

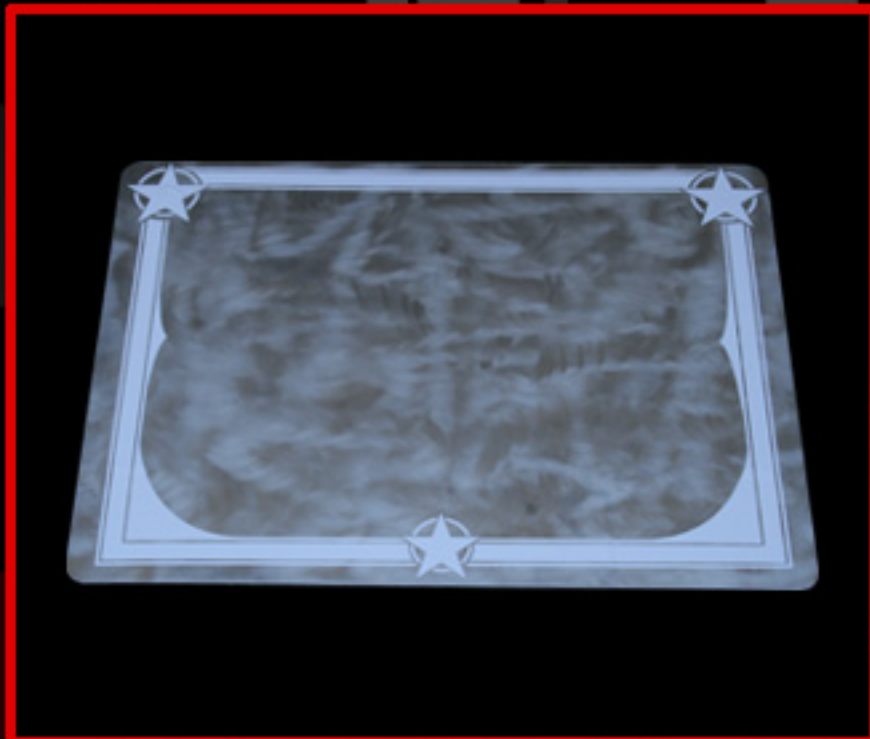
AIR SICK



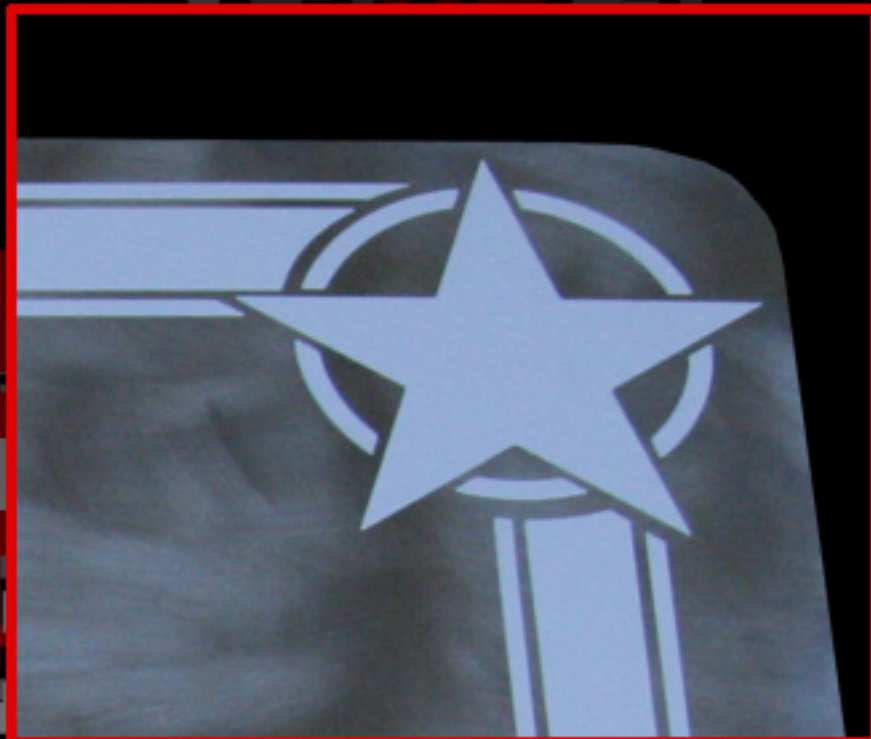
Skulls & Chrome

PAINT BY SEAN CAHILL

STEP 1



STEP 2



We start this project with a standard 24"x18" panel. Using a grinder, we get a cool brushed aluminum effect by grinding shapes on to the panel's surface. Then we cut a mask to place over the bare metal, this will serve as a border for our piece. When we are done and peel off the mask it will leave a silver metal border and give off a killer look.. Next we spray the entire panel in several coats of Candy Apple Red. This will serve as our background.

