

## PAINTING GUIDE

### WALLS AND FLOORS

#### STEP 1



DEEP LAVA  
(GT002-DL)

Apply a heavy dry brush in **Deep Lava**. Vary the direction of your drybrush (up/down/diagonal) to get into some of the crevices of the sculpt. It's ok if this dry brush application is patchy; this produces an organically rugged, weathered look to your final piece.



#### STEP 2



BUNKER BLUE  
(GT002-GM)

Once Step 1 is dry, apply **Bunker Blue** in a heavy dry brush in varied directions, like the technique used in Step 1. It's ok if some of the Deep Lava from step 1 is visible through parts of the piece.

#### STEP 3



SYSUUL SILVER  
(GT002-SYSS)

+

BASALT BLUE  
(GT002-BASB)

+

BASE WOOD  
(GT002-BW)

+

BLACK  
(GT002-B)

Create a roughly 4:1:1:1 ratio mixture of **Sysuul Silver**, with a dab of **Basalt Blue**, **Base Wood**, and **Black** to create a weathered gunmetal color. Using a round brush with a pointed tip, lightly apply this mixture to the pipe and cog details on the interior, sides, and exterior of each piece.

Hamster Tip: You might find it easier to batch-paint interiors and sides of all pieces in one round, then paint the exteriors in a second round, so you don't miss any of the details.

## STEP 4



WHITE  
(GT002-W)

WATER BUBBLES  
BLUE  
(GT002-BB)

+

WHITE  
(GT002-W)

NAPTHOL RED LIGHT  
(GOLDEN 8532)

PERMANENT GREEN  
(GOLDEN 6660)

+

BISMUTH VANADATE  
YELLOW  
(GOLDEN 6510)

### Step 4a (optional)

Optional step: Give the controls and lights you wish to paint a base coat of **White** if you want the colors to appear at their brightest.

### Step 4b

The controls and lights are painted in a variety of colors. On displays and screens, use **Water Bubbles Blue** + a dab of **White**. On some of the control lights, use a couple of coats of Golden SoFlat Matte Acrylics **Napthol Red Light** to get the full opacity for red lights or a mixture Golden SoFlat Matte Acrylics **Permanent Green** + a dab of Golden SoFlat Matte Acrylics in **Bismuth Vanadate Yellow**.

## STEP 5



LAVA ORANGE  
(GT002-LO)

+

DEEP LAVA  
(GT002-DL)

### (optional weathering effects)

To add some rust and grime to your walls, using a 2:1 ratio mixture of **Lava Orange** and **Deep Lava**, take a wet brush and thin out the paint to create a wash. Lightly paint over sections of the metallic details and some of the crevices within the walls and floors.

## STEP 6



BLACK  
(GT002-B)

BASE GREY  
(GT002-BG)

### (optional weathering effects)

To add battle damage, using a little piece of sponge, dip it in **Black** paint, then rub off the excess paint like you would with dry brushing. Dab the sponge in irregular patterns across the surface of the exteriors of your walls and floors.

To create scratches, dip a fine brush in **Black** and create a scratch line anywhere on the surface of your piece. Add a little **Base Gray** to your brush and highlight one edge of that black line to create depth to the scratch.