

PAINING OF FLAMES AND LIGHTING EFFECTS

1. PRIMING THE FLAME

For the primer, it is necessary to paint the flame as opaque as possible in a bright yellow. To do this, I first primed the flames in white and then applied the yellow.

IMPORTANT!

The flame is brightest on the inside - that's why I painted the base with a little white..



2. PAINT TRANSITION TO RED

Next, you need a particularly bright orange and red for the flames. Use this to paint the transition from white to yellow to orange to bright red. Depending on how well you get it right (I painted over it again and stuck with „normal“ red), you can add dark accents in the splashes of the flames with dark red or even black.



3. PREPARING THE LIGHTING EFFECT

To apply a light effect to the brickwork, I lightened the shade of gray used with white. I used this to apply a light accentuation around the flame with dry brushes.

I always started close to the flame and worked my way outwards. You have to let your intuition guide you a little as to where the flames light up the brickwork. Very close to the flames, I lightened the gray a little more to accentuate the brightness.

I think this step is necessary so that the yellow and orange can come into their own on the dark masonry.



4. PAINTING THE GLOW EFFECT

The same principle applies to the lighting effect as to the flame. It is brightest very close to the flame. I mainly used very light gray there. Then the transition is made with yellow and orange.

I used red on the very outside. I applied all the colors with dry brushing.

I would like to mention once again that I corrected both the flames and the glow effect several times, as it was sometimes too yellow, sometimes too red, sometimes too white... In the end, I was very happy with the result.

I hope that helps

