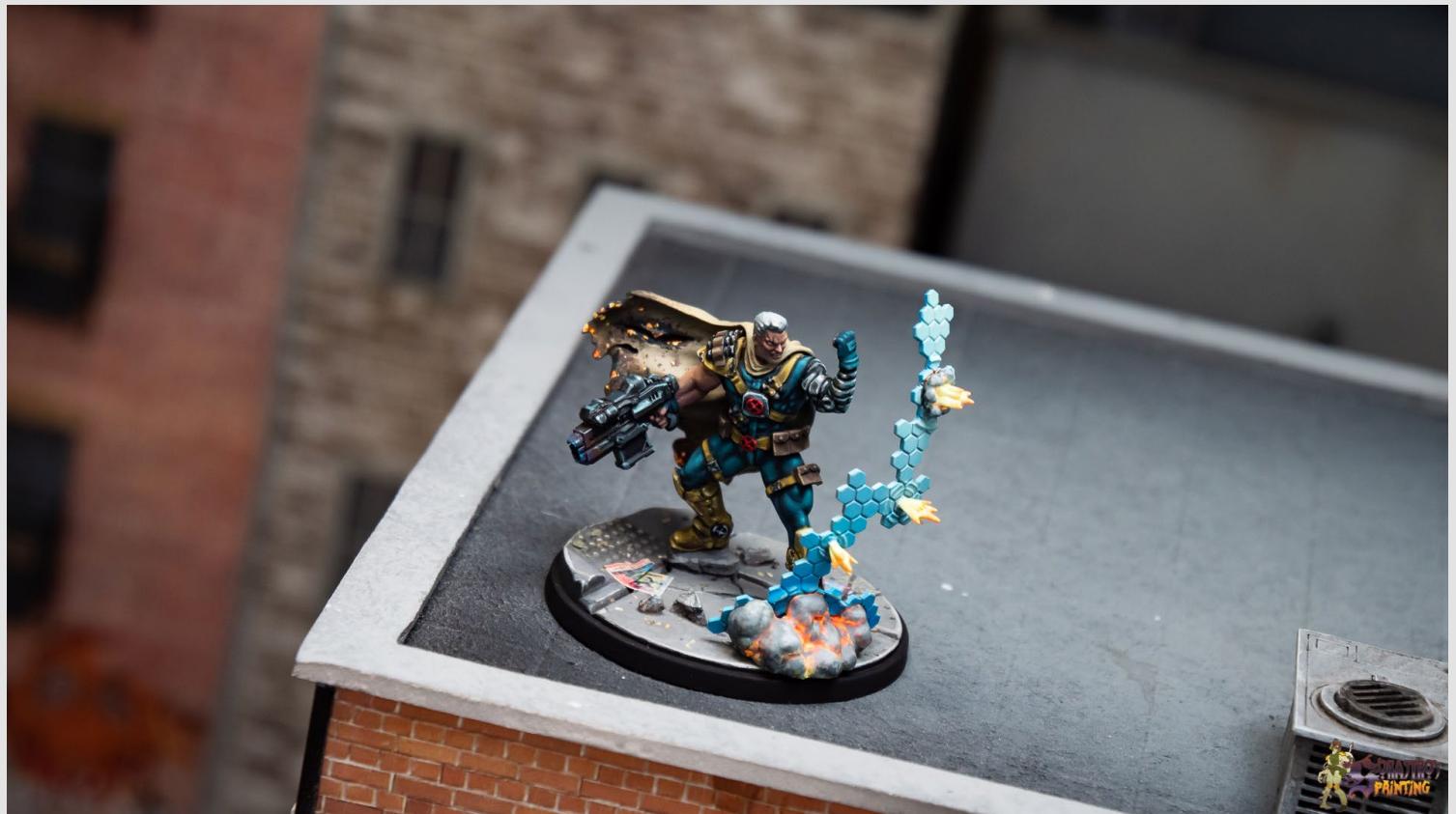


# CABLE

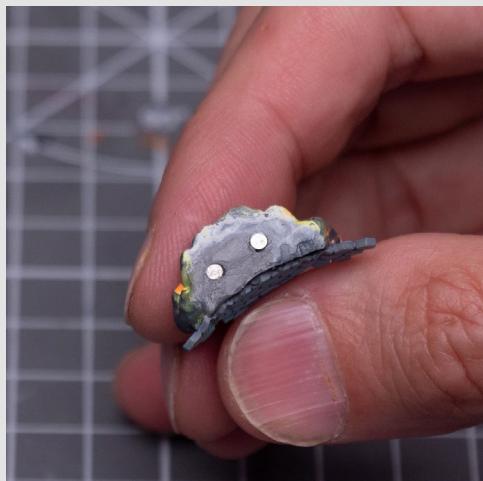
## PAINTING GUIDE BY SORASTRO

[www.patreon.com/Sorastros](https://www.patreon.com/Sorastros)

Hello! In this PDF painting guide I'll be painting Cable from Atomic Mass Games' Marvel: Crisis Protocol Miniatures Game.



Firstly I've chosen to magnetize the telekinetic shield with a couple of 2mm-wide magnets (and corresponding magnets near the front edge of the base):



And I've chosen to prime the cloak (and head) separately from the body:



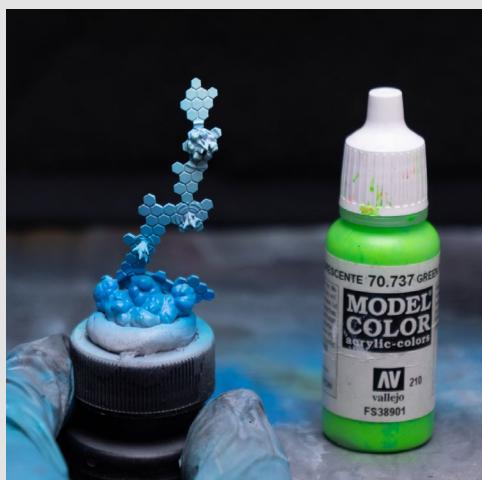
I primed the telekinetic shield in white, then created a gentle gradient using Process Cyan ink (reversing the direction of the gradient on the rear):



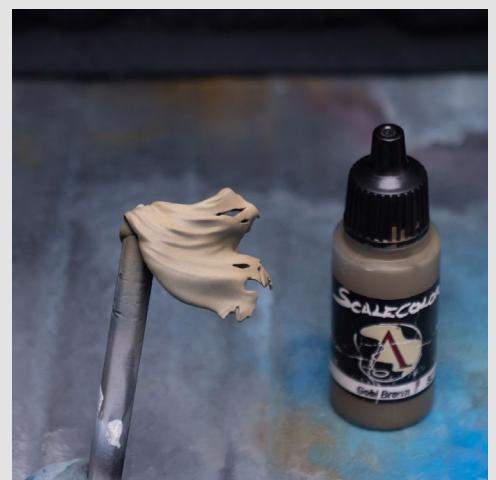
I then added just a hint of Purple Lake to the darker end of the gradient:



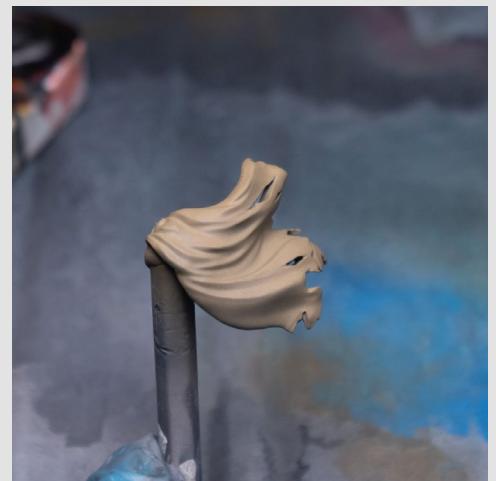
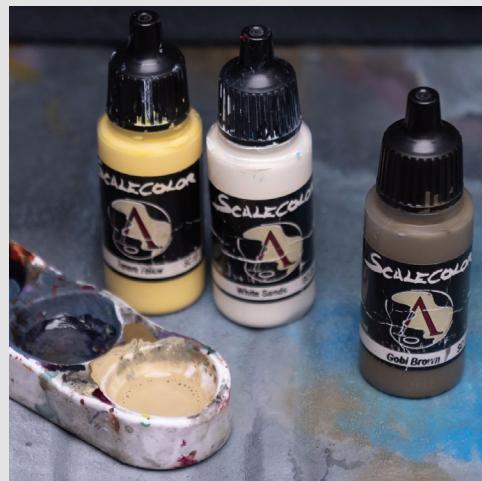
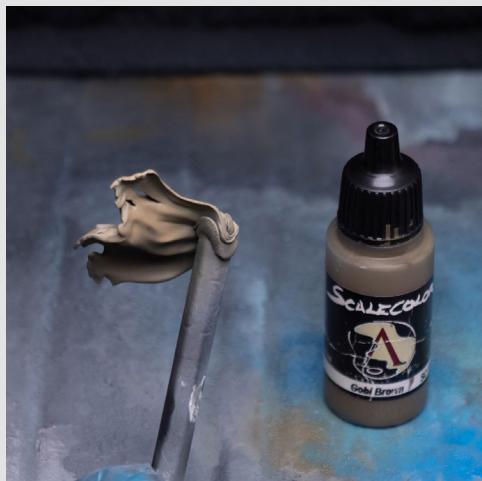
And for the lighter end I introduced just a hint of Fluorescent Green (thinned with quite a bit of thinner):



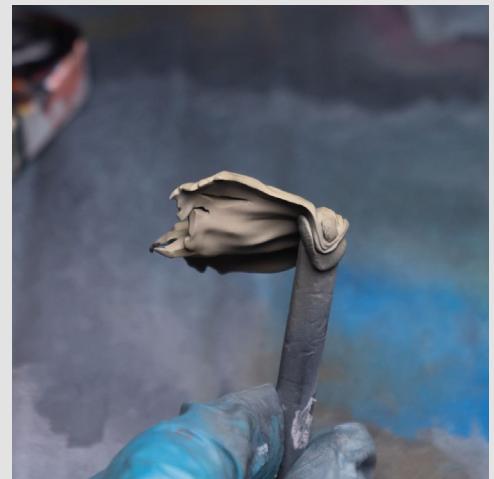
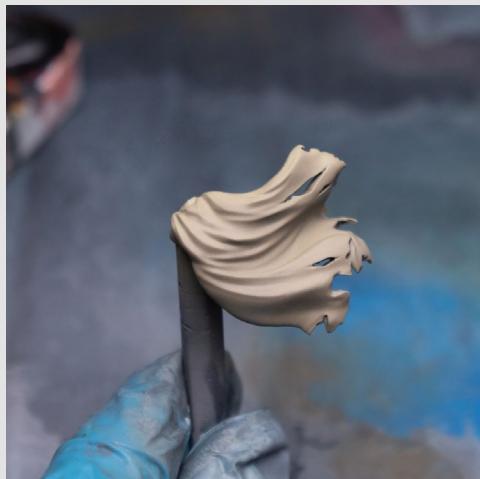
I've also chosen to save time by using the airbrush to colour the cloak; this is just a couple of thin layers of Gobi Brown over some zenithal highlights:



