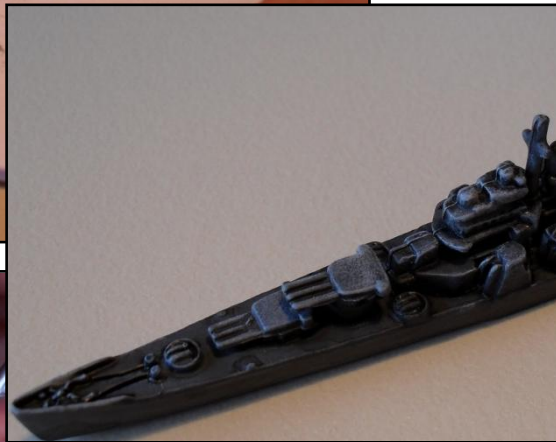
You won't get much drybrushing done with each application so be patient, keep dipping the paintbrush and scraping off the paint and applying it to your ship. You will get there. You can use a large scruffy brush to drybrush over a larger area at a time, if you wish.

## **IMPORTANT:**

1. Don't try and repaint the ship, be patient drybrush, drybrush, drybrush.
2. Don't use watery paint
3. Use a scruffy brush for best effect.



Scrapping off that paint.



Drybrushing down the superstructure, well just look at that, like magic.

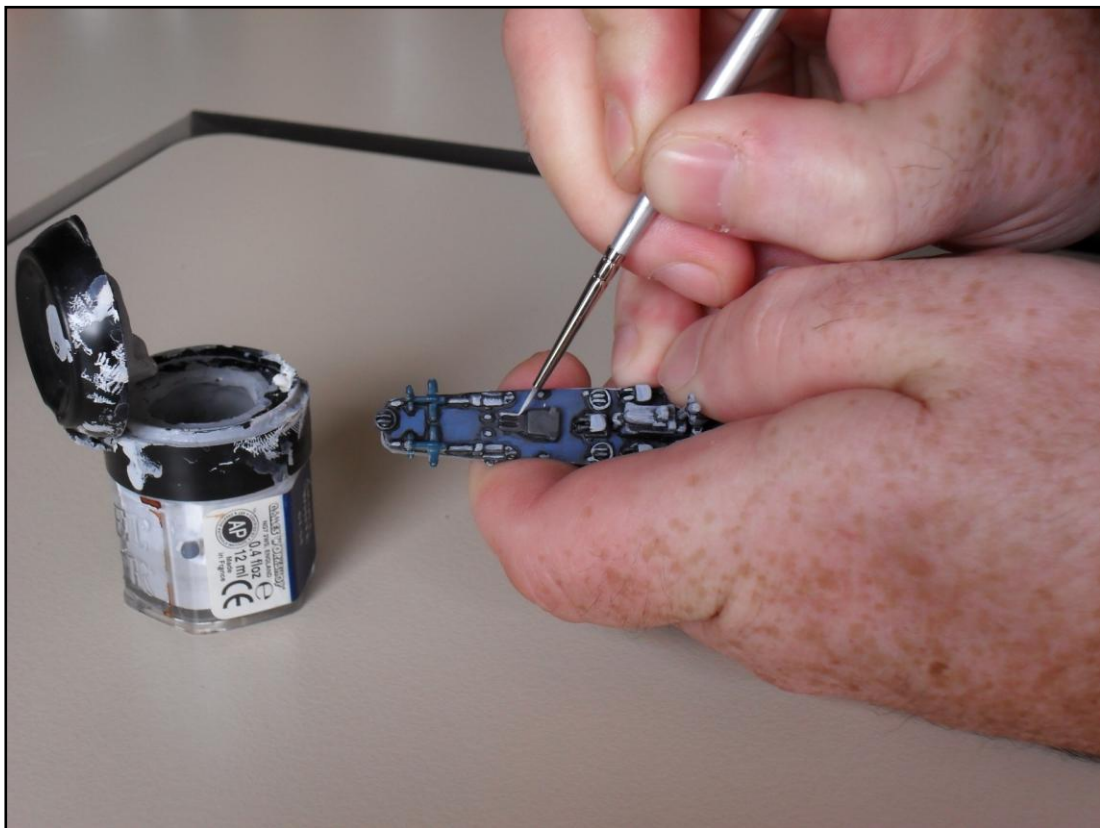
## **STEP 5:**

### **WET BRUSH HI-LIGHTING & WET BRUSH BLENDING**


#### **WET BRUSH HI-LIGHTING**

Now your ship has been basecoated, washed & Drybrushed its time to do some serious detailing work. After the drybrush you will notice that some areas are still dark and they probably shouldn't be so they will need hi-lighting. This will require a steady hand and a little patience, but this is personally my favourite step of the process, mainly because after its done your ship starts to look more like the actual ship and not that ugly looking thing you got out of the booster.

