

Painting Eyes with Formula P3 Paint

Painting the eyes

Eyeball socket: Umbral Umber

Base eyeball color: Menoth White Highlight

Eyeball Shadow: Menoth White Highlight + Umbral Umber

Iris background: Thamar Black

Iris base color: your blue, green or brown color

Iris highlight: Base color + Menoth White Highlight

Pupil: Thamar Black

Catchlight: Morrow White

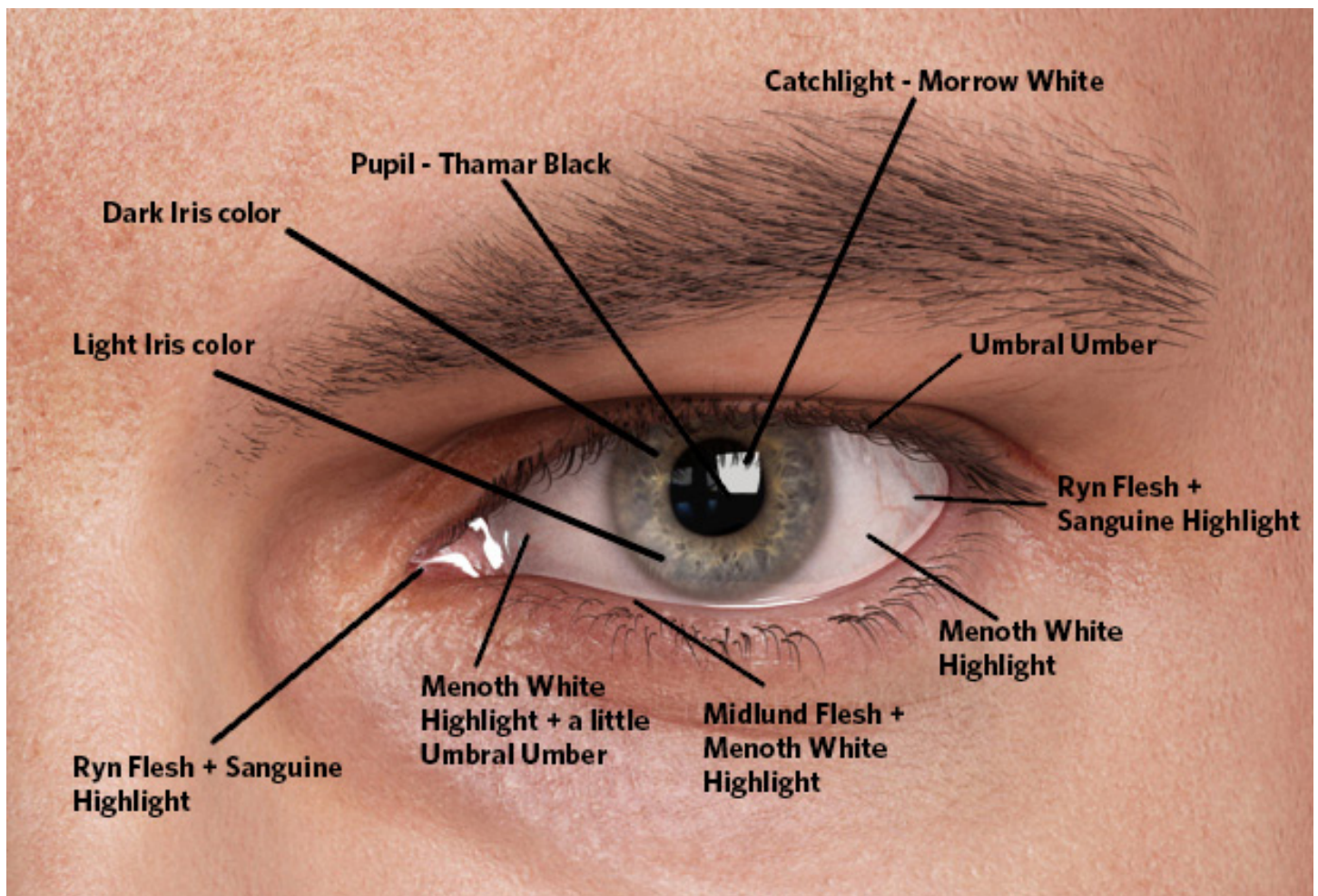
Tear Gland/corner of eyes: Sanguine Highlight + Ryn Flesh

Lower eyelid edge: Midlund Flesh, highlighted with Ryn Flesh

Upper eyelid: Khardic Flesh highlighted with Midlund Flesh and Ryn Flesh.

This is a good diagram for painting all of the nuances of a larger scale set of eyes, such as those on 1/9 scale busts. This diagram applies to all skin colors and tones. At 75mm, you won't be able to do this much detail, and at 1/35, even less detail. But this diagram will give you an idea of what is possible with a human eye.

The area around the eye and socket also deserves some attention. For the Caucasian skin tone, note the darker areas, the lighter areas, the recesses and the various skin colors. For darker skin tones, such as African and Mediterranean areas, the shadows and highlights around the eyes will be a little different.



Also feel free to experiment with using different colors and tones. Carnal Pink can be used to "pink up" a color. You can also make various shades of pinky flesh with Skorne Red (a darker red) or Khador Red Base (a brighter red). Adding a little Armor Wash also dulls the color a little. Adding a little Sulpheric Yellow to the Menoth White Highlight adds a touch of yellow to the highlight and gives you an alternative Ryn Flesh. Adding Exile Blue to some of your flesh tones can give you a cool (temperature-wise) dark shadow color.