I then lightened this up with the addition of some Tenere Yellow and some White, and applied some highlights from above:

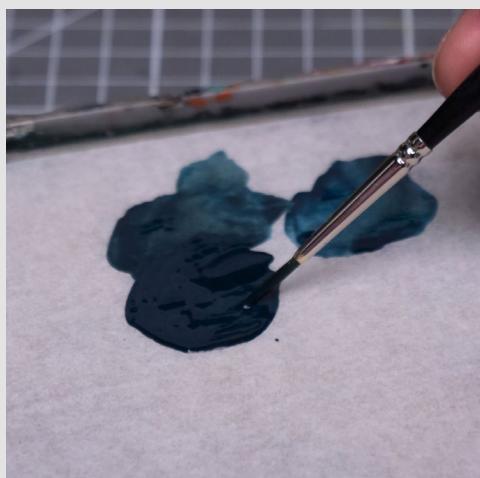


This is my lightest highlight tone:

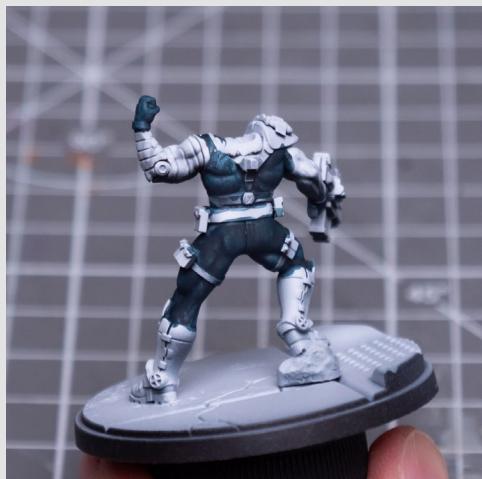


Moving on to Cable himself I've chosen to use a roughly equal mix of Abyssal Blue and Deep Blue for the blue suit:

(I initially applied a single, semi-transparent layer of this but later went for a more opaque finish.)



For the skin I'm using a mix of Basic Flesh and African Shadow:



I'm now painting the eyes with some Deck Tan:



And I'm brushing a mix of Fluorescent Red and Yellow over the left eye:



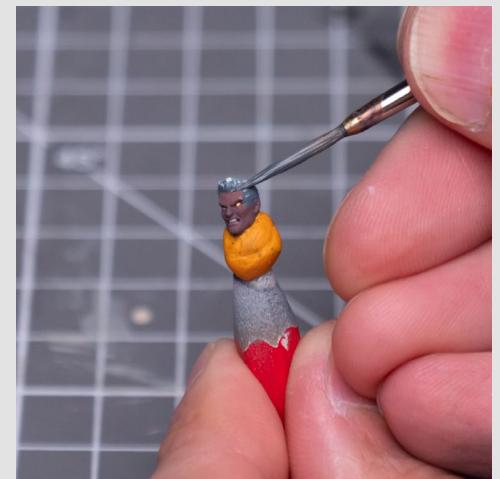
And I've also picked out the teeth with the Deck Tan:

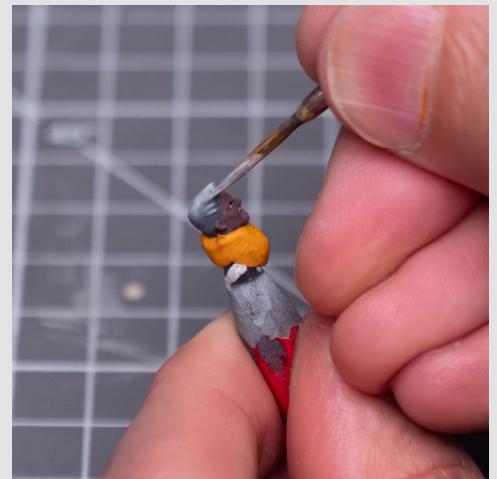


I've now painted the skin:

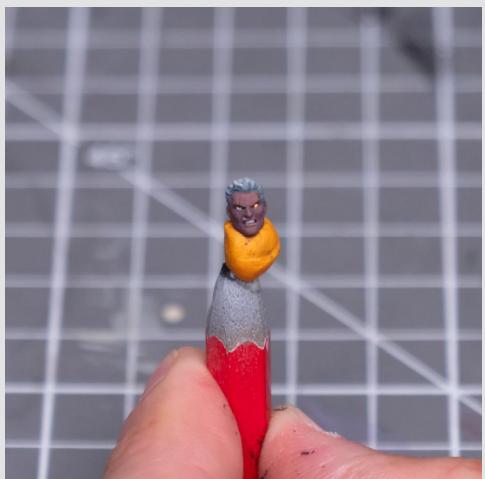


For the hair I'm going to block the main tones in using a blue-ish grey scale made of Anthracite Gray, Graphite, and White Sands:

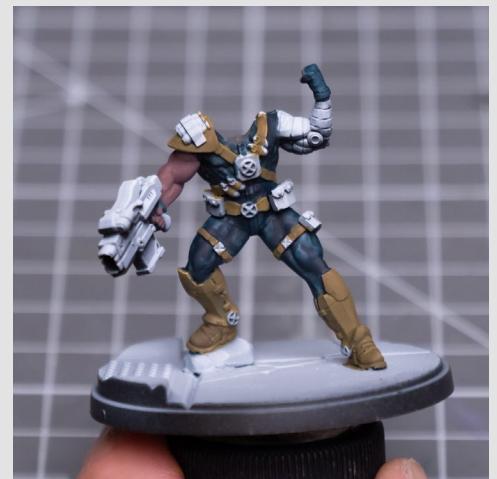
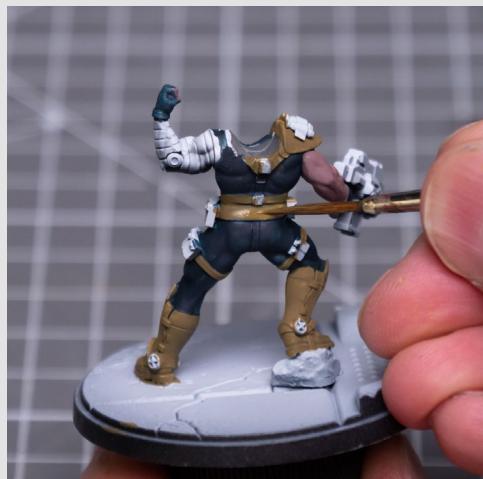




For the yellow parts of the outfit I'm using a mix of Iroko and Gobi Brown:



You may of course choose to paint the shoulder pad and/or boots in a metallic grey instead...



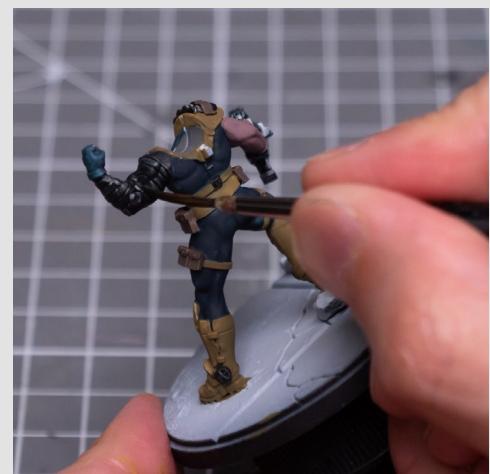
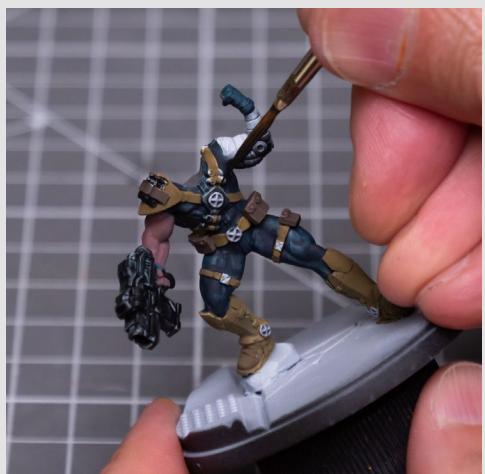
And for the brown pouches and strap on the shoulder I've chosen Walnut mixed with a little Black:



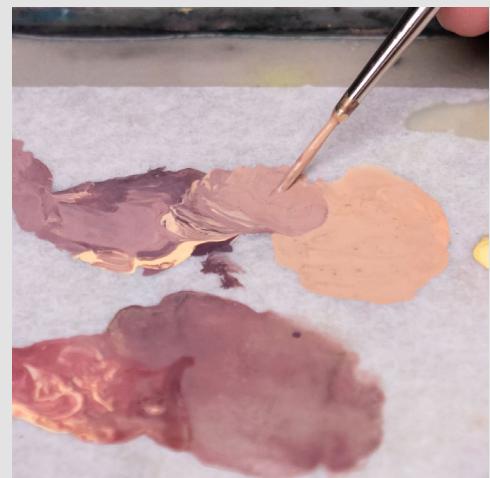
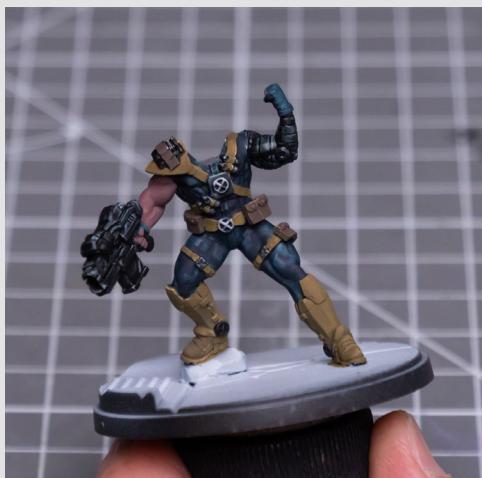
For the rifle and the remaining metallic details (including the left arm) I'm using a mix of Black and Dark Sea Blue.



