

Instructions on assembly and suggestions on painting. I recommend using photo reference when painting your model. Animals like crocodiles, birds and fish provide good inspiration and help keep the artist within the bounds of realism.

1. Clean individual parts of excess resin, flange and seams.
2. Prepare the surface for painting. 0000 gage steel wool, 220 sand paper or higher, files and light dremel/foredom tools if needed. Pre-assemble all parts to insure a good fit.
3. Model surface can be prepared with light use of acetone with a small rag or brush to clean the resin surface and provide better adhesion for primer.
4. Light misting of white spray primer of your choosing. Be sure the type of spray paint is ideal for plastic.
5. Assemble the first round of parts. The head (skull only, not the mandible) torso, tail and legs. Use magic sculpt or your preferred epoxy/gap filling material. Super glue and a dusting of baking soda provides a strong hold and allows for gap filling and fast curing.
6. Sand and sculpt areas along seams where transitions may be apparent. This may take time, and it may be necessary to primer areas again to see clearly where more finessing is required.
7. After primer has dried, begin with a brown wash on the fleshed side of model (use acrylic medium and water to control flow and opacity). Black is usually too stark, but if you want something darker use burnt umber, or add ultramarine blue to a burnt umber to go darker still. Have enough of this color in case you want to use it for the other side of the model.
8. Carefully paint the skeletal side with the base color used for the flesh side or your color of choice. Paint several layers with a brush or airbrush. Try to build your layers evenly, while leaving the bones as white as possible.
9. On the bones a very light wash will provide some modeling. Be careful not to go to dark, bone is light in color. Paint all parts with consistency.
10. Lightly apply steel wool or 320-600 grit sandpaper to even out the large areas on the skeletal side where there are several layers of paint. The area of the ribs, behind the ribs on the torso, neck and tail are such places where light will catch imperfections.
11. Paint all areas where parts may obscure them later and make it difficult to paint later when the model is fully assembled. The vertebrae column on the torso, neck, and tail, as well as the inside of the mouth.
12. Dry brush medium tones and highlights. Use medium, and glazing techniques to achieve depth and soft transitions.
13. Assemble remaining parts when able, be sure to allow for drying. Fine tune the rest of the paint, paint eyes or add modeling, and highlights.
14. Seal the model with a UV clear coat that is semigloss or matt. This will provide some protection from the elements and from handling the object. Allow for drying and spray at least 2 thorough coats.
15. Any areas like claws, the mouth, and eyes which would benefit from a slight or high gloss coat do now. Areas like the mouth may need more layers to allow the look of saliva.