Take your fine detail brush, and using the color you drybrushed with or a slightly lighter shade of the same color, start to touch up those areas that should not be so dark with the hi-light, the main guns are a good place to start. Be careful not to paint over where the shadow should be. You can now plainly see after the drybrush where everything is on the ship, so hi-light those raised areas with the lighter color grey and leave the shaded areas dark. Dont worry you will definitely get a feel for where the shaded areas should be, so give it a go. Study the model first to see where it needs should be hi-lighted. Move the model around to get to those hard to get to areas.



Hi-lighting USS Baltimore

Baltimore's decks have been hi-lighted with Shadow Grey  which is a very Blue/Grey

and the grey I am using as the hi-light is a pre-mixed Skull white & Chaos Black mix of about 97% Skull White and 3% Chaos Black its my British Grey/White.



This process takes the longest but the results wont disappoint.

## **STEP 6**

### **WET-BRUSH BLENDING & TOUCH-UP**

This is usually the final step in my process unless a camo measure is to be applied which I will cover in a latter Volume along with rustwork and weathering.

#### **BLENDING**

Wet Brush Blending is what I call the final technique that I would like to share with all my fellow artists out there, there was a post about this technique, I think from Weeds so I thought I'd take the time to show a picture of it and talk a little about it.

I started using this technique by pure happenstance trying to get the right color for HMS Hoods decking. When I saw how cool it looked I just kinda kept doing it all over a ship from that point on. Then even revisited earlier ships like Rodney to get the effect happening on them as well.



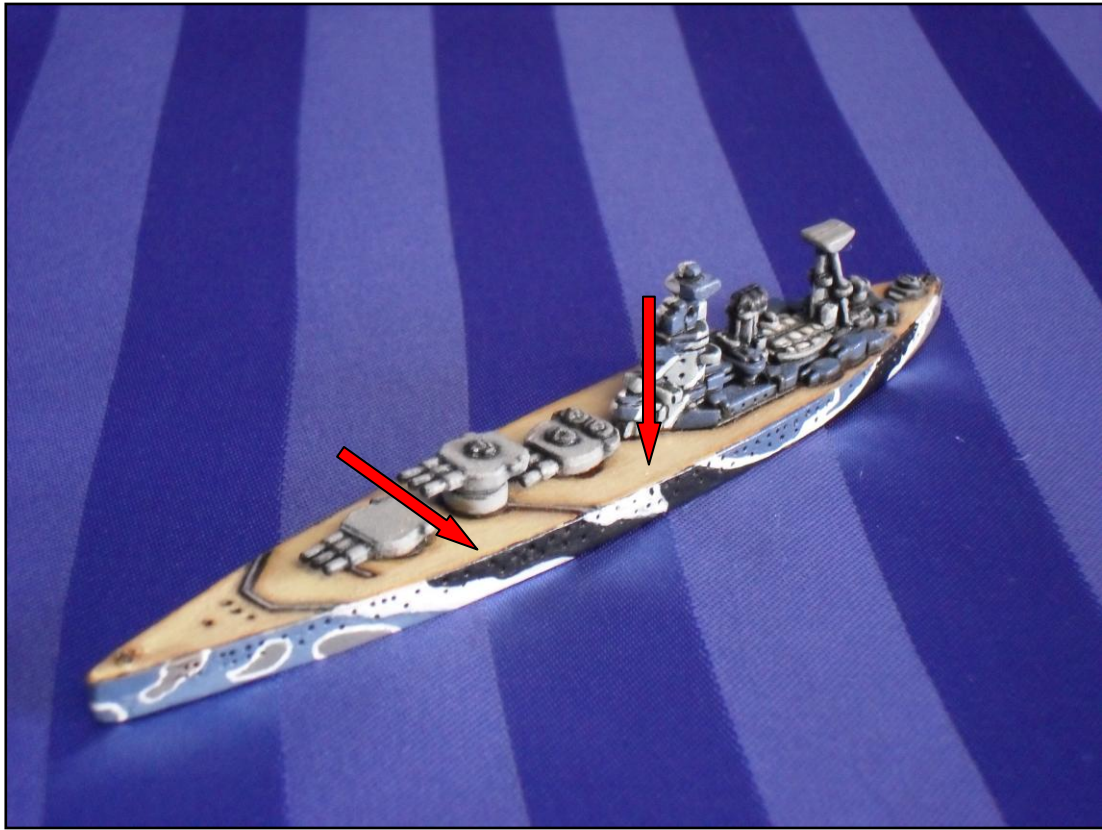
To demonstrate what I mean look at the above Fig. Say you need to paint this turret, when light is on a model everything at the top of the model will be lighter than anything at the bottom of the model, similarly any raised or protruding edges will also catch the light.