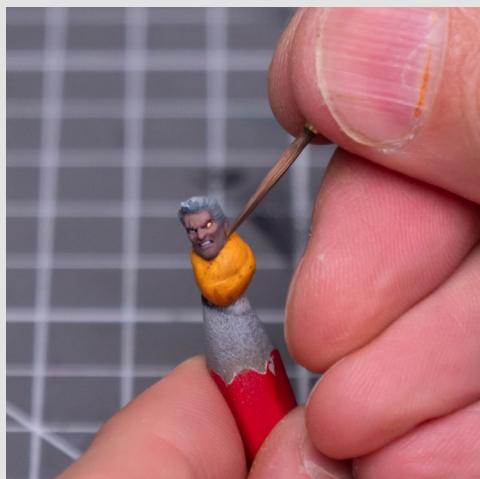
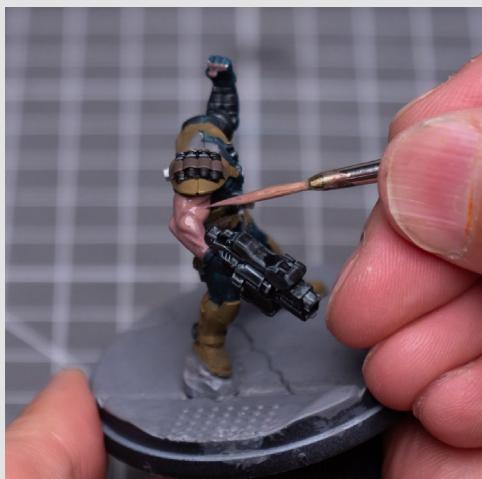
A single layer of this allows some natural shading to occur:



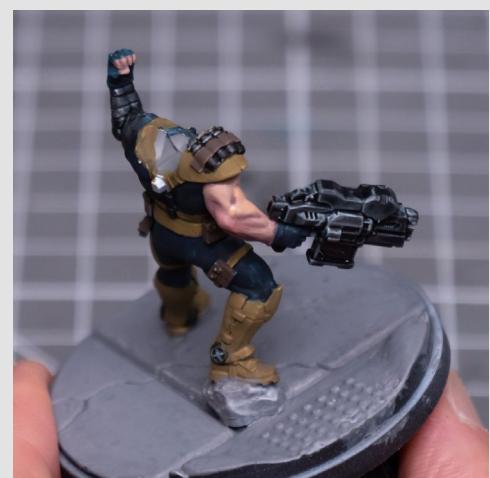
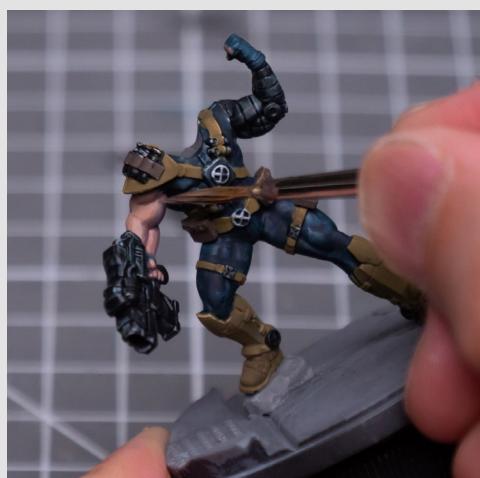
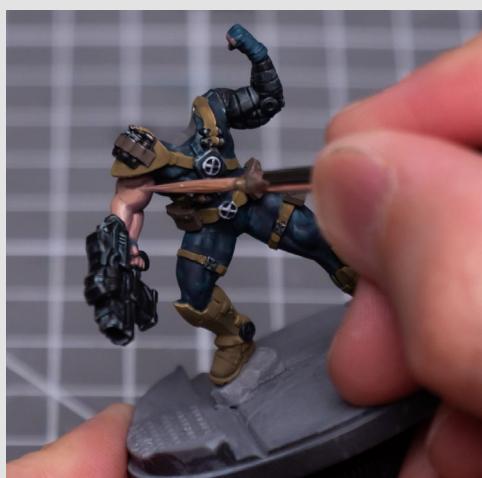
I'm now going to highlight the skin, and I ended up using a mix of Beige Red with the Basic Flesh used earlier (to introduce a bit more of a satin finish):



For the face I'm also introducing some small variations of tone with the addition of a hint of Dark Sea Blue for the chin area (see the Kingpin video for a more full dissection of my approach to highlighting Caucasian faces):

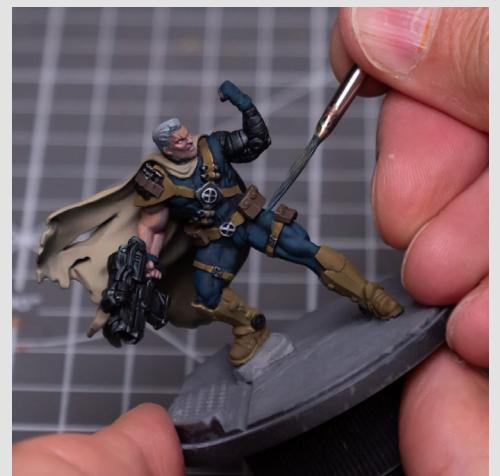
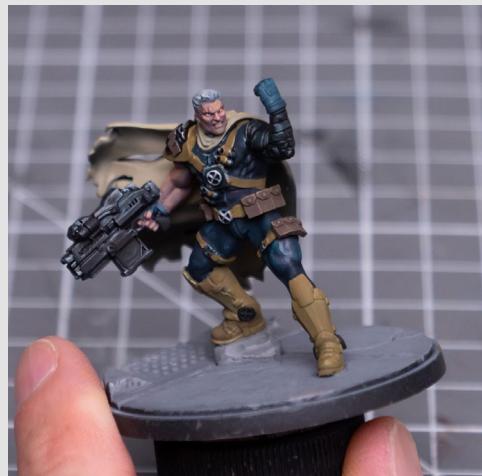


We can also add some Ivory or Tenere Yellow for the brighter highlights:



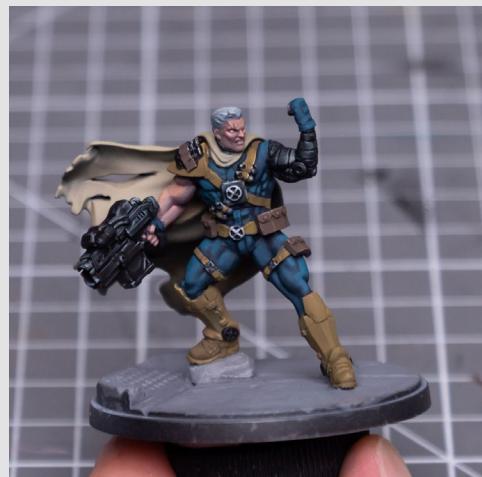
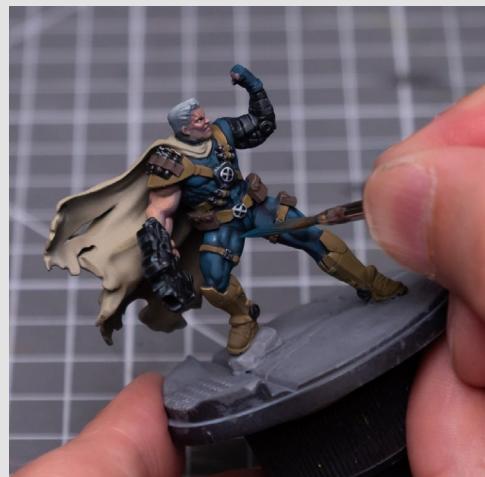
I've now chosen to glue on the cloak and the head:

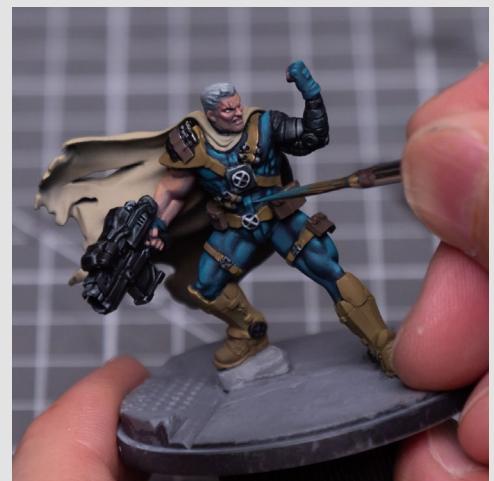
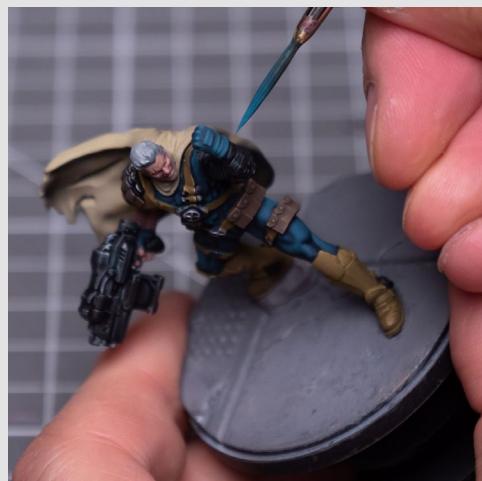
Next I'm going to highlight the blue outfit firstly by progressing up to pure Caspian Blue from the base tone:



