

Prometheus 180mm Neca Figures

07/02/2015 — Basic techniques

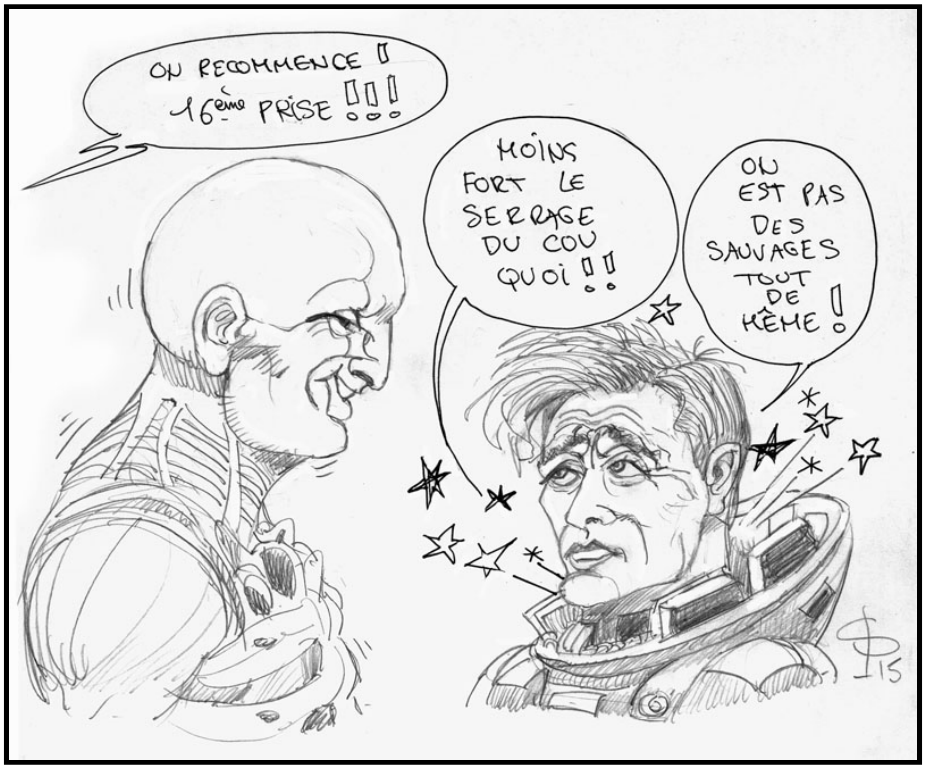


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La marque NECA a édité des figurines articulées du film de Ridley Scott "Prometheus" en 180 mm à prix raisonnable, qui, après fixations des dites articulations et amélioration de la peinture des suj...



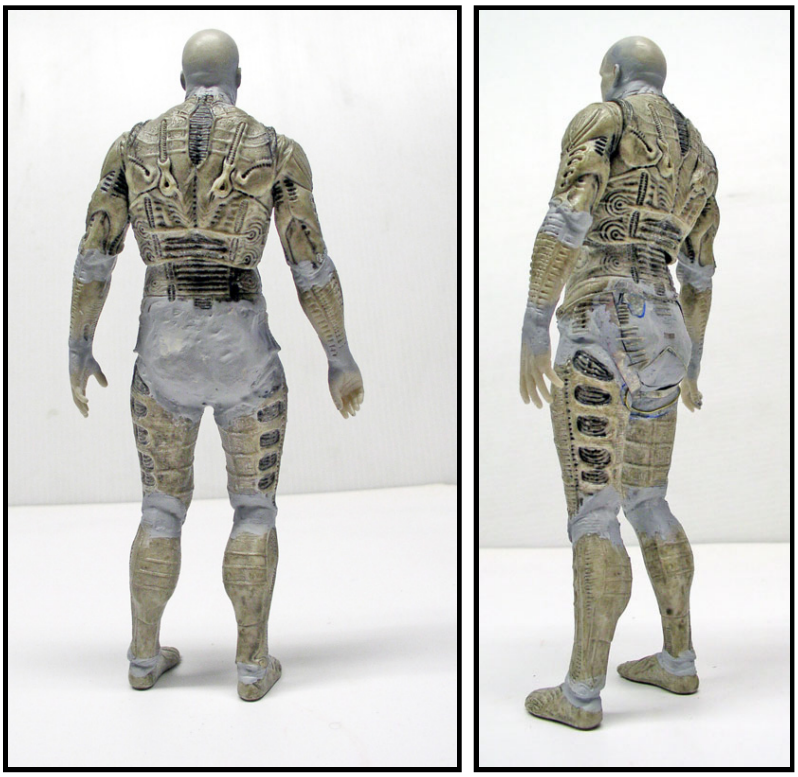




The NECA brand has released reasonably priced, 180-mm articulated figures from Ridley Scott's film "Prometheus," which—once the joints have been secured and the paintwork improved—are a truly worthwhile option for modelers looking to create a diorama...



We'll start with the film's main Alien—"The Engineer." The first thing to do is to use Super Glue to secure all of the figure's joints once you've chosen a final pose. Then fill in the various seams and gaps with putty...



The problem was that the buttocks were too flat, so putty was applied in several layers, with each layer allowed to dry before the next. After the final sanding, the small missing details of the suit were added or engraved...

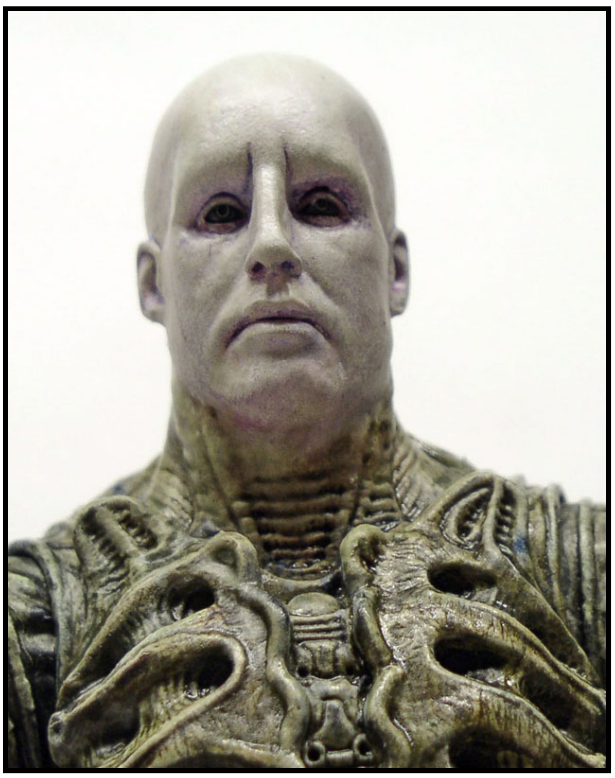
Painter/Engineer



Once the seams have been taken care of, apply an acrylic primer to the entire figurine; then, after it dries, begin painting the skin. Use Winsor & Newton artist's oil paints in tubes. We start with the shadows, always using photos from the movie as a guide, beginning with Alizarin Crimson and Phthalocyanine Blue. We outline the veins on the hands and a few on the neck...



We finish highlighting the skin by blending in Naples yellow and white, allowing the shadows and veins to stand out. Keep in mind that the skin on the forearms blends into the biomechanical part higher up...







Details of the finished painting...





Body painting.

Dabs of oil paint mixed in green, blue, and brown on a white palette

Base coat: Humbrol 33 + 110 + silver—1/3 of each applied to the entire surface... Then gently remove the excess paint with a flat brush or a tissue...





Then we highlight the figurine with a brush using olive green, emerald green, umber, and Winsor & Newton white...



A mixture of umber, olive green, and black is applied to the entire piece...











The final step: Apply glazes as shown in the Alien tutorial, using gloss varnish, phthalocyanine blue, alizarin crimson, and olive green. Finish with a light coat of matte varnish on the unlit areas...

Packaging for the Neca David 8 figurine from the movie *Prometheus*, with a charac

Figurine/David





David: This required a lot of putty work because the very visible and unsightly seams were ruining the figure's finish...



The part comes with two heads: one with a hood and one without.





The uniform is painted with Humbrol oil-based paint. Overalls: 134 + 221 & 50 + white. Equipment: 33 + 32 + 27 + white.

Some seams were added, and the shoulder lamp and its cable were removed...





Packaging for the Neca Engineer Chair Suit action figure from the movie *Prometheu

Alien Pilot





The pilot: A lot of putty work needed around the waist, with large gaps on either side... And a saggy area around the butt!...




On the right, the figurine is being airbrushed with a coat of matte black...




Paint for the pilot: Humbrol 110 + 116 + white...



In the end, a mixture of umber and black...