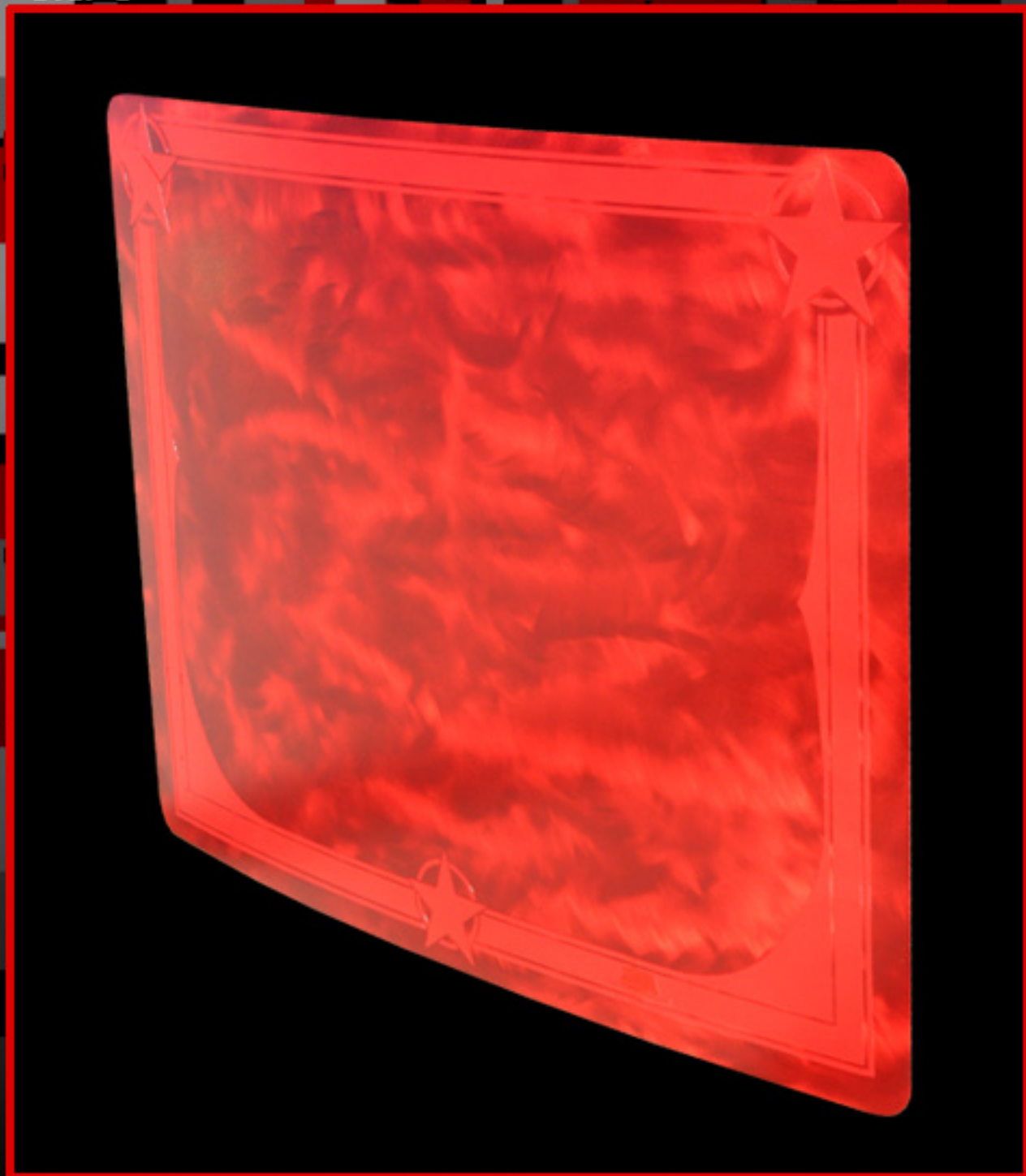
STEP 3



Skull 30



Skull 33



STEP 4



Now we tape off the entire panel. We cut the outline of our skulls out of the tape so that we can cover and remove them during different stages of painting. This will also help protect our red brushed aluminum background from over spray. We line up our stencils to make sure we have the correct size cut out of our mask. Next step is to fog where the skulls are going to go with white. This is going to give us a base for the skulls and helmets. We are going to start with the outside skulls first, so we need to replace the mask for the middle skull.

STEP 5



STEP 6



STEP 7



Our next step is to place our stencil over the left skull and give it a light dusting with black. Then flipping the skull over we do the right side the same way with the same stencil. You can see the results below. We are just trying to get some basic outlines so that we can begin to shading. You don't want to spray these too dark or will end up with a very "stencily" look. As you begin to shade the skull you will start to lose some of the stencil lines.

STEP 8



STEP 9



STEP 10



STEP 11



Now we begin to fill in the skulls. A reference pic will always help you in these stages. The stencil gives you the basic lines of the skull, but a good reference picture will help you see where it falls into shadow and back into light. Since our background is white, we begin with black to start shading in the depressions and recessed places in the skull. Start light and slowly build up your layers. Hit all of the places under the jaw, eye sockets under the helmet. Switching over to white we begin to pull out the ridges and highlighted areas of the skull. Push back with black, pull forward with white. Repeat this process until you are happy with your results. This a great time to add some small dagger strokes and dots to create a more realistic bone texture in the skull.