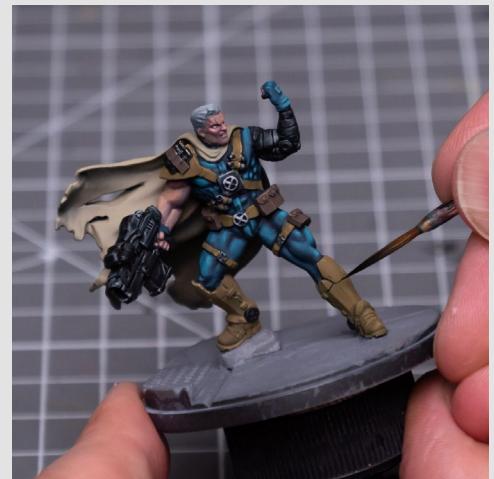
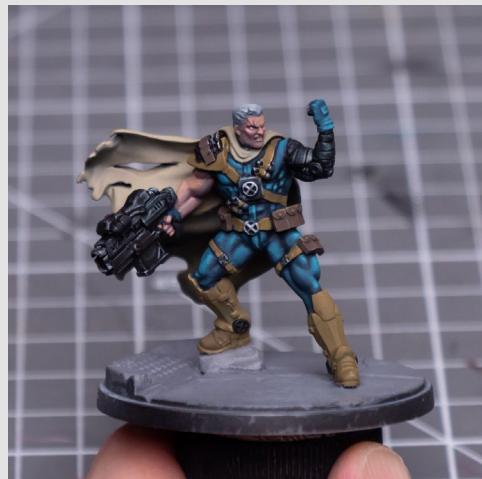
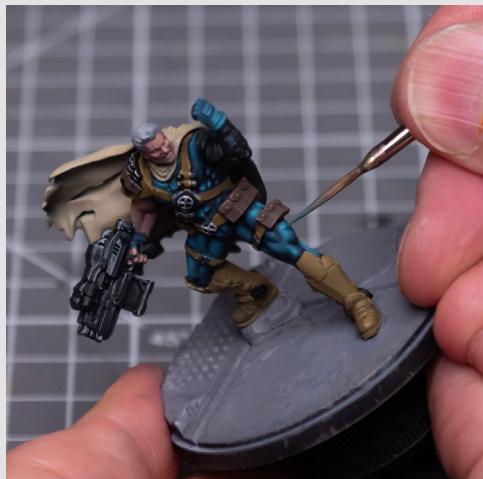
This is now pure Caspian Blue:

I'm now adding some of the more greenish Caribbean Blue to add my brighter highlights:

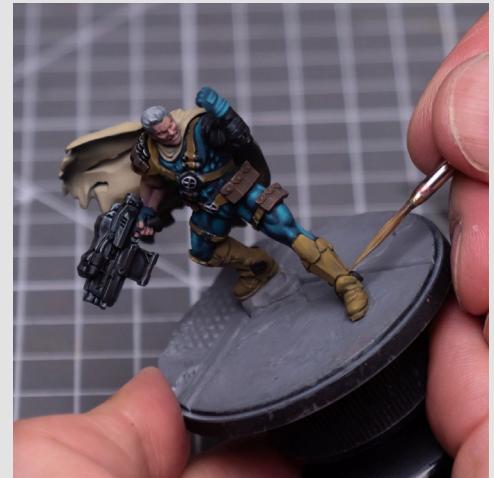
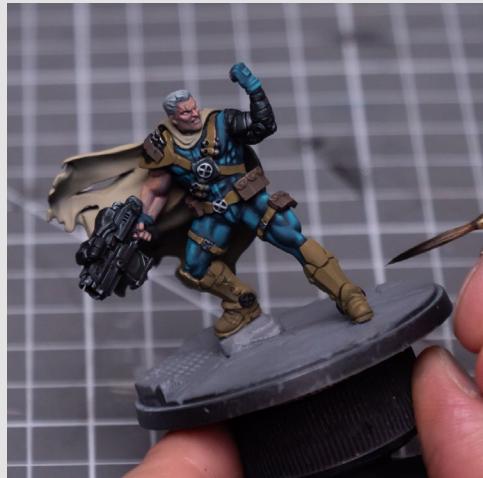




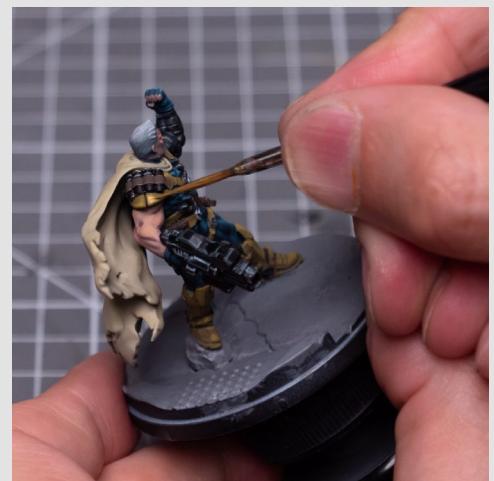
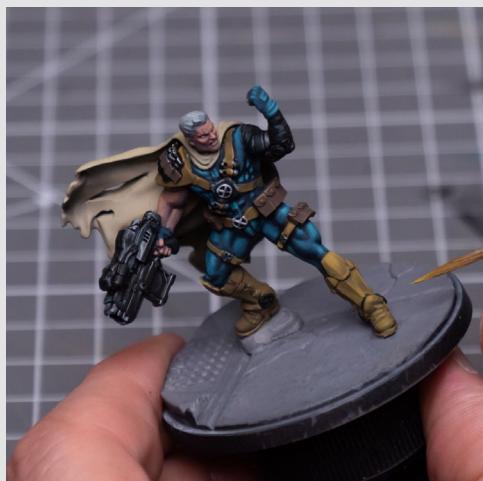
Before highlighting the boots I'm first adding some black lining to aid definition:



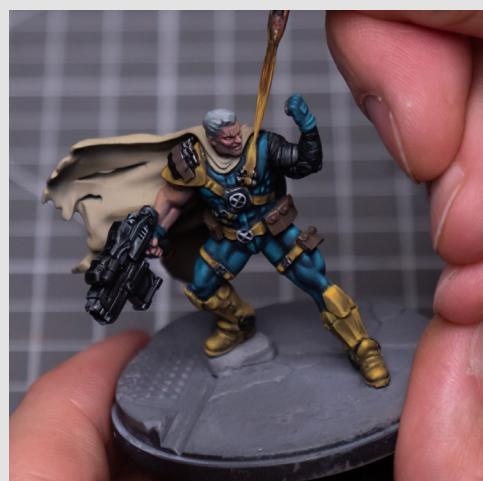
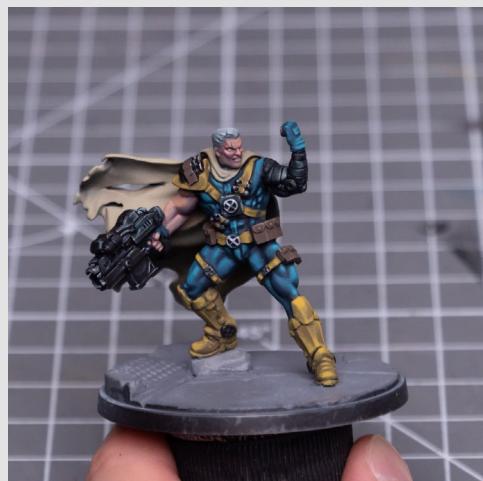
I'm now highlighting all of the yellow areas by adding increasing amounts of Sahara Yellow to the base tone:



You can see I'm creating some NMM-style gradients on the boots:



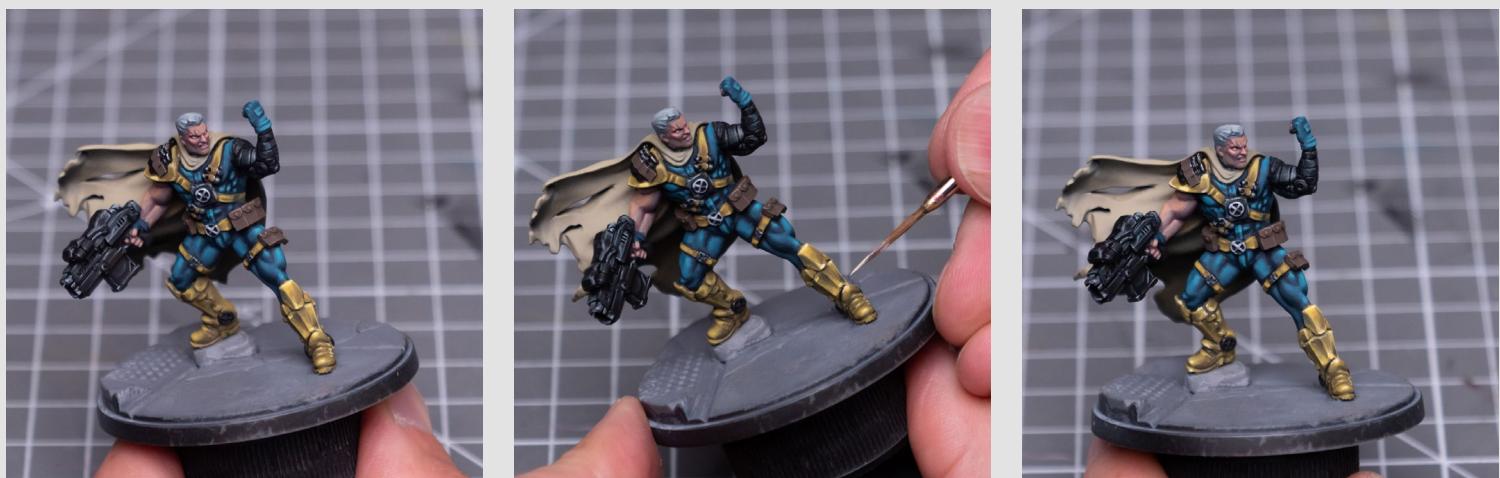
After reaching pure Sahara Yellow I'm adding some Tenere Yellow for the brighter highlights:



I might also mix a little of the dark blue suit tone into some of the shadows:

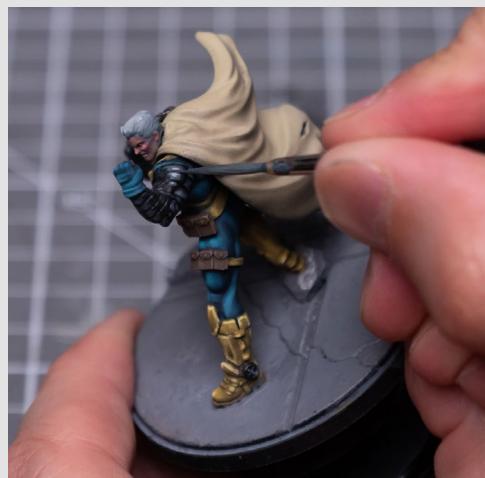
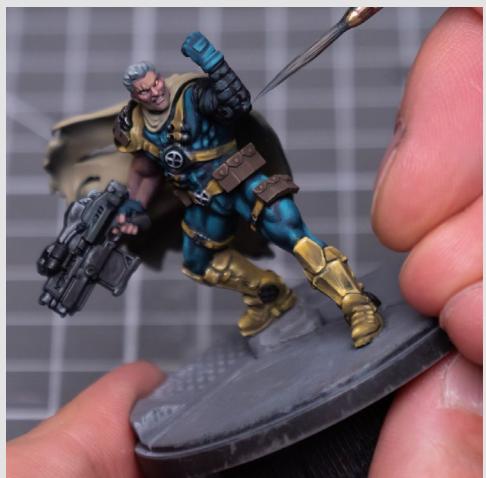


