

AIRSICK PRESENTS

TOXIC TANK



BY JOHN SEATON



STEP 1



1. Starting with a white base applied and my tribal border in place I used a variety of the skull background stencils to build up my image. Rather than use a large portion of each skull background I used a skull or two from each so that my image would be slightly unique. I sprayed a light dusting of Wicked Detail Black mixed with a touch of Auto Air Transparent Green through the stencil because the end result was to be a toxic theme and therefore coated in a yellow/green tone.

2. With a very light outline of the stencils layed out on the tank it gave me a guideline to come back in with the same paint to add my freehand details. The paint was a little over reduced for a slow build up and to make it easier to erase areas for texture and highlights.

STEP 2



At this point I have worked out that my light source is coming from above so I began shading the areas I believe would not catch light and made sure that I created an effect that suggested the skulls and bones were curved and 3 dimensional. I didn't care too much about overspray at this point because I will be coming back in with both an electric and a pencil eraser to add the highlights and texture.

STEP 3



I also used the bone stencils. They really come in handy for adding quick shapes to fill out the layout of the peice.

STEP 4