STEP 12



STEP 13



STEP 14

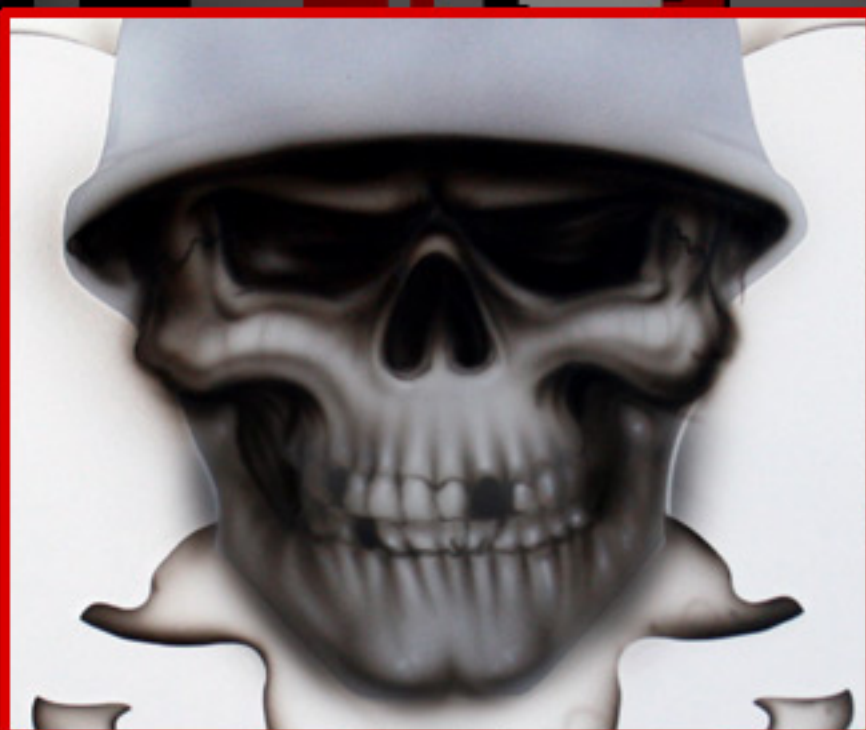


Moving to the center skull, we mask off the two outside skulls to protect them from over spray. Starting with black again to develop the skull we begin to shade in the brow and cheek bones. Spraying light coats of black we slowly build up our layers. Again you can start filling some details in, but remember this is still your under-painting and you will be adding more layers on top.

STEP 15



STEP 16



Here you can see the results of pushing back the dark areas with black and pulling forward the lighter areas with white. Now that we are happy with the overall shading we can start to pop out some of the highlights.

STEP 17



We add in more white to really define the shape and depth of the skull. Notice the small highlights along the cheeks and brow. You'll notice that we have a hard white line around the skull. That's from the overlap in the masking; we will fix this later on.

STEP 18



STEP 19



STEP 20



in this close up shot you can see that we have added in more black to the skull to further define its shapes. Again we go in with white to pop the highlights out of the brow, cheeks, teeth and jaw. We use the same technique on the right and left skulls. You can add details like cracks, chips, and holes to achieve whatever style of bone you want your skulls to look like. If you added something you don't like, you can keep using the push and pull with the black and white to smooth over any problem areas.

STEP 21

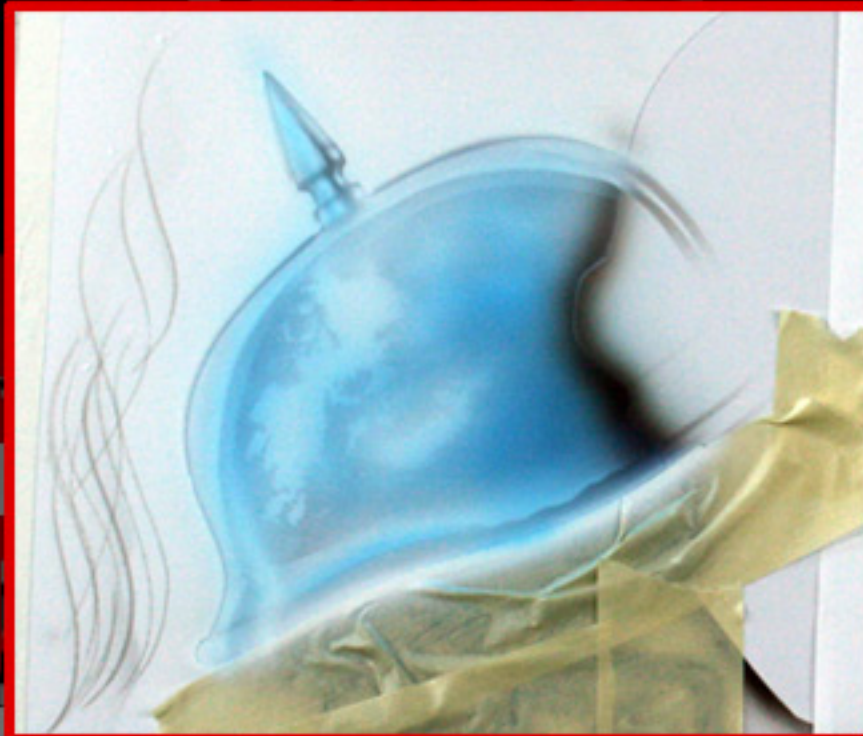


Now with all of the skulls un-masked we can match and differences in the tones and color of the skulls. Some might need a little more black here, or white there. Keep refining your skulls until you are satisfied with how they look. Although we wanted to have the same look and feel for each of the skulls you can paint them all differently or keep them in the same style.