I've also added a little White for my brightest highlights:

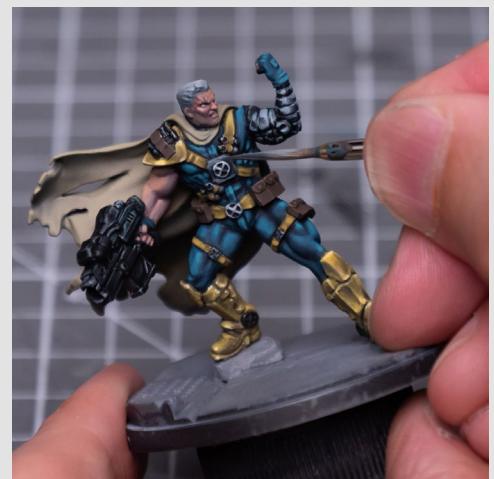
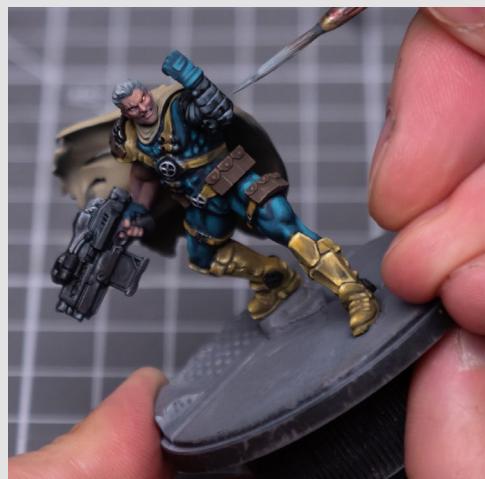
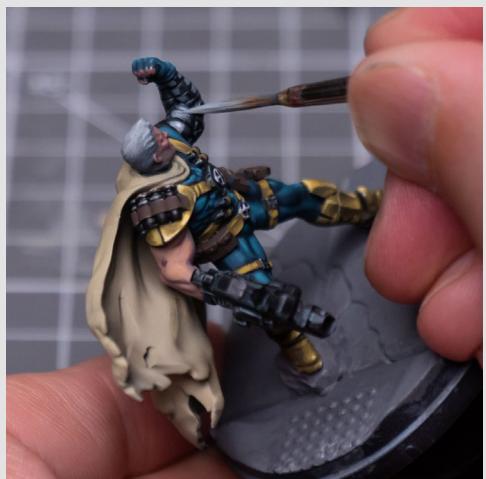


I'm now going to add some NMM-style highlights to the left arm, initially using a blue-ish grey scale by adding Titanium White and maybe some Ivory into the Black and Dark Sea Blue base tone:

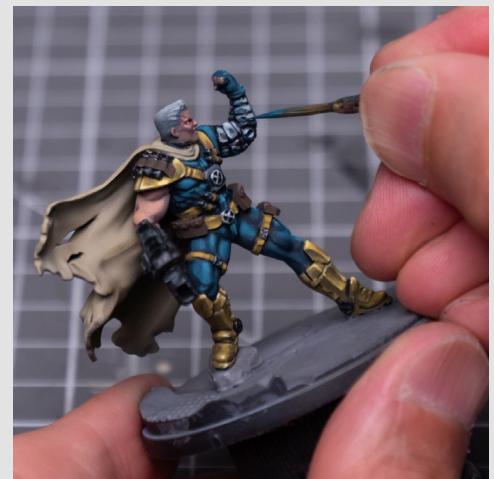
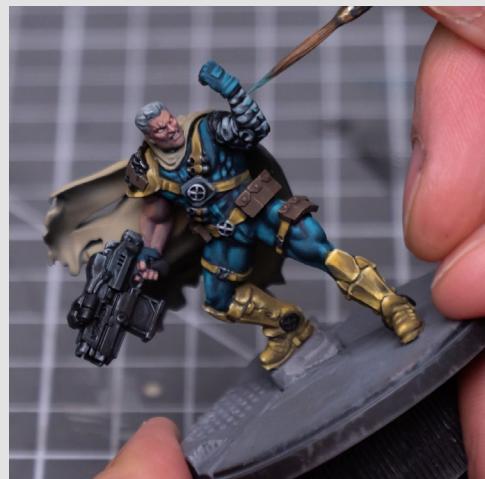




We can also highlight the other metallic details along the way:

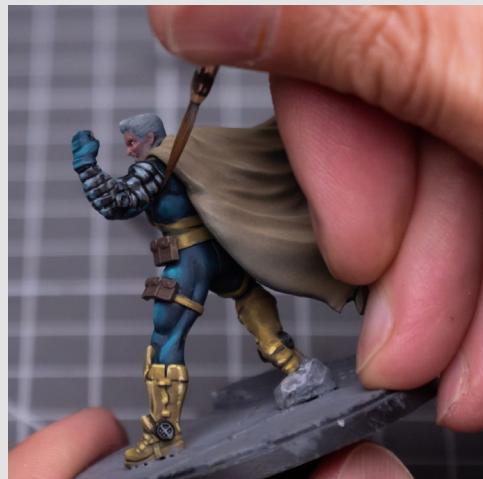
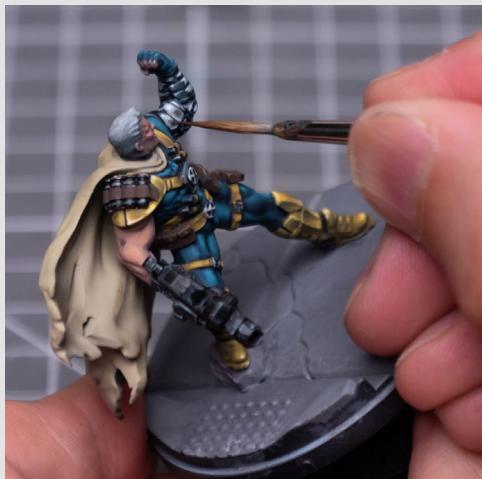


With the main pattern of values in place I'm now adding some additional touches of colour using tones from elsewhere on the figure, starting with some Caribbean Blue:

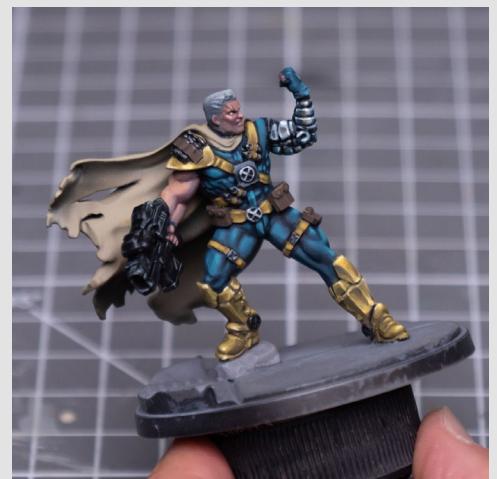
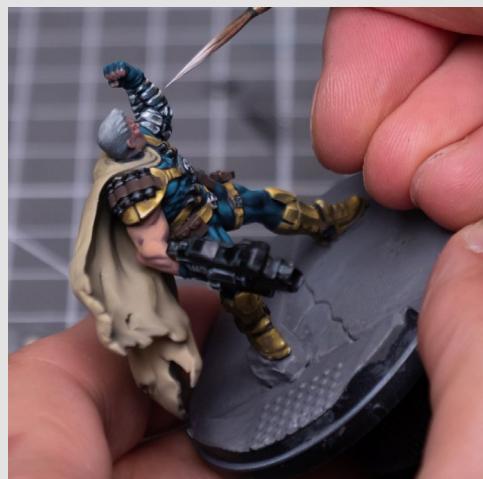
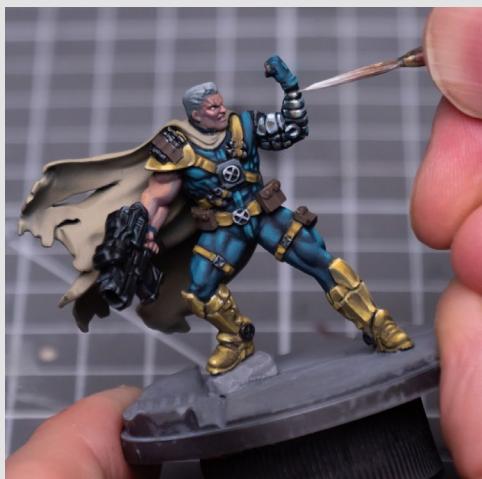


And this is Cantabric Blue:

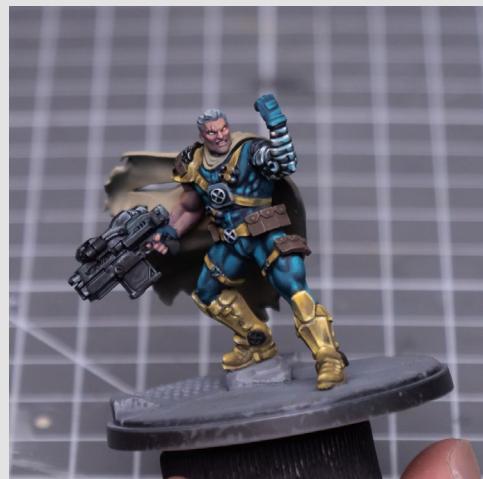
I'm now adding some touches of Gobi Brown and just playing around a bit until I'm happy with the look:

