

# M&P

MODELING & PAINTING

## GLITTERING GEMSTONES

By Jason Nichols

There's just something undeniably fierce about bling.

Gemstones adorn many models in the Skorne, Protectorate of Menoth, and Circle Orboros factions—apparently primal zealotry is measured by the quantity of family jewels. Much like a hip-hop entourage, the tribal armies devoid of military conformity still have a means to distinguish who's in charge—it's the one in front with all the sparkles. Of course, doing justice to all those bumps on your models isn't as straightforward as the standard coat, highlight, and shade.

Gems don't catch light the same as opaque objects that immediately reflect the color back to the eye. This may be counter-intuitive, but it's the nature of transparent spheres in light: the color is opposite the light source. The dark portion is toward the light, while the bright hemisphere is away from it.

Because light passes through a gemstone, the jewel catches the color on the other side rather than at its surface. Painting in opposition to the norm can mimic this behavior of light quite easily. Rather than highlight in light and shade in shadow, the inversion of the usual process will trick the eye into seeing transparency. Add a little white dot, a few coats of gloss varnish, and you're on your way to starting a counterfeit gem racket. My take is 10% if you're successful.

Our models du jour: Tyrant Vorkesh and a Stoneward.