I found that as the paint was drying on the brush the more you keep painting with it, what started as wet brush hi-lighting turned into drybrushing, and so as I kept painting the colour it become darker but blended with the previous wash and drybrush.

So I incorporated it from any hilighted region of the model that went into shadowed area, and it worked as though I had applied 50 washes and Drybrushes. Saves a lot of time.

Start at the top of the turret and work down, as you distribute the paint downward and as the paint is being used up and drying on the brush, you will notice you start dry-brushing which is fine because you are heading to where the turret meets the deck and that should blend into black.

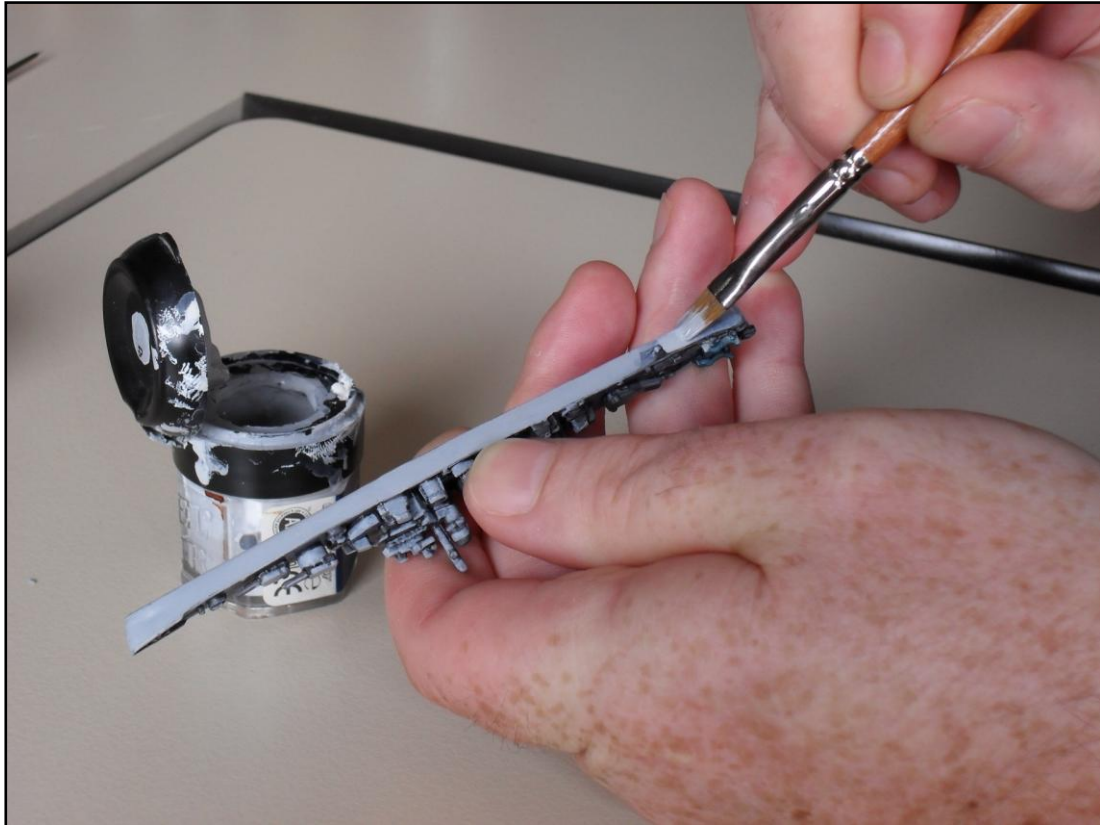
Now look at Rodney's deck work, you can see how I have applied this blended hi-light from the centre of the deck to the edge of the deck where the deck should be darker.



The watered down hi-light is worked from the middle of the lighter area toward the shaded areas.

This technique looks great when I get it right, it helps to clean up any inconsistencies in the paintwork without causing paint build-up because you are using a watered down paint.

The consistency of the paint you want is 75% color to about 25% water, and best effects are achieved with a slightly lighter shade than what you hi-lighted with.



Using Wet-Brush blending to smooth a blotchy area.

## **TOUCHING-UP**

Last of all you should have a good look over the model to see if you have missed anything or if something could be hi-lighted better, or you may need to touch-up an area where you may have slipped into a shaded area. To do this use a black wash or just apply Chaos black to the recess. When you are satisfied your ship is ready to have camo measure applied have her photo taken and posted on foruMINI for all of us to enjoy. Have fun with it, that's what its all about. Start on a Merchant Ship to test the techniques. Stay Frosty!!!



USS Baltimore complete and ready for a little more touch up and before her Camo scheme.

BY- Danaussie. 2010