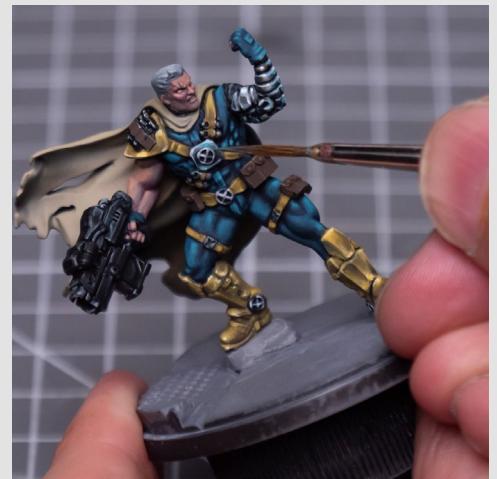
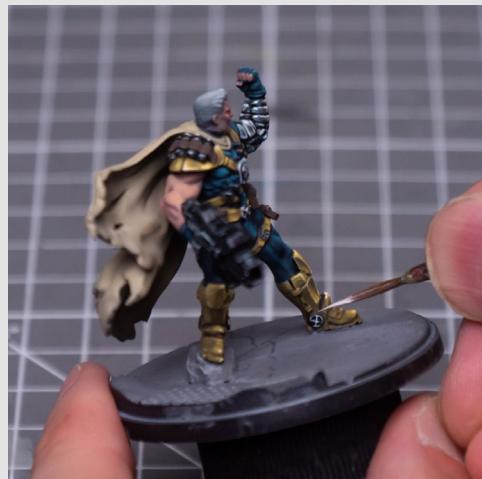
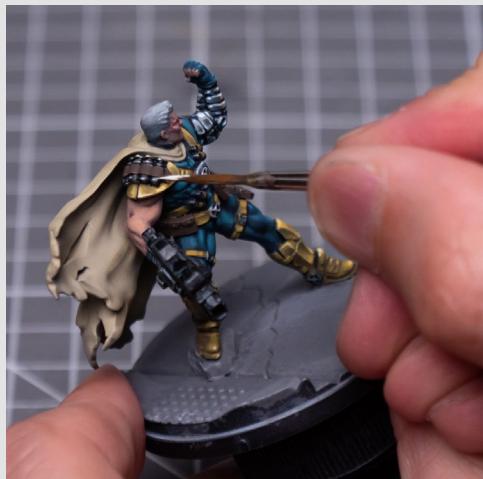


We can add our brightest glints using pure Ivory or White:



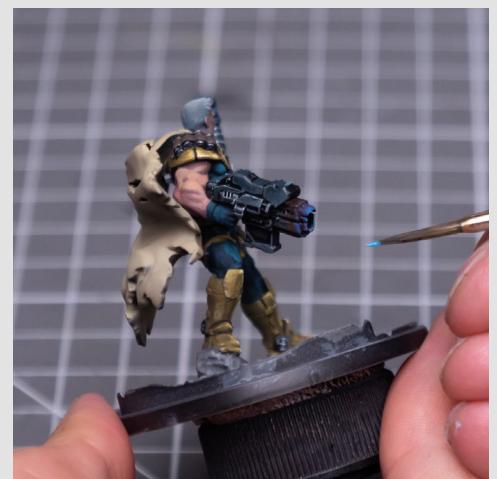
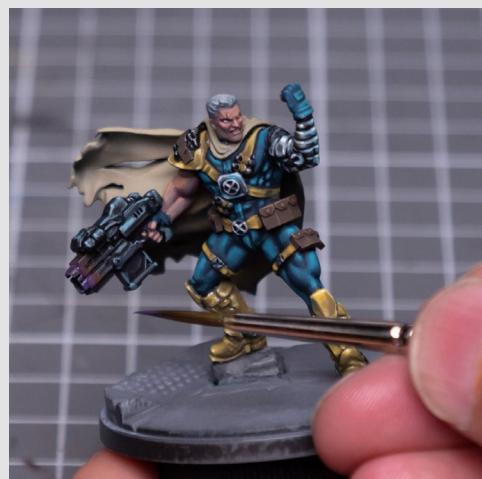
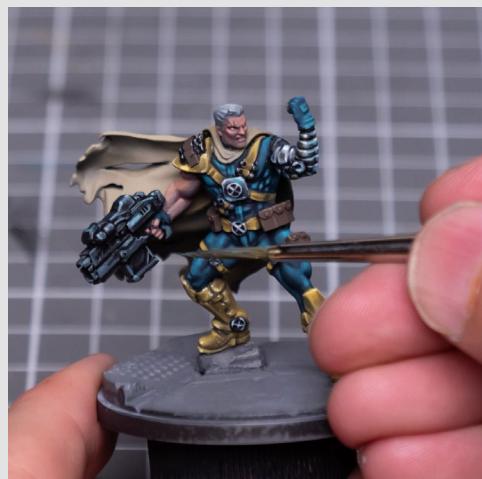
I'm now hitting the remaining little metallic details:



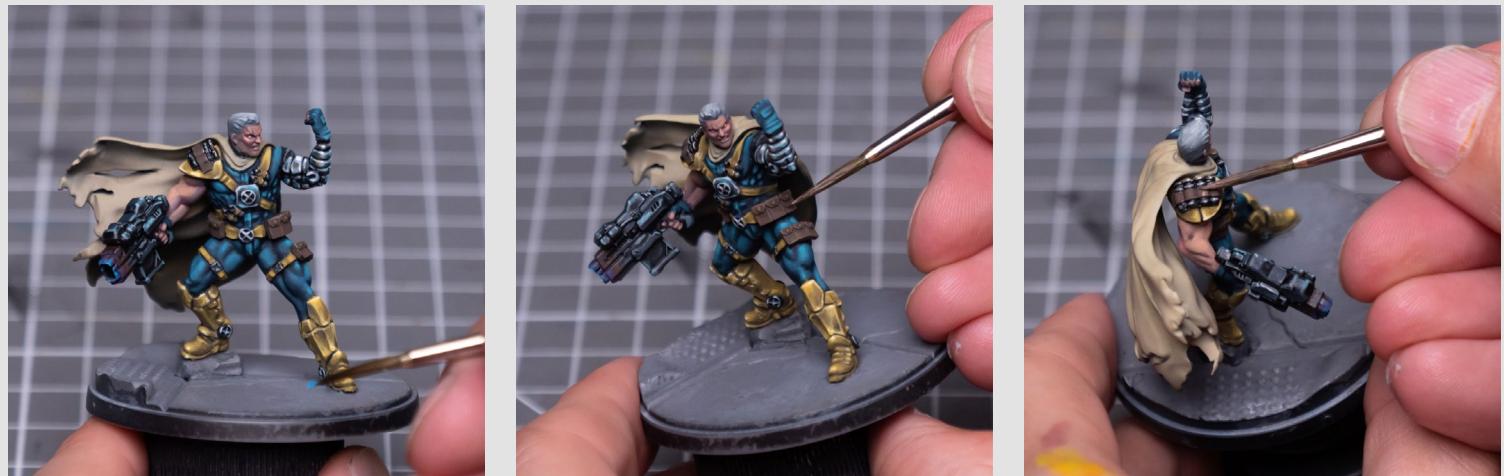


Next I'm adding some blue-grey highlights to the gun, but I don't want it to look as bright as the arm:

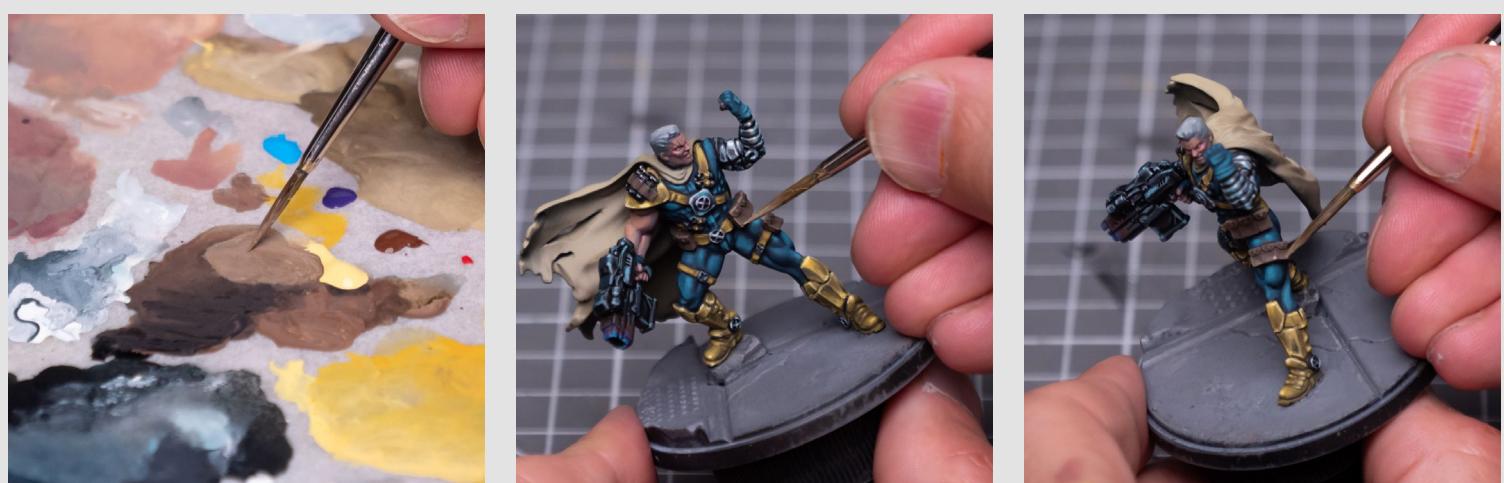
To create some further interest I'm using Brown Leather, Violet, and Sky Blue to add some colour to the barrel:



Next I'm highlighting the brown leather up to pure Walnut:



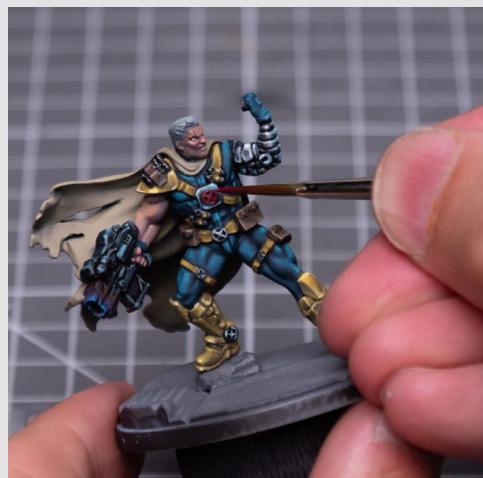
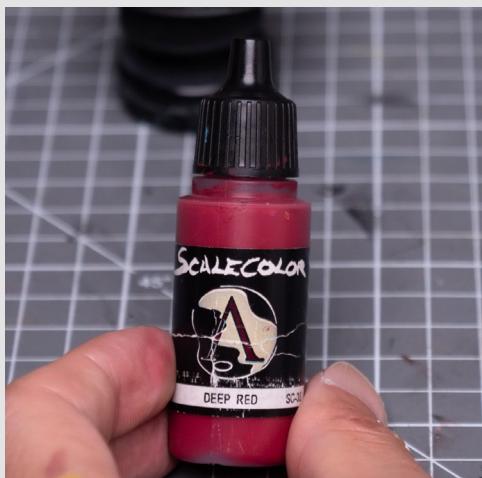
And I'm now lightening this with Tenere Yellow for the brighter highlights:



