

Prometheus - 1/4 scale

26/11/2021 — Standard Techniques



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"L'Ingénieur" - du film "Prometheus" de Ridley SCOTT - la suite du premier "Alien". Une belle figurine en résine de grande taille - 53 cm... Le costume du personnage comprend de nombreuses cavités et trous divers. Suite au démoulage, des billes de résine se sont logées un peu partout à l'intéri...







"The Engineer" — from Ridley Scott's film "Prometheus" — the sequel to the first "Alien." A beautiful, large resin figurine — 53 cm...



The character's costume has numerous cavities and various holes. After it was removed from the mold, resin beads became lodged all over the inside and will need to be removed before painting. In the photo, you can clearly see one along the bottom edge...



All the rough edges are smoothed out with a fine grinder, along with some seams along the sides of the figure. Liquid putty will finish it off...



The back side is treated in the same way...



Once removed from the mold, these figurines are sanded to “quickly” remove all impurities, and this one’s fingers were accidentally shortened. They were lengthened to the correct size using Evergreen plastic tubing, covered with putty, and then sanded...



The result, after the improvement...



After spending a few hours checking everything over, we apply a coat of white acrylic primer using a spray can...

Painting

The Head



The figurine will be painted using, among other things, Liquitex in tubes...



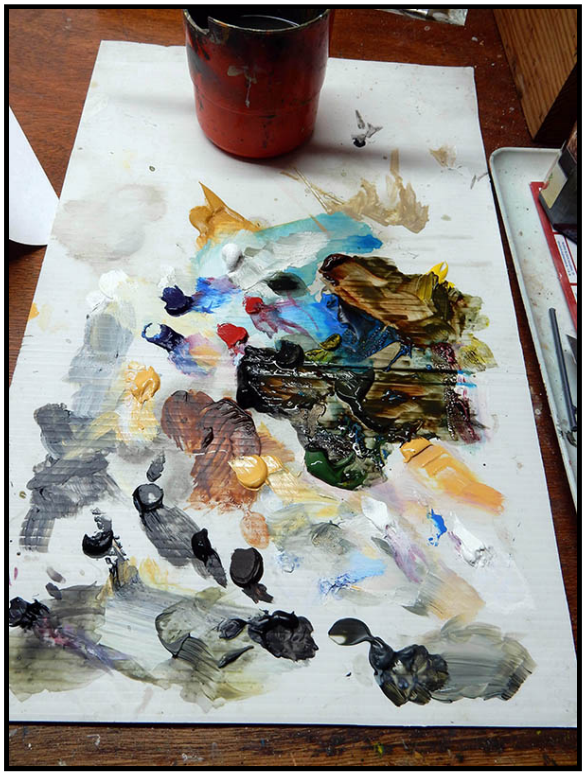
We'll start with the skin. The veins are painted using dark turquoise and Naphthol Crimson with a fine brush...



The same goes for the hands and the upper part of the forearms...



After drying, the skin is "colored" using a small amount of Naples Yellow and titanium white. Some veins are left "transparent"...



The Body



Start by darkening all the recesses—black, Payne's gray, burnt umber—(on the left side of the thorax). Then use burnt green, dark olive, burnt umber, and primary yellow (on the right side)...



Based on the concept art for the film, we smooth out the image by adjusting the colors...



Bit by bit, we gradually paint each section, taking the shadows into account...



We continue by highlighting each section with white, which blends with the other colors. After it dries, we apply more pure white to certain areas; then, once it’s completely dry, we finish by spraying glossy varnish onto the most highlighted parts of the costume. We reapply matte black to the recesses that would have received the varnish...





Back detail...

Standing Prometheus Engineer figurine, with an engraved, mus

Rear view of a Prometheus Engineer

The base is painted with a mixture of dark blue and silver, and the recesses are painted black. It is also varnished...