STEP 22



STEP 23



Moving on to the helmets we grab a reference picture to render our chrome. Using a light blue we lightly spray the helmet, darker as we go toward the middle as that part will be shadowed by the center skull. Now using some of our grunge stencils we add some texture in white, reduced black and darker blue. Adding a few hot spots with white helps give the illusion that the helmet is reflecting the sky. Notice the darker and lighter areas around the edge of the helmet. Different parts of the helmet will reflect the sky, horizon and the ground. Make sure to have a good reference picture to pick up these subtleties.

STEP 24



Grunge 4



Grunge 1

STEP 25



STEP 26



Using the Grunge 1 and 4 stencils again we apply light coats of white, blue and black to the right and center helmets. Experiment with different layers of color and shapes to find what works best for you. Remember where your light sources are, what is being reflected and what is in shadow. The center helmet gets more white in the center being directly below our light source. Also it is above and in front of the other two, so it is lighter along the edges due to the light reflecting off the other helmets. The outsides of the right and left will be reflecting the ground and should be darker, but still have a white edge because it is a reflective surface. Now we remove the rest of the tape and masking. You can see the original metal showing through the red candy that we sprayed in the very beginning. We hope that you have enjoyed this tutorial and found some useful information to take with you and practice in other projects. Keep painting and most importantly HAVE FUN!