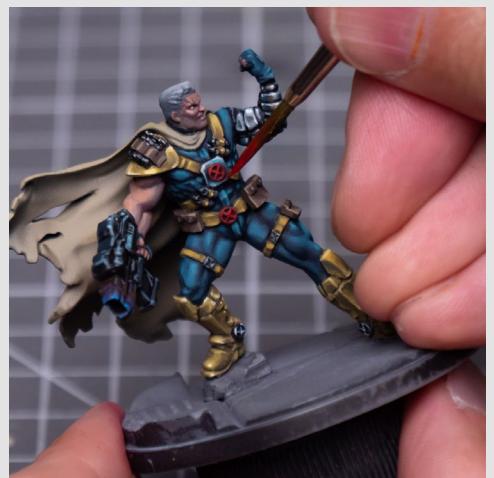
I've also picked out the little buttons on the pouches with a pale blue-grey:



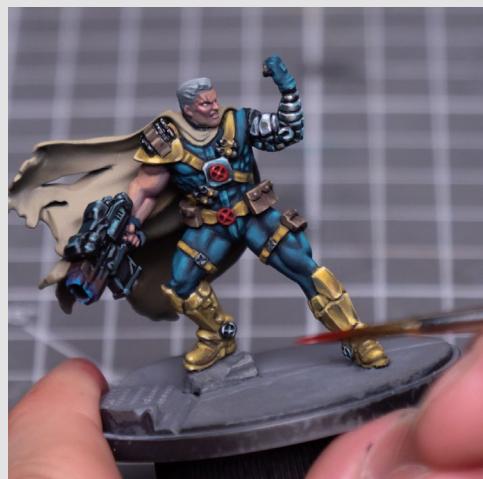
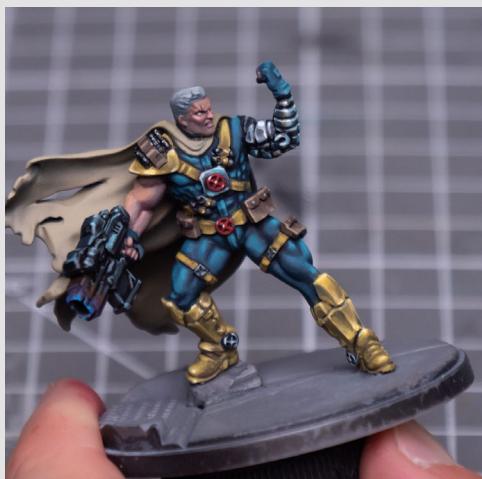
I'm now using Deep Red to paint the two X-Force symbols on the chest and the belt:



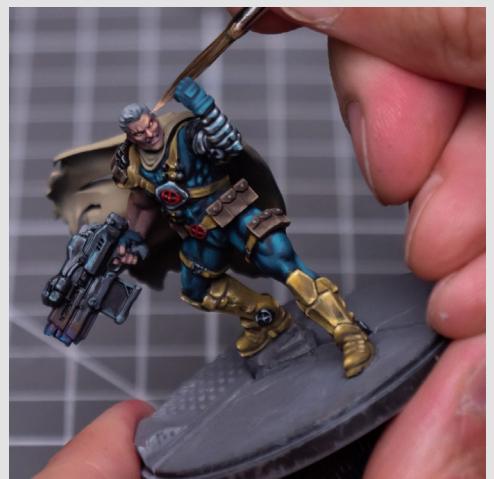
And here I've chosen to brighten this with Antares Red:



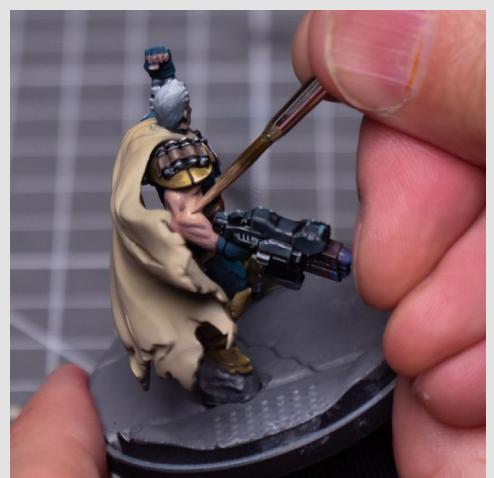
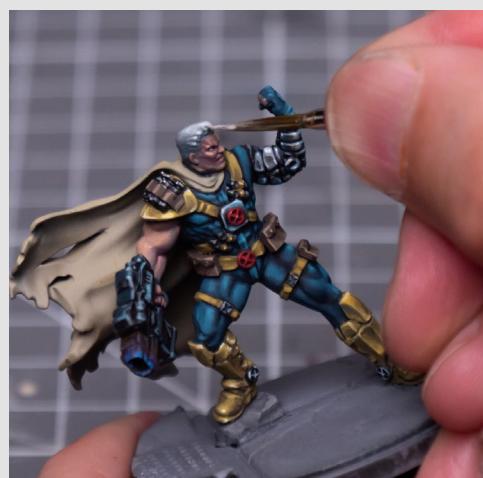
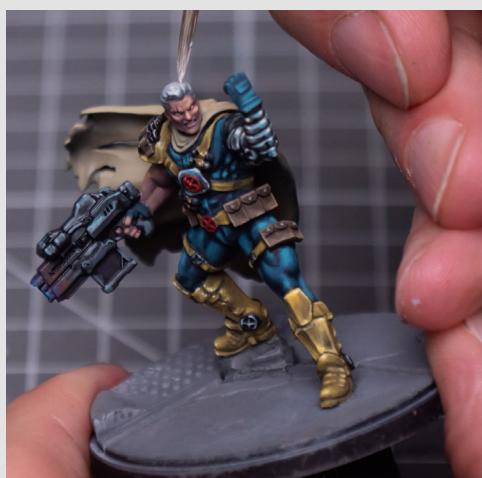
To achieve some more glinting highlights we can apply a few small touches of White, then brush some of the Antares Red on top:



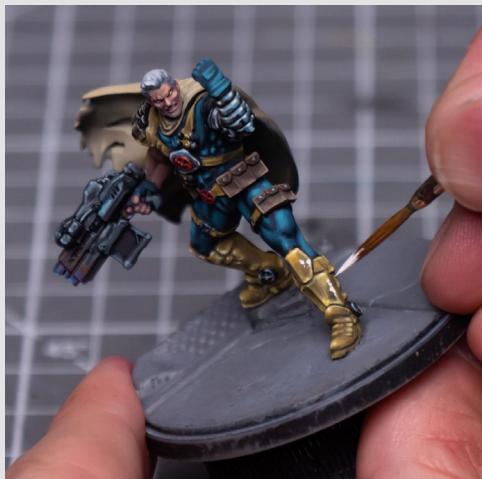
I'm now pushing the skin tone highlights a little further...



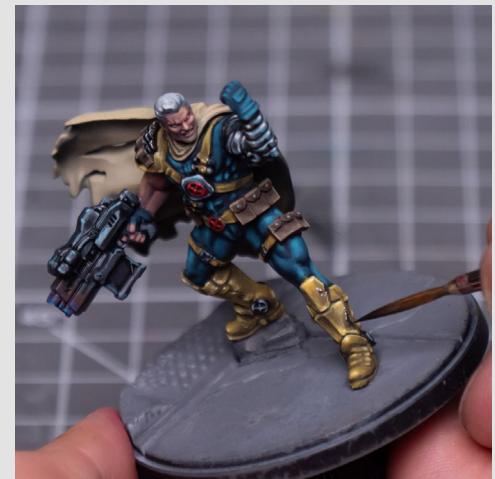
...as well as the hair:



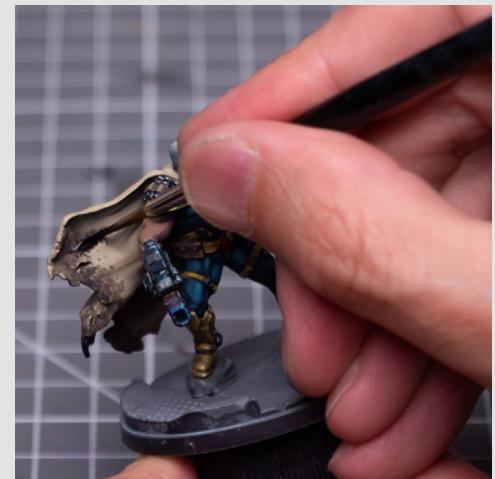
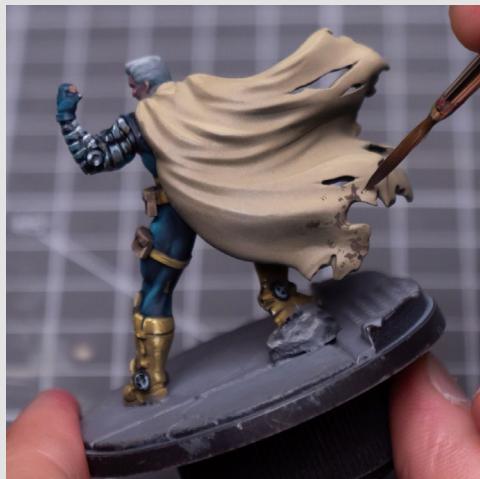
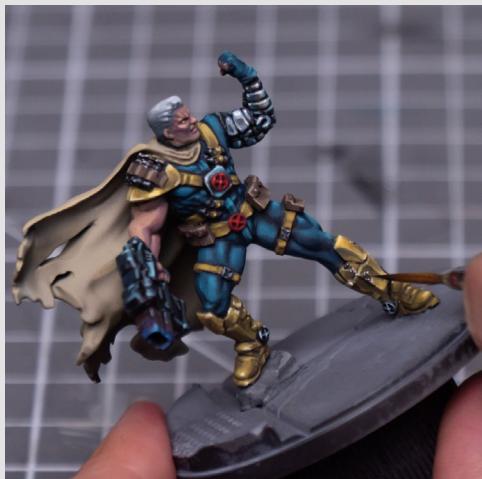
Next I'm adding some chipped weathering to the armoured boots and shoulder pad, firstly by applying some Ivory - focusing on the edges:



