

The background of the entire page is a detailed airbrushed metal surface. It features a central vertical seam with a rivet at the top, from which a thin line of liquid or paint drips down. On either side of this seam are two large, circular rivet-like structures. The metal has a brushed texture with various shades of grey, blue, and white, giving it a three-dimensional appearance.

AirSick

METAL EFFECTS

PAINTED BY SEAN CAHILL

Airbrushed metal effects are one of the most commonly requested techniques in the custom painting world. In this step-by-step tutorial we will be covering how easy it can be to create awesome metal effects in your artwork. Using a combination of free hand techniques, and the AirSick "Nuts & Bolts" stencil, we will demonstrate how to easily create brushed metal textures, perfect rivets and dimensional bevels and bolts.

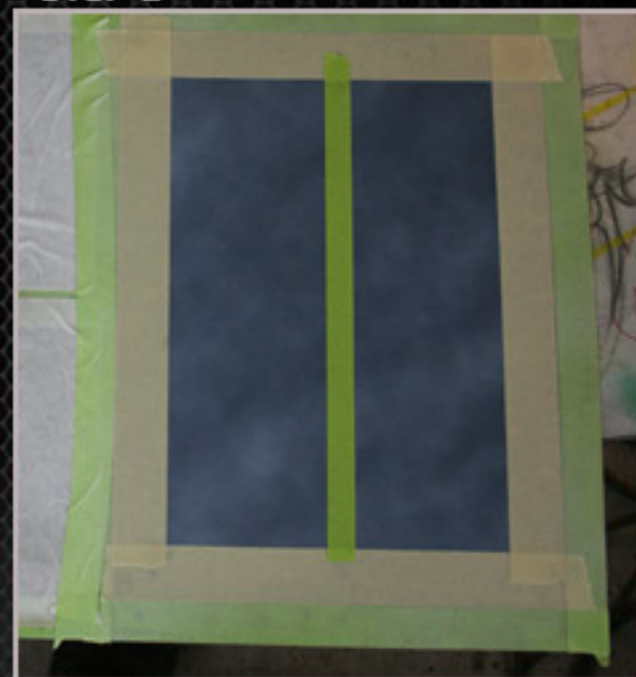
Lets get started...

STEP 1



We start off this project by taping off a square section of our panel (which has been prepped and base coated black). We want to go with a brushed metal look, so we start off by lightly dusting the square with white (STEP 1). This will help with creating a realistic metal look by providing some background texture. We then tape a line down the middle of the square to split the panel in half (STEP 2)

STEP 2

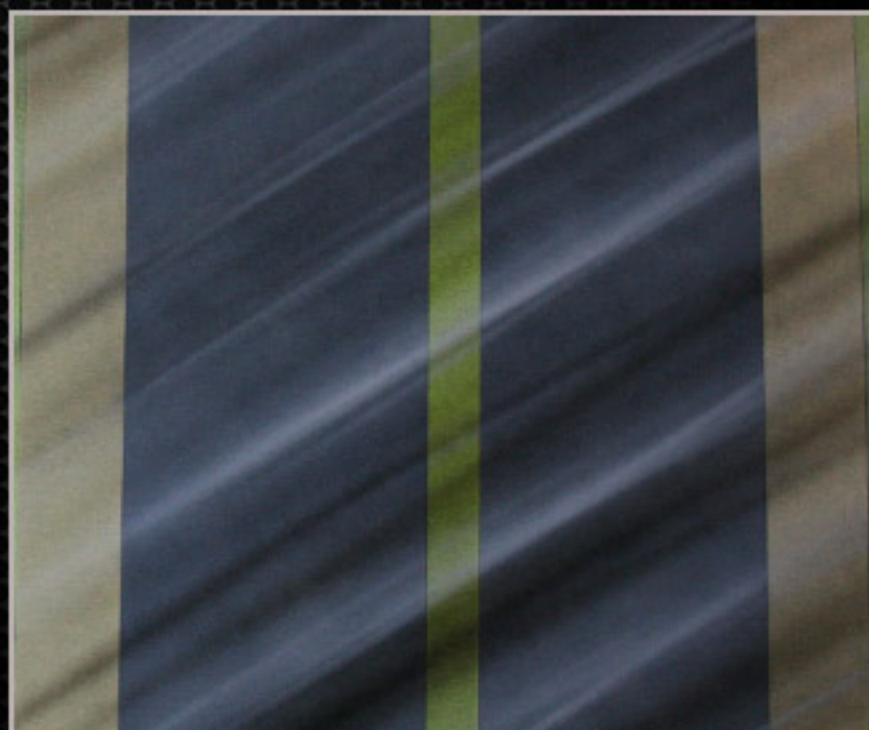


STEP 3



We begin the "brushed metal" look by applying long strokes of black across the panel, in a horizontal direction.

STEP 4



Now we add some long white horizontal strokes. Be loose and random at this stage, having a nice range between thick and thin strokes will help the metal appear more natural and realistic

STEP 5



Using the edge of the "Nuts & Bolts" stencil, we add some additional streaks of white and black. We use the stencil to keep these streaks clean and sharp. This is to enhance the reflective look of the metal.

The "Nuts & Bolts" stencil will provide you with everything you need to create rivets, screws, nuts and bolts in a variety of sizes. The edges of the stencil contain an assortment of shapes which are great for adding additional details and quickly masking shapes as you go



"NUTS & BOLTS"

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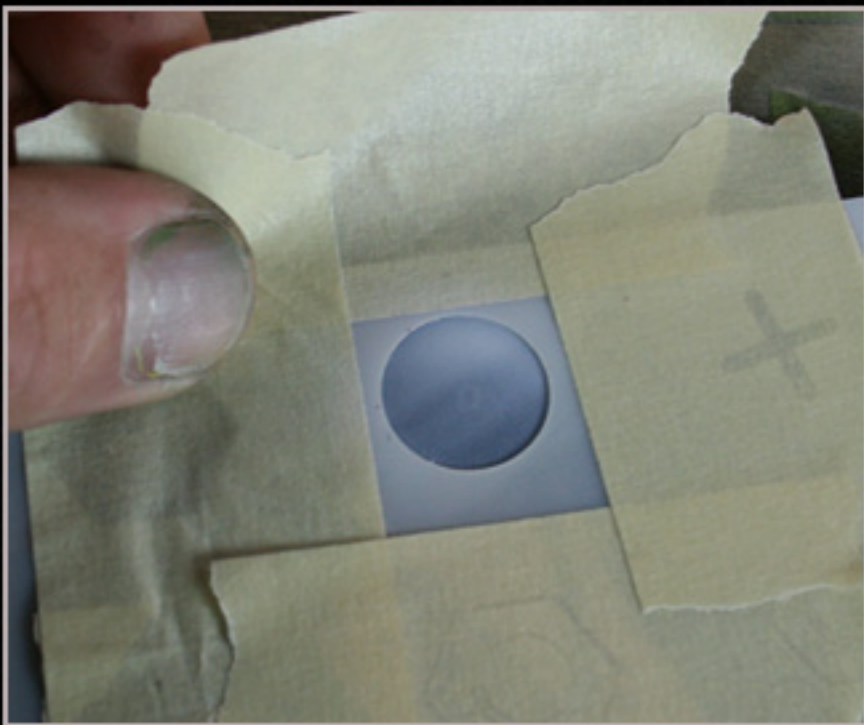
STEP 6



When we are happy with the reflective look of the black and white streaks, we move on to adding a drop shadow around the entire square. This is to create the illusion of depth, we want the middle section to look as if it is set below the main border of our image

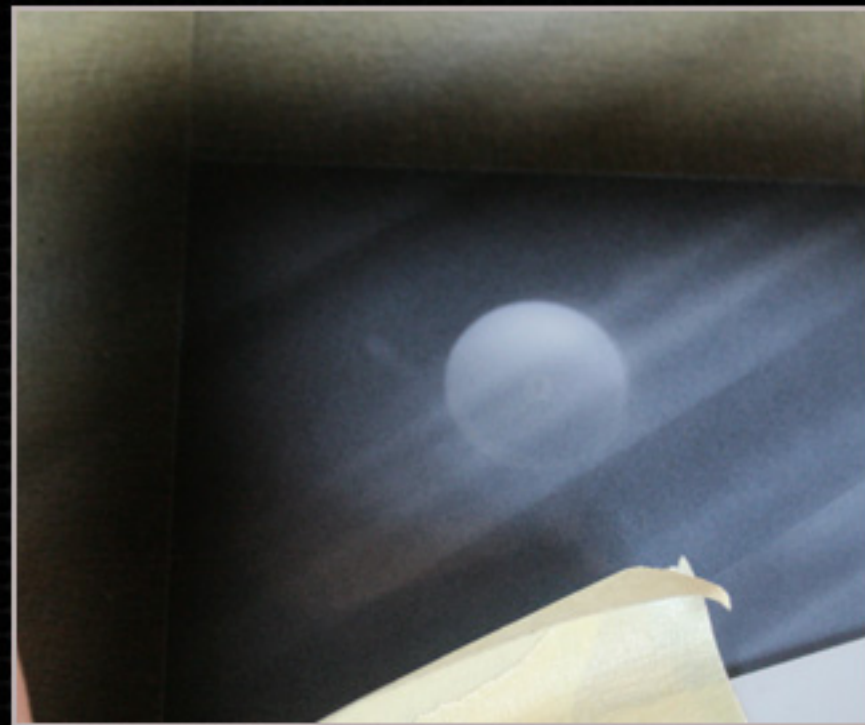
Be careful not to go too overboard with these shadows. The drop shadows will not look natural if they are too dark or too heavy. Here (STEP 6), you can see that we went light enough with the drop shadows to allow the white and black streaks to still show through

STEP 7



The "Nuts & Bolts" stencil makes laying out rivets quick and easy. We start off by filling in one of the circles (we have taped off the stencil surrounding the circle to avoid any overspray). While laying out your rivets, be sure to keep your light source in mind. Here (STEP 7) we go a little heavier with the white toward the top portion of the rivet.

STEP 8



Proper shading is the key to achieving a 3D look to your rivets. Look at the rivets as simply small spheres. By keeping the highlight slightly inset, and following the curve of the circle, it is very easy to achieve an incredibly realistic rounded look to your rivets

STEP 9



Here we add a soft, white ring below our rivet.

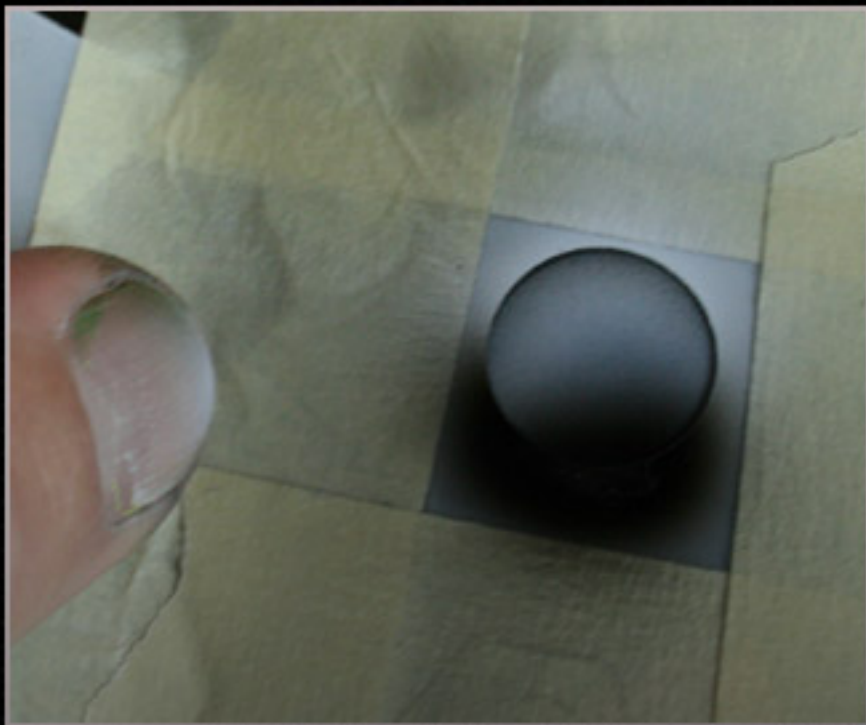
Notice the subtle shadow pocket below the rivet, separating it from the newly added ring

STEP 10



We paint a soft black ring opposite (the top of the rivet). These 2 steps (STEPS 9 & 10) work together to create the illusion that the rivet has been pressed into the metal, and the metal around it has slightly sunk in as a result.

STEP 11



We use the stencil again to further darken the bottom portion of the rivet.

Keep in mind that the stencil contains an assortment of different sized elements, so it might help to try out these techniques with the larger rivets at first, then move on to the smaller sizes as you become more comfortable with the technique

STEP 12



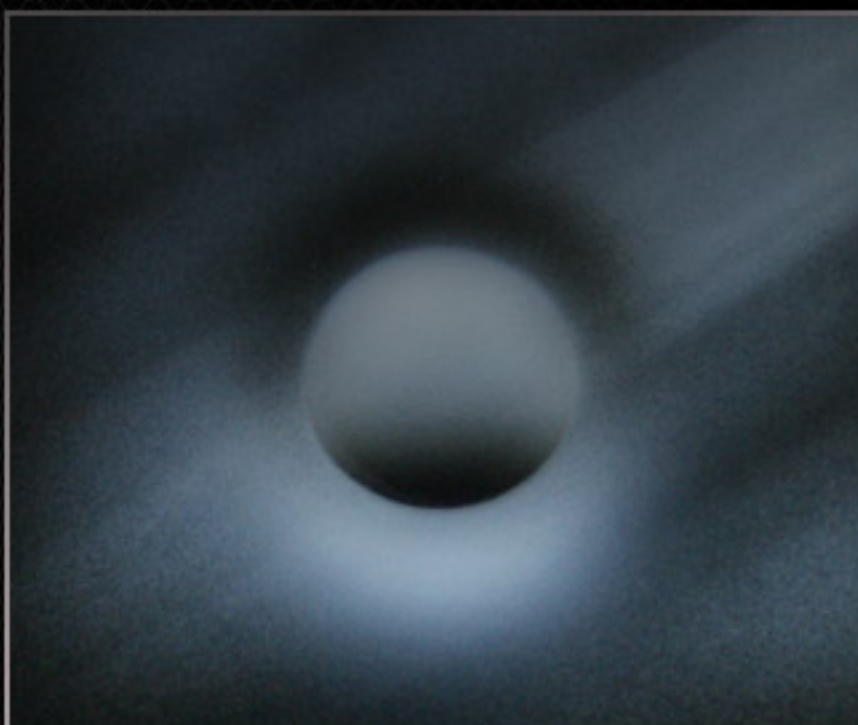
With the bottom portion of the rivet looking good, we simply need to enhance the highlight on the top (STEP 13)

STEP 13



We add just a little more white to the top portion of the rivet, giving it a nice highlight

STEP 14

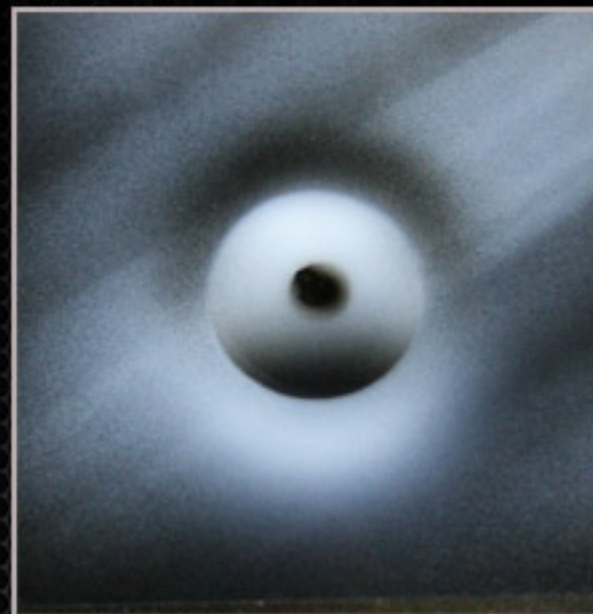


Its quite a few steps for such a small thing, but our finished rivet looks great. In the next step we will be adding the indented hole to the top

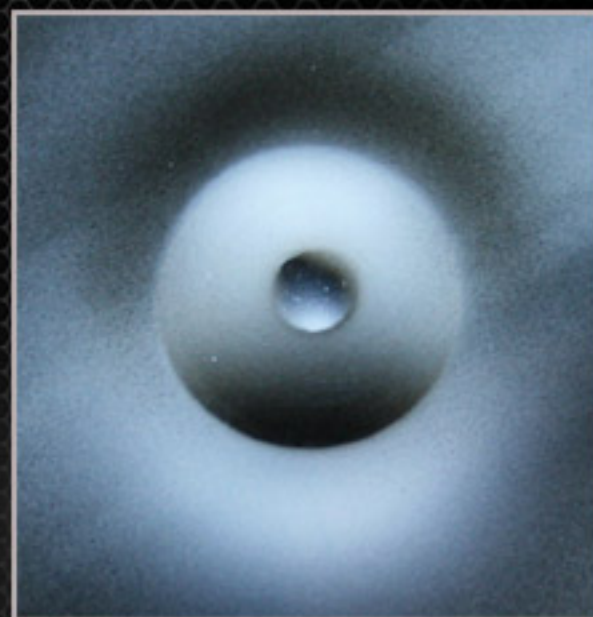
STEP 15



STEP 16



STEP 17



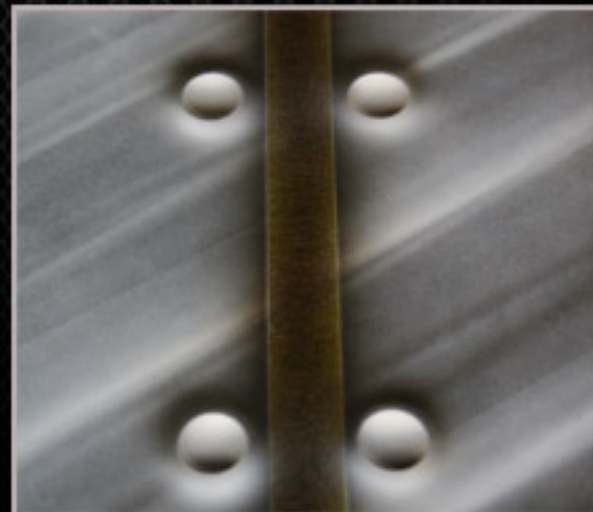
Adding an optional indented hole to the top of a rivet is quick and easy. We use the stencil to get the right sized hole for our rivet (STEP 15), and proceed to fill it with black (STEP 16). We then proceed to add the highlight to the indentation. Just a small amount of white will create a convincing looking dimensional highlight (STEP 17)

STEP 18

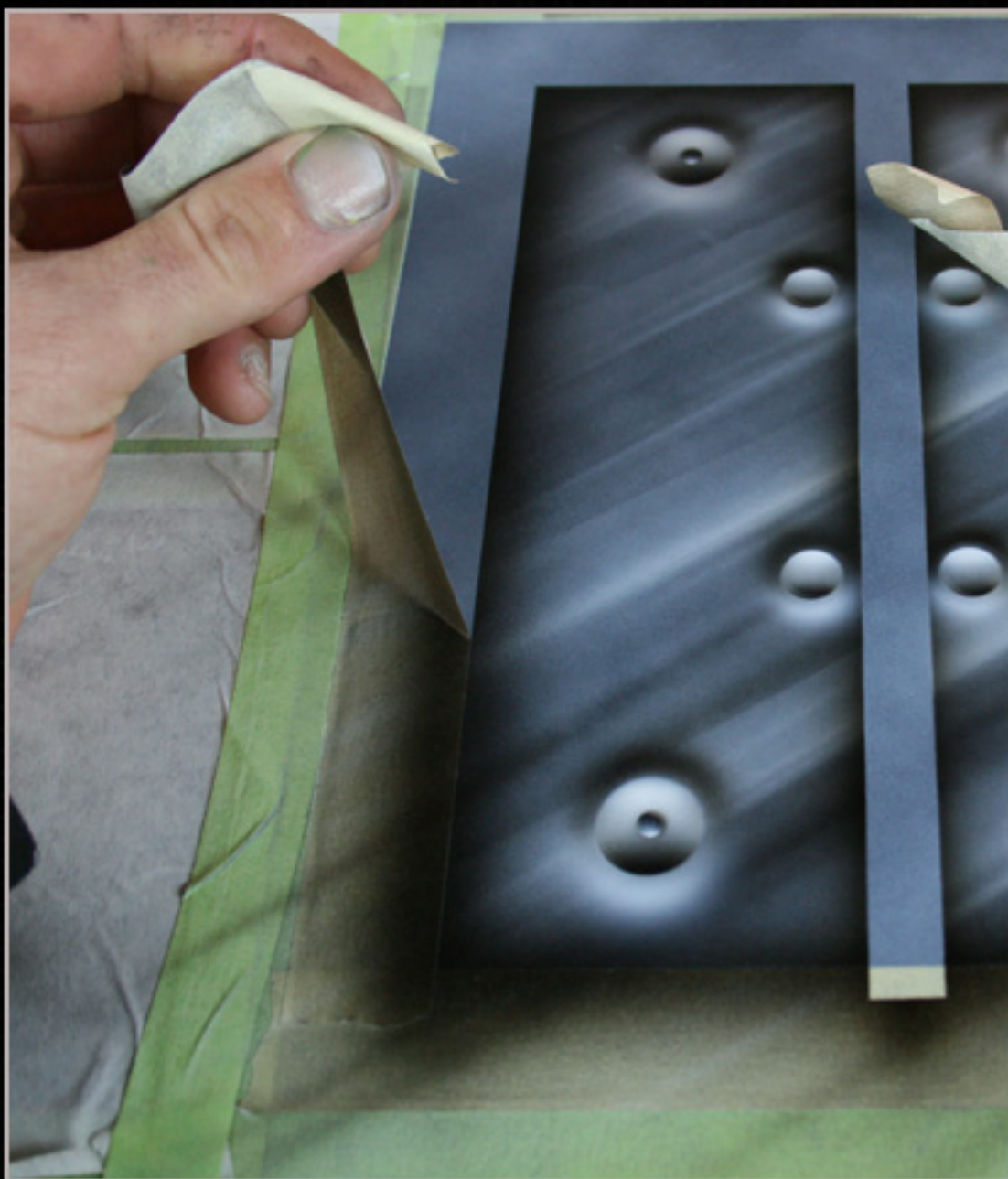


We render the center rivets following the same steps, but leave these rounded (without the holes in the tops) - (STEP 19)

STEP 19



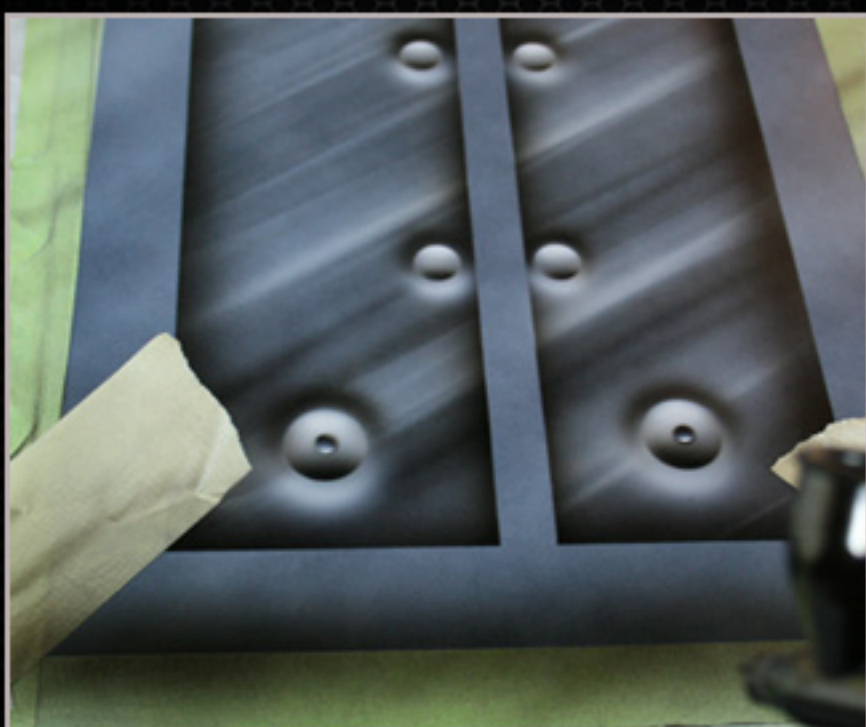
STEP 20



Here we unmask the border from the artwork. In this shot (STEP 20) you can see the result of the drop shadow that we added at the beginning (in STEP 6).

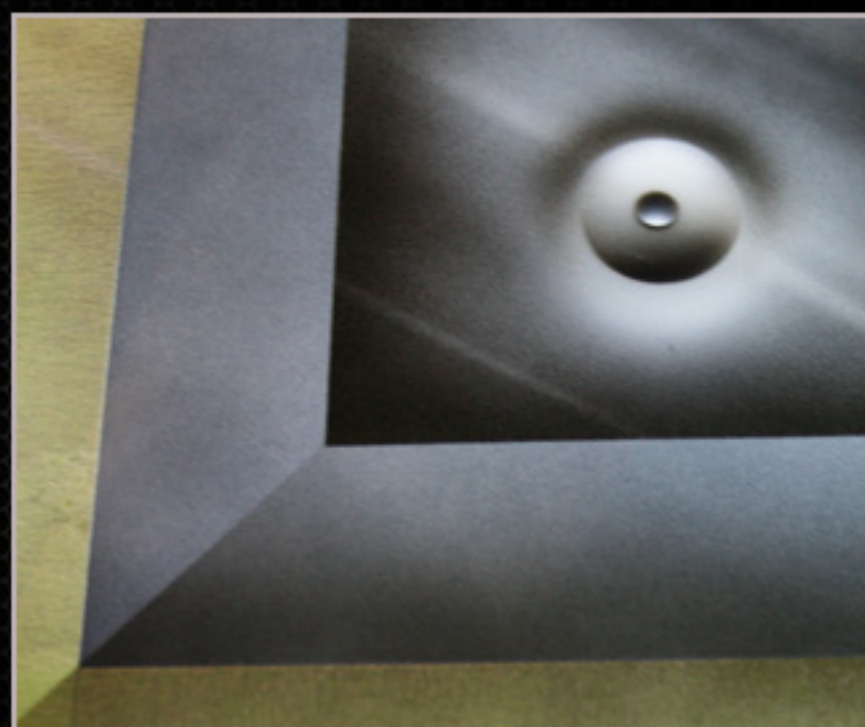
We are going to move on to adding some minor embellishments to the border. We want the center of the panel to appear inset, so we are going to add some bevels to the edges of our border to really enhance this effect

STEP 21



To add a bevel, we tape off the edges at 45 degree angles (STEP 21). We then add a light dusting of black to one side of each corner

STEP 22



The beveled edges add a nice finish to the border, and keep with our sharp-edged metal theme

STEP 23



To give the bolts a little added sharpness we use the "bolt outline shapes" found on the stencil (STEP 27). This step will really define the hard edges of the hex-bolts and visually pull them up further from the background (these are painted in black, with a small white highlight on the opposite side)

STEP 27



The final step is to add some hex-bolts around the border of the panel. As you can see in STEPS 24, 25 and 26, we render the bolts in the exact same way as the rivets with one key difference (seen in STEP 27)

Once again, be sure to keep your light source in mind, this will ensure that the shading of the hex-bolts coincides with the shading of the rest of the rivets

STEP 24



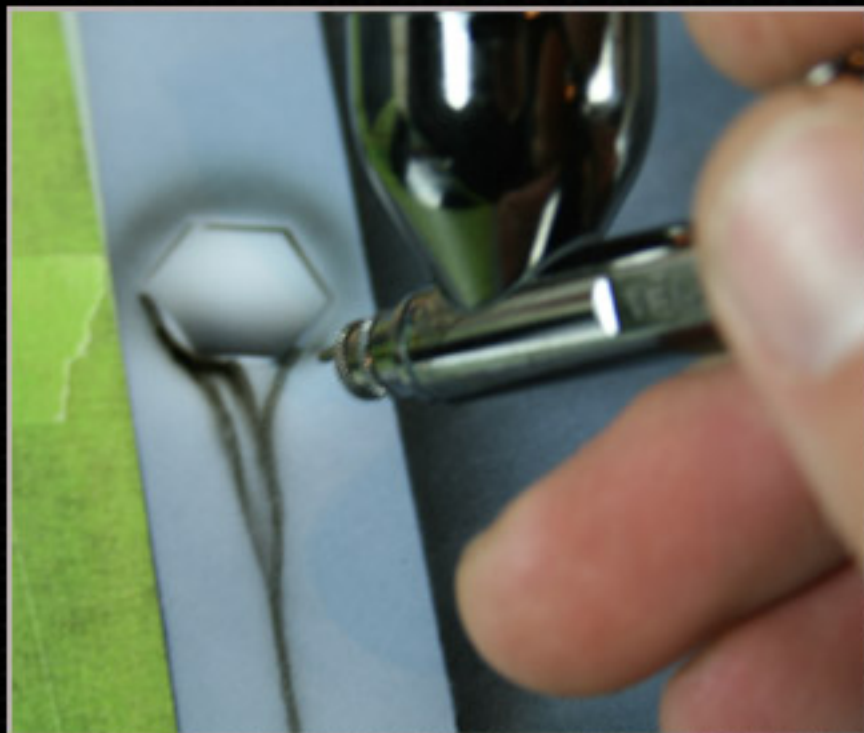
STEP 25



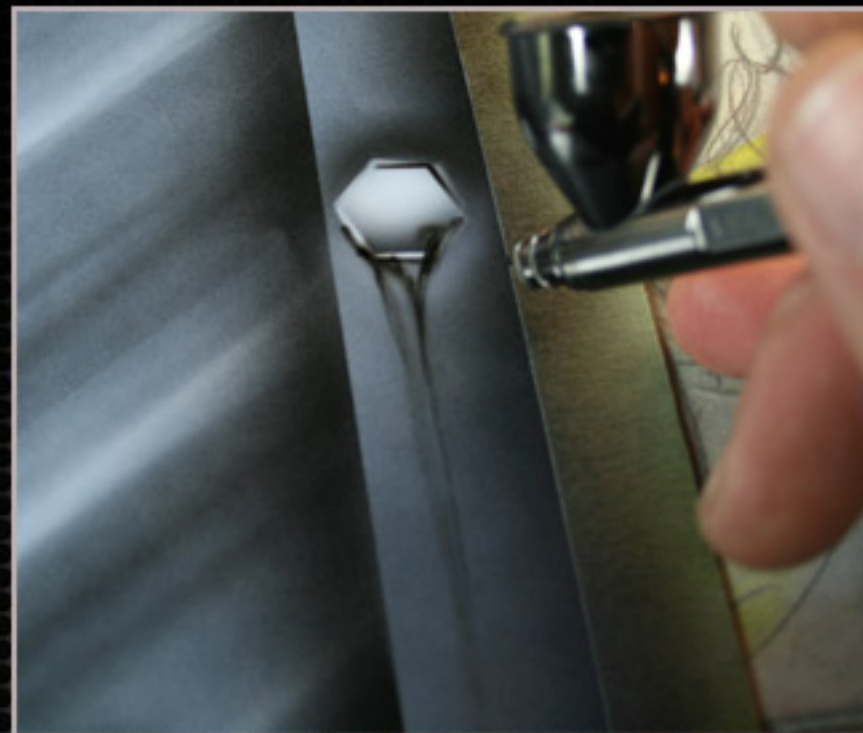
STEP 26



STEP 28



STEP 29



We wanted to add these last couple of steps just to show another approach to working with this type of subject matter. We decided to add some rusty looking drips coming down from the bolts around the border. One of the fun things about working with Metal Effects is the ability to add your own finishing touches, as you see fit.

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**PRINTER
FRIENDLY**





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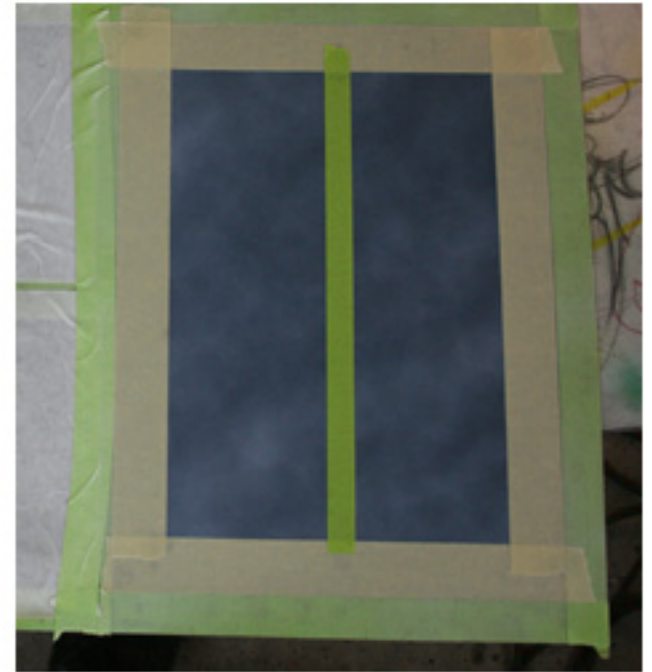
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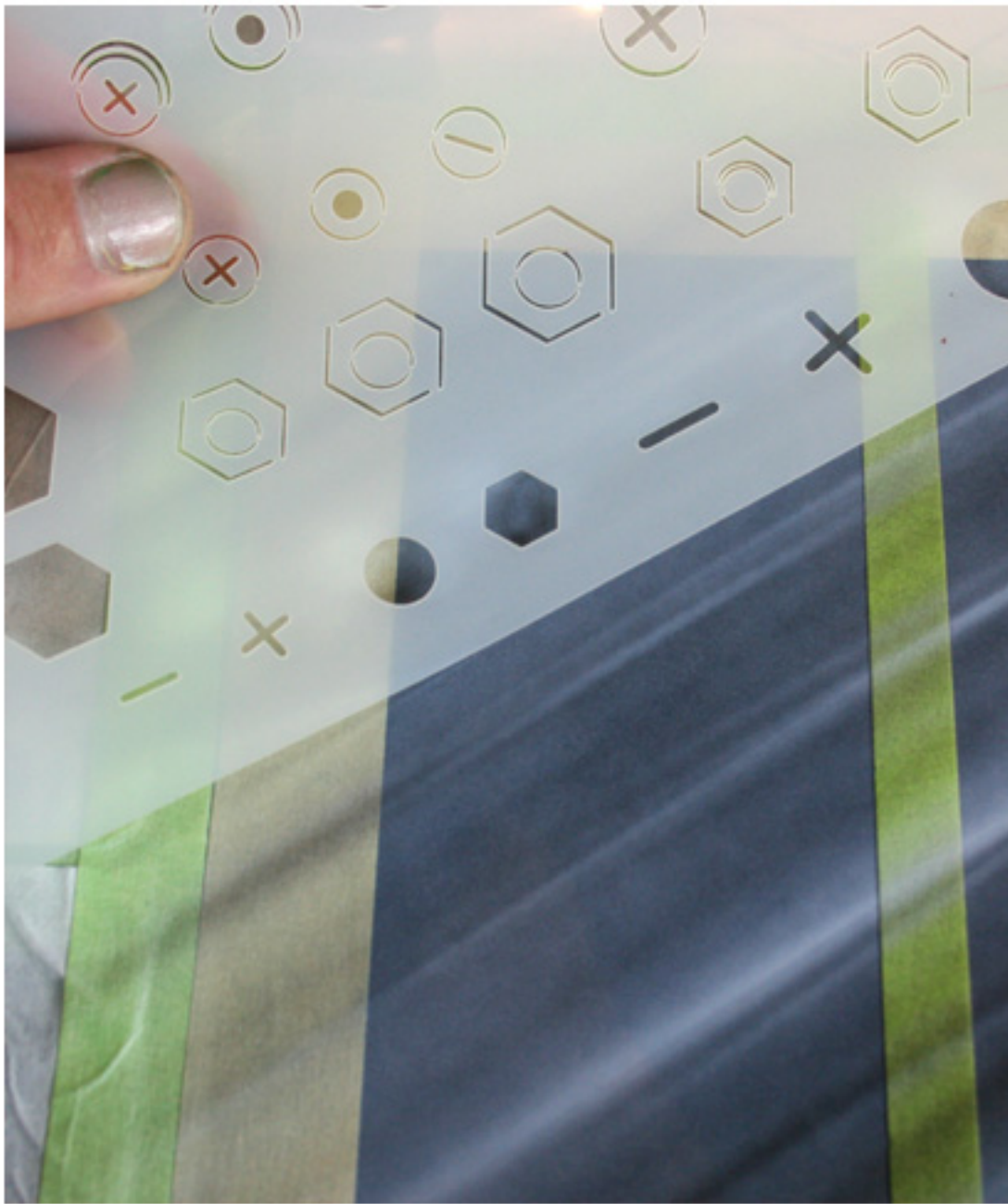
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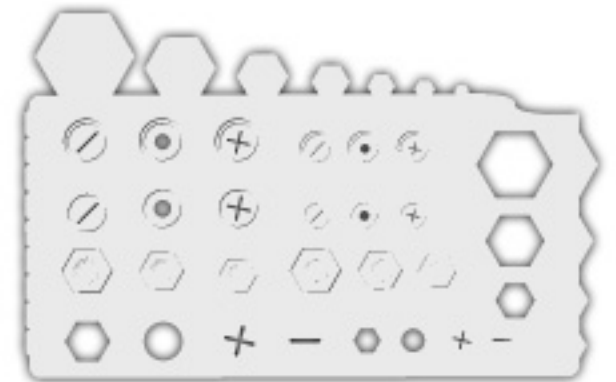
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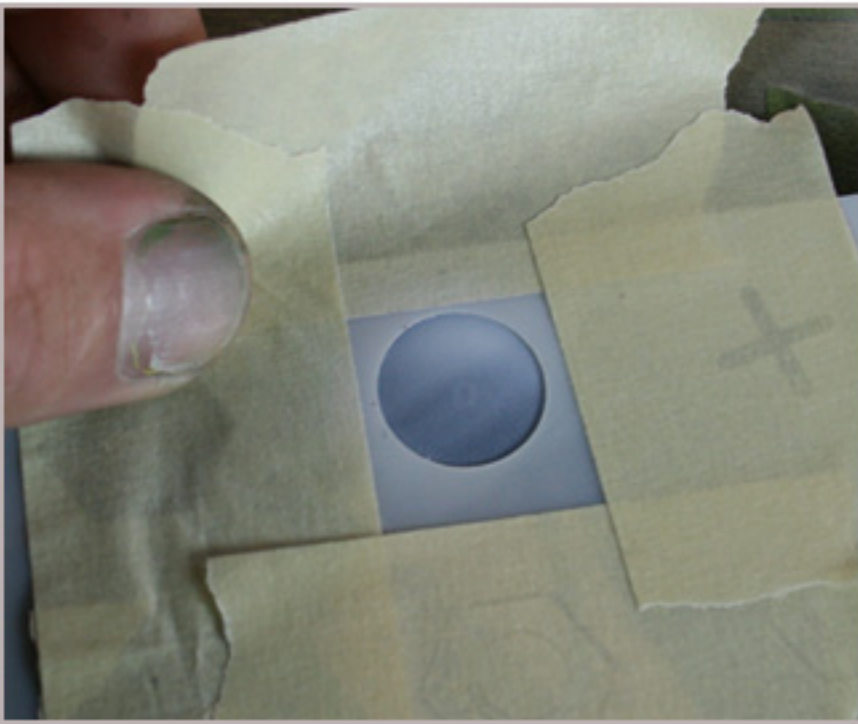
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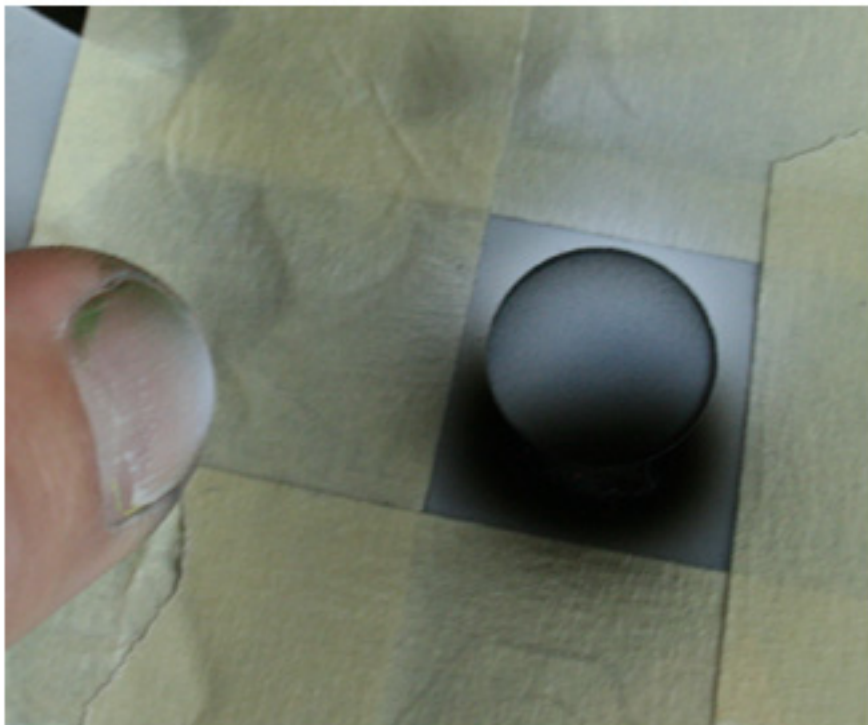
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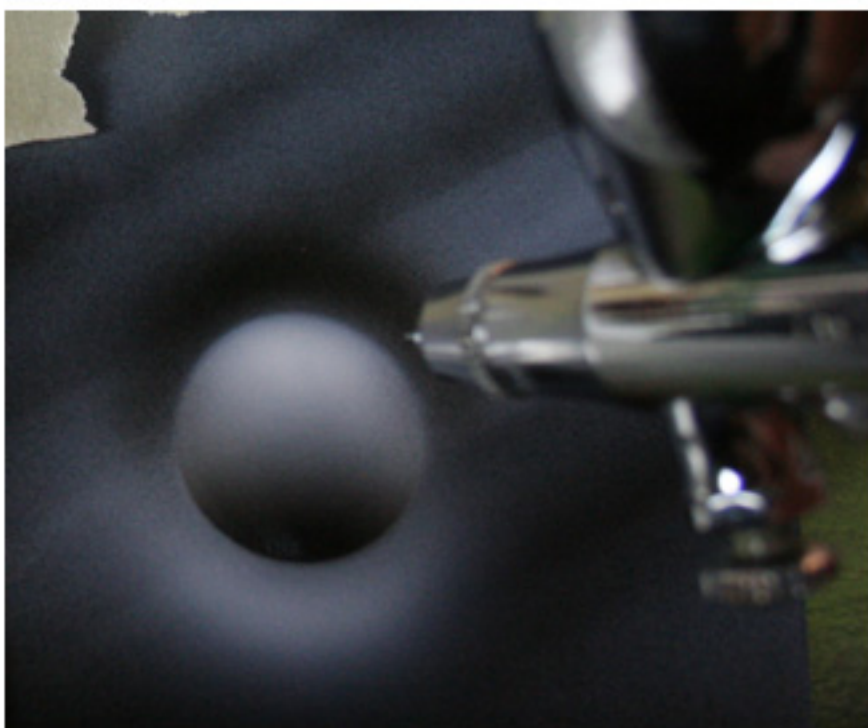
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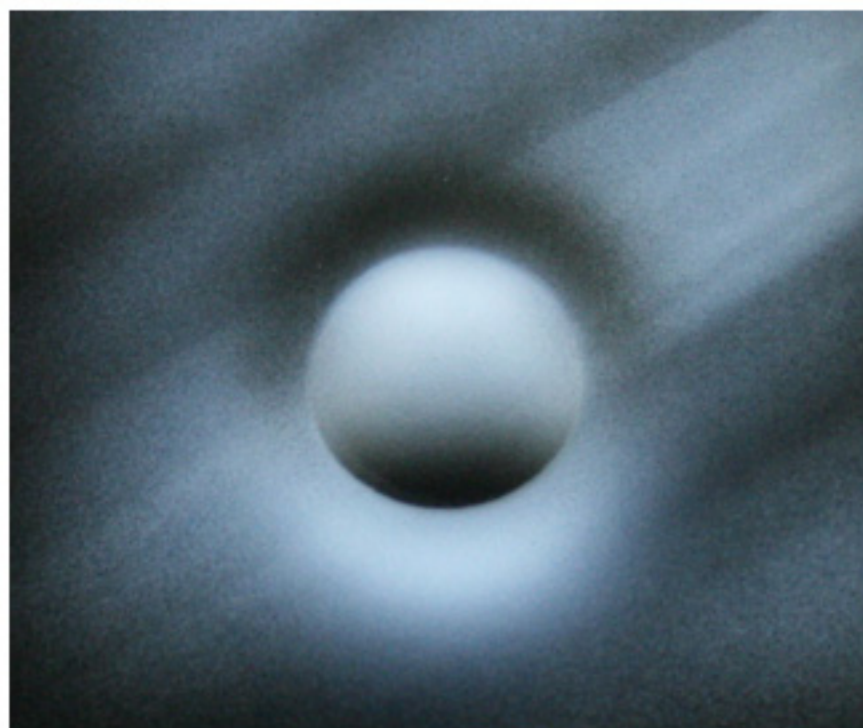
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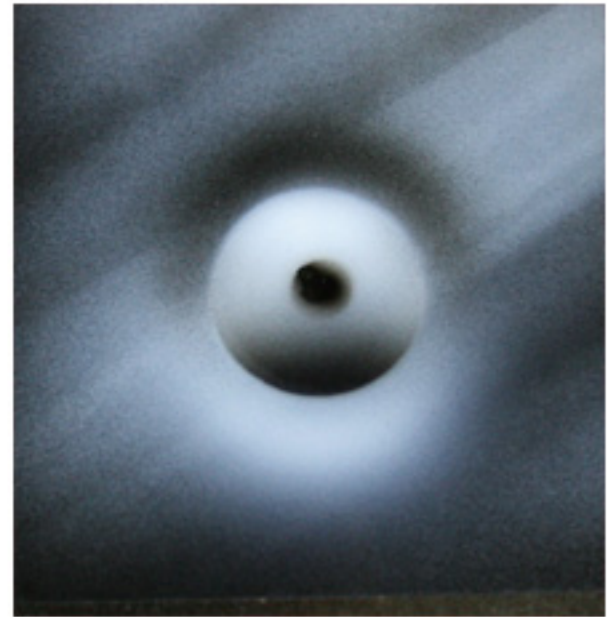


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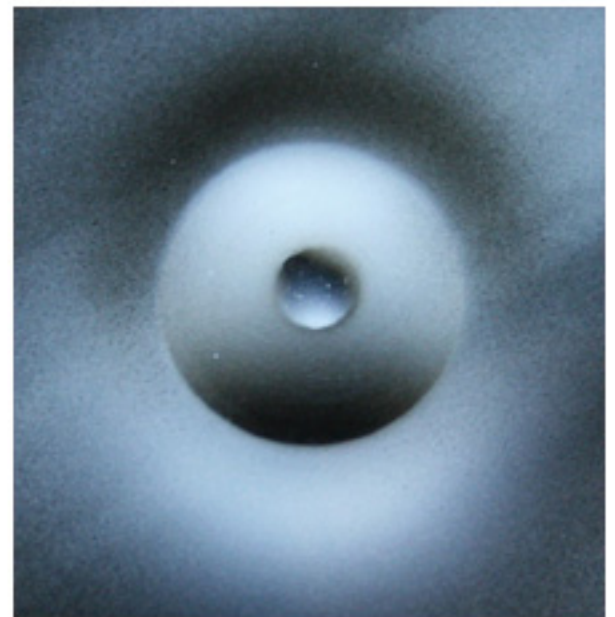
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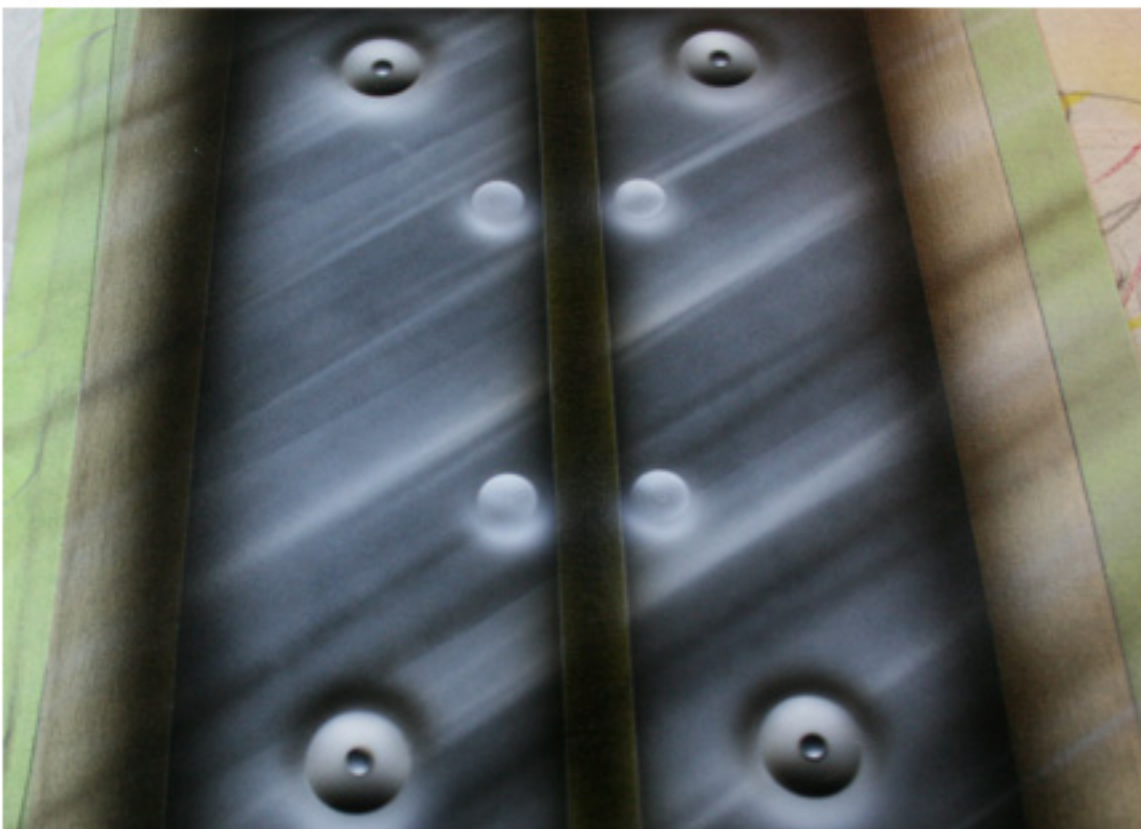


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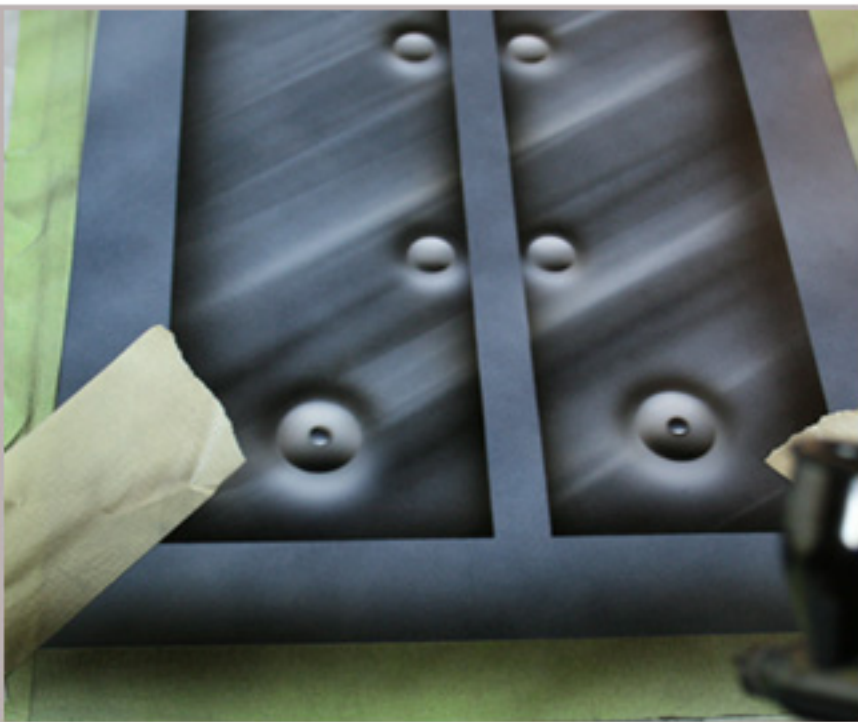
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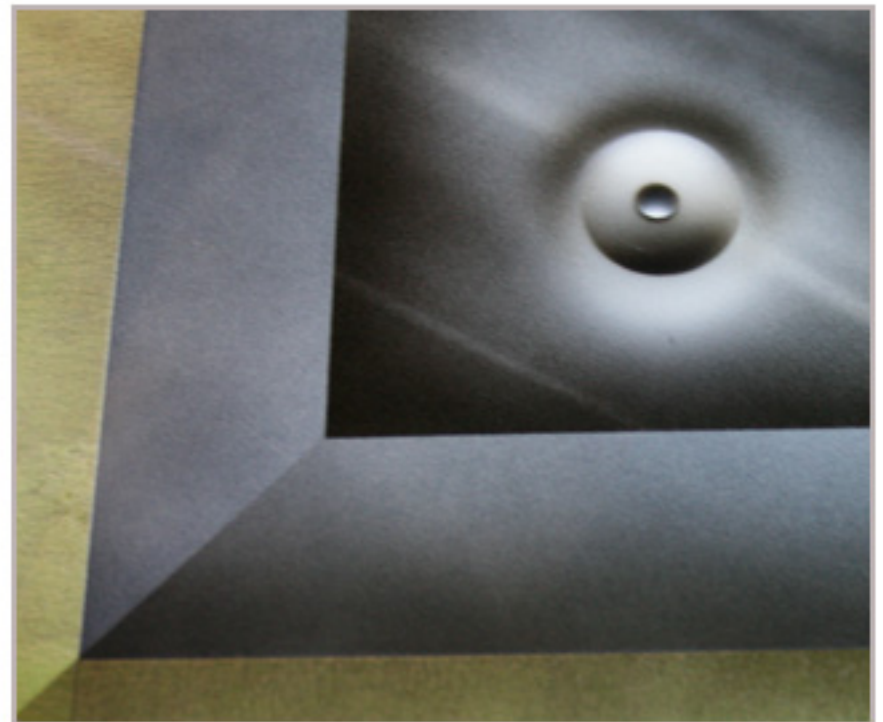
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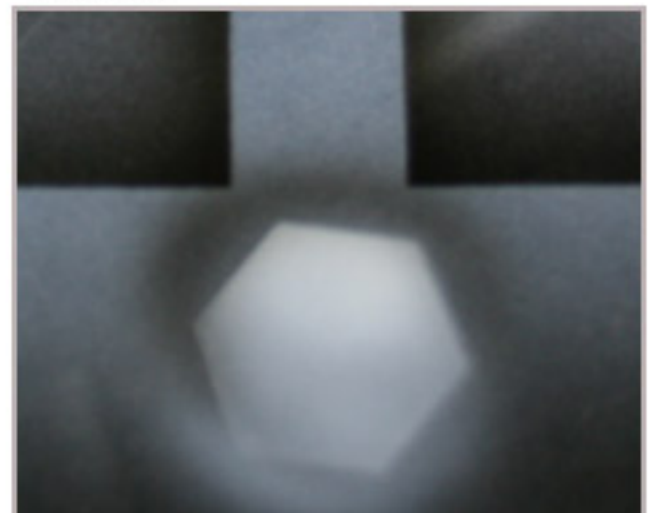
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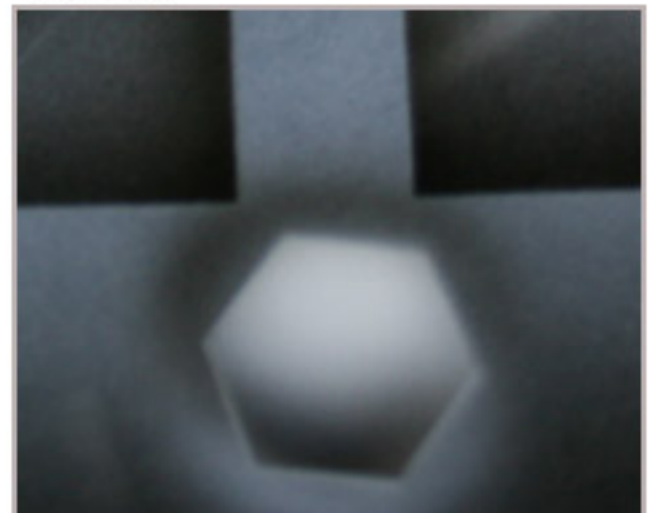
STEP 24



STEP 25



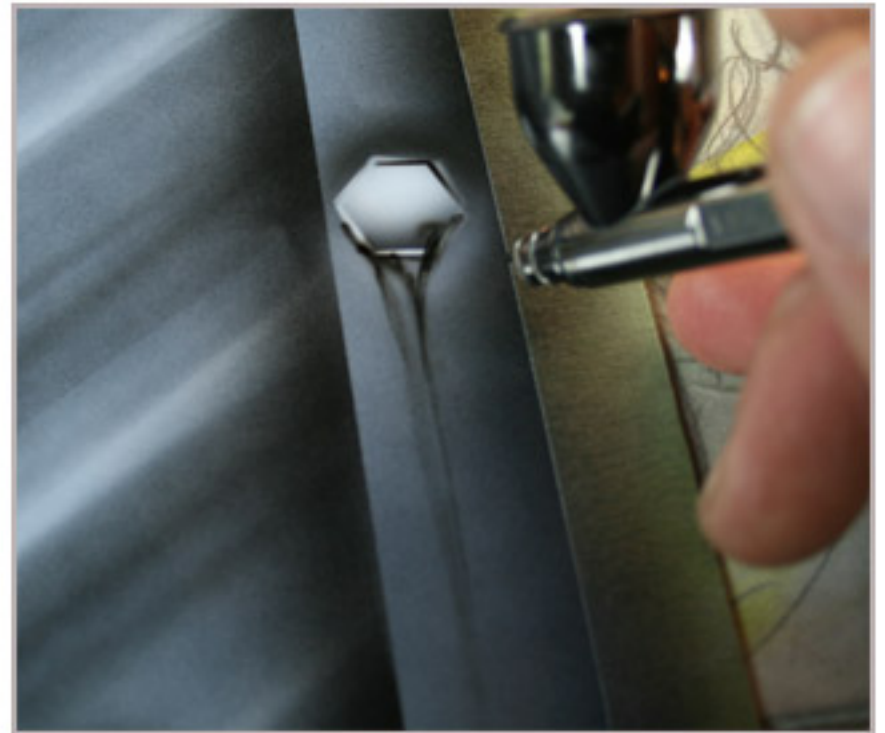
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