FINAL



**PRINTER
FRIENDLY**



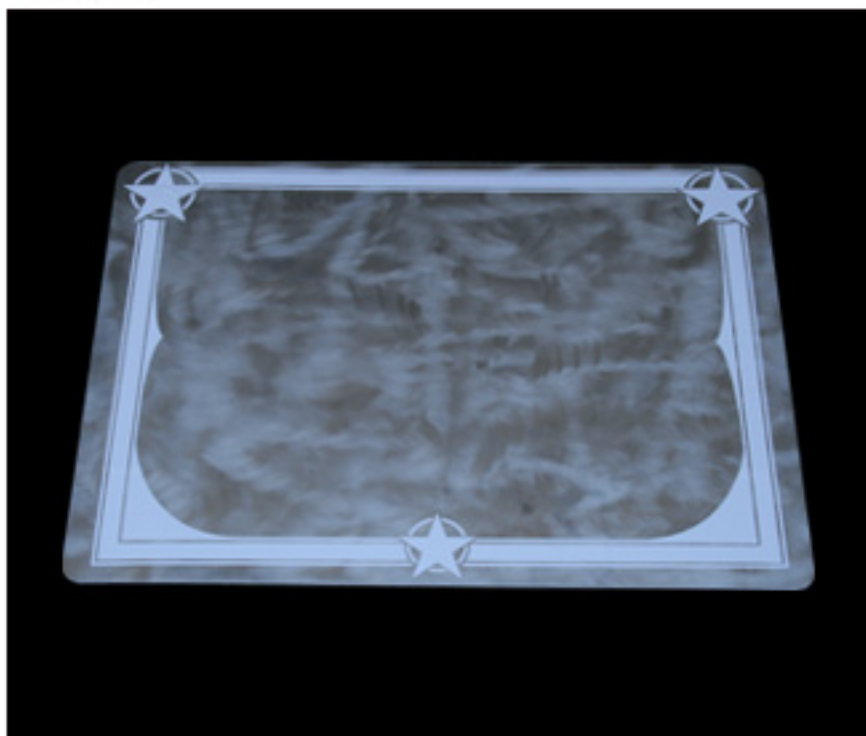
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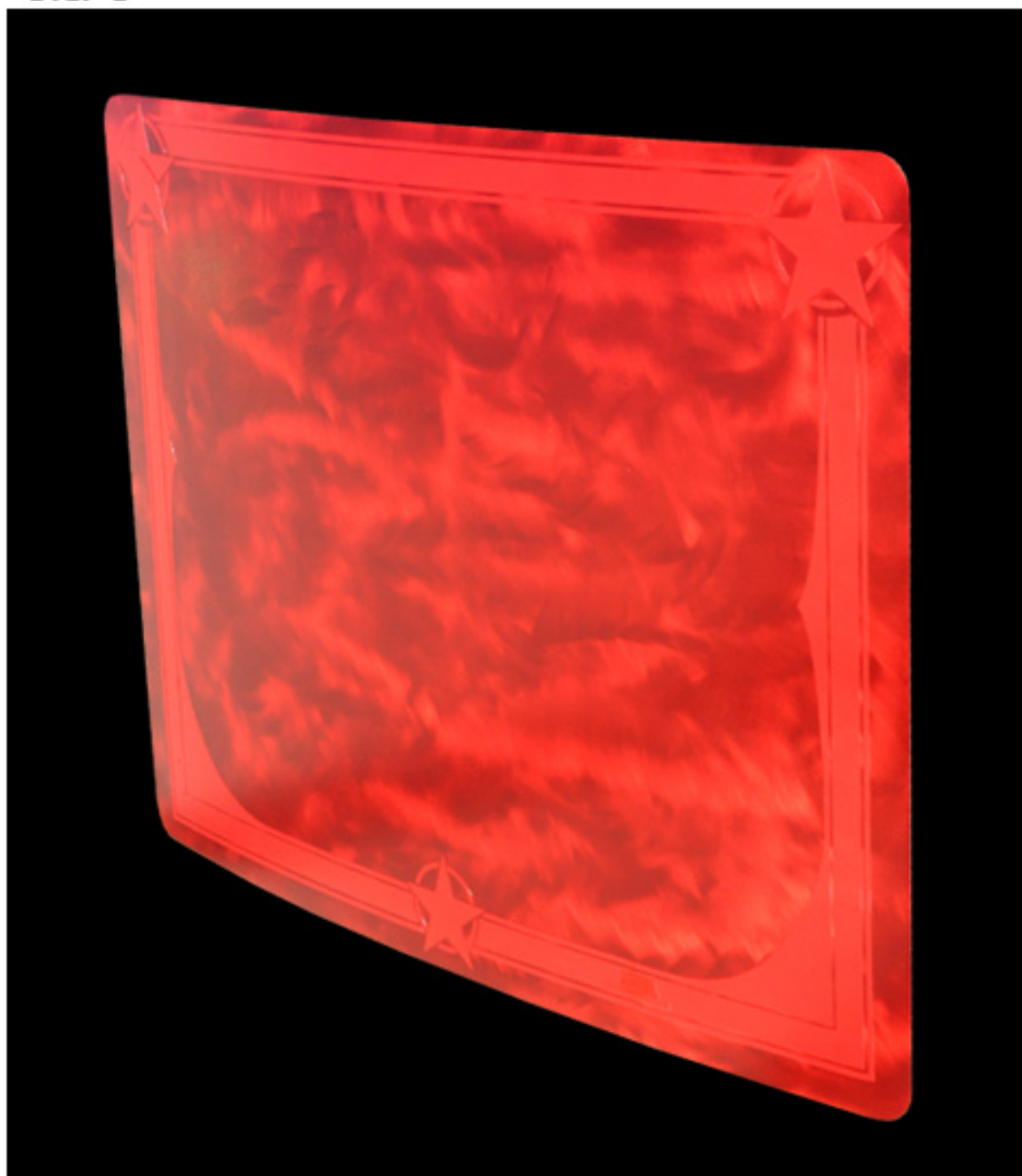
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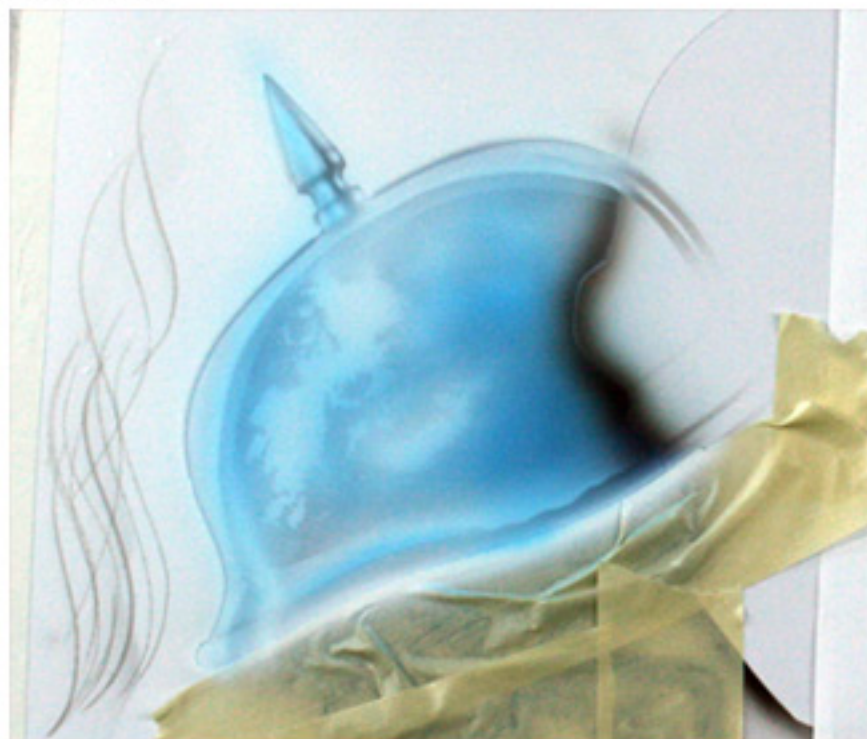


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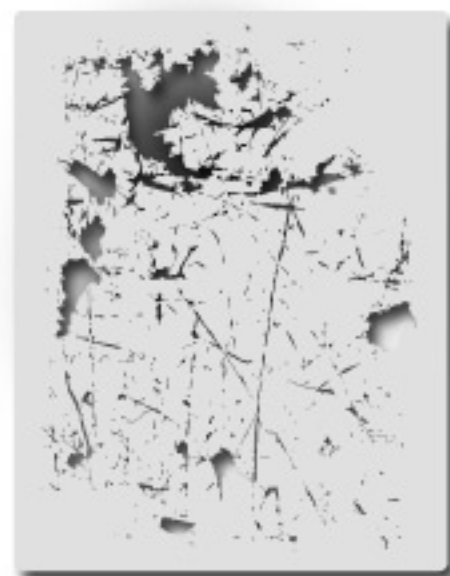


STEP 23

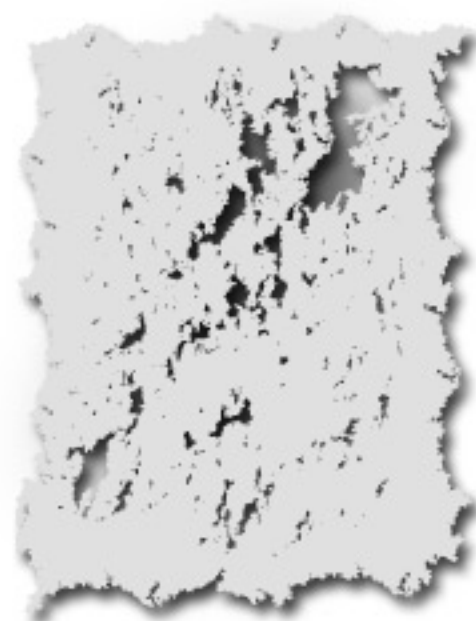


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