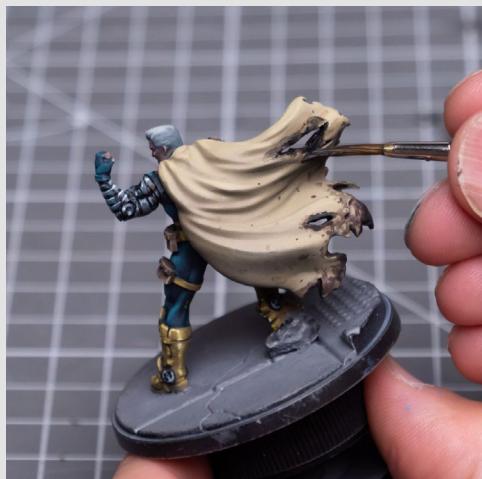
I'm then mixing a dark black-brown tone and drawing inside the patches of Ivory:



I'm now adding some dark-brown weathering to the base of the cape using mainly Walnut mixed with Black:



I've chosen to create the impression of burn marks around the holes and the ragged edges of the cape so here I'm applying some Black in varying strengths:



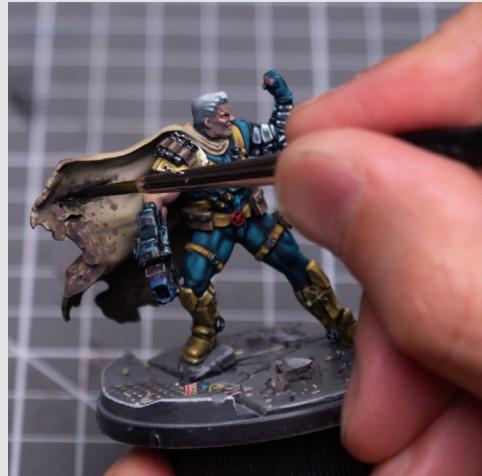
To help me get a sense of how the whole figure is looking I've now also refined the base as described in the video series, including applying some pieces of cork rock and scatter etc:



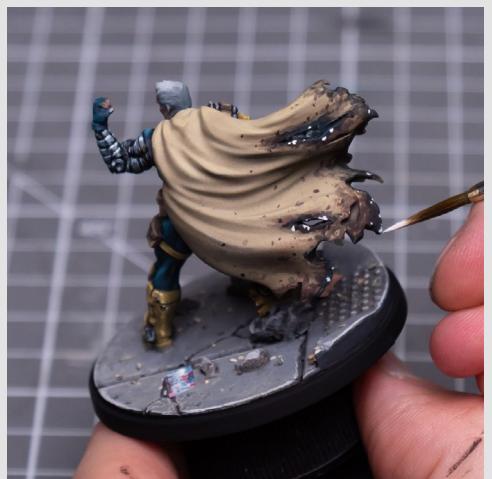
I'm now returning to the cape where I'm now dry brushing some dark brown around the base:



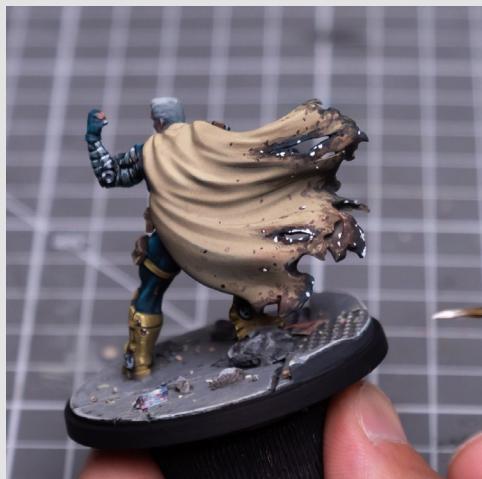
I've also chosen to add some Cantabric Blue to some of the off-black sooty tones:



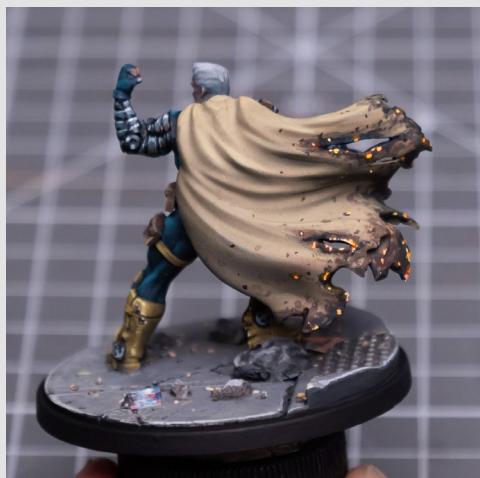
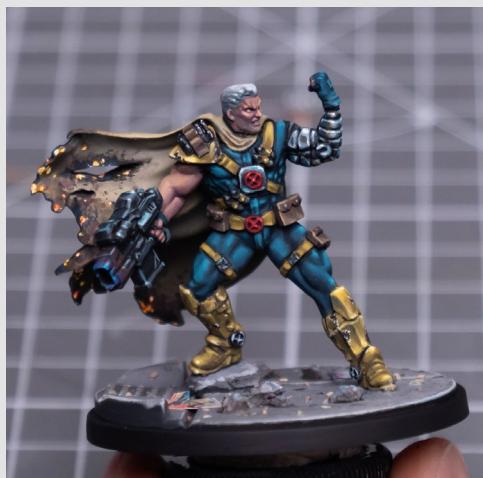
And to create a burnt embers effect I'm now adding some small dots of pure white (a good, heavy-body white like Titanium White works well for this):



We can then simply brush some of the Fluorescent Red and Yellow tones on top of the white, and it's OK if we overshoot the white areas a little:



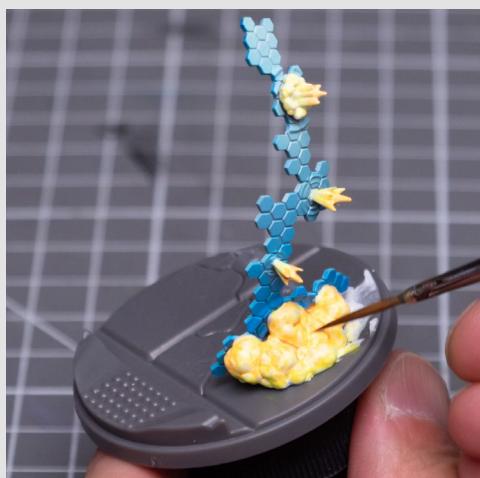
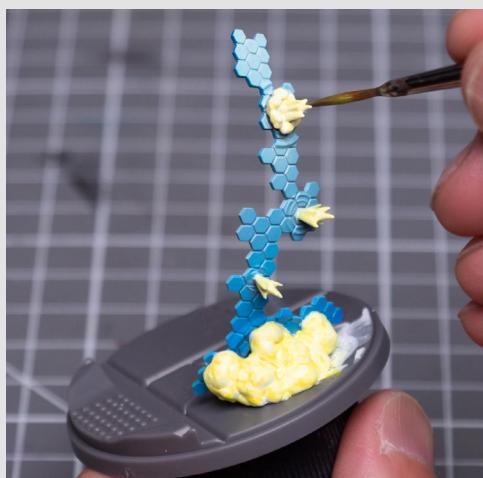
Next I'm painting the little bullet "explosions" in white:



And I'm now painting some Fluorescent Yellow mixed with a little of the Red on top:

I'm increasing the amount of the red towards the tips of the explosions, as well as the explosion at the base:

I'm now using some cool gray tones to paint the smoke clouds but avoiding the recesses (you can see this process more fully in the Deadpool and M.O.D.O.K. videos):

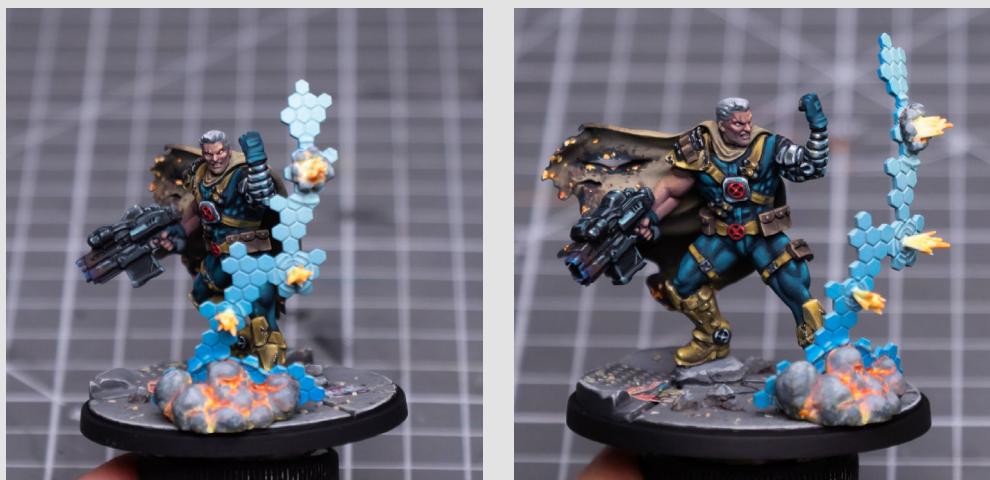


Finally I'm mixing some White with a little Caribbean Blue and using this to sharpen some of the upper edges of the shield, and to articulate the little ripples coming from the bullet impacts:





And this completes Cable!





PAINT LIST:

Process Cyan (DR)	Black (SC)
Purple Lake (DR)	Walnut (SC)
Fluorescent Green (VMC)	Black (VMC)
Fluorescent Yellow (VMC)	Dark Sea Blue (VMC)
Fluorescent Red (VMA)	Titanium White (S)
Gobi Brown (SC)	Beige Red (VMC)
Tenere Yellow (SC)	Caspian Blue (SC)
White (SC)	Caribbean Blue (SC)
Abyssal Blue (SC)	Sahara Yellow (SC)
Deep Blue (SC)	Ivory (VMC)
African Shadow (SC)	Brown Leather (SC)
Basic Flesh (SC)	Violet (SC)
Anthracite Gray (SC)	Sky Blue (SC)
Graphite (SC)	Deep Red (SC)
White Sands (SC)	Antares Red (SC)
Iroko (SC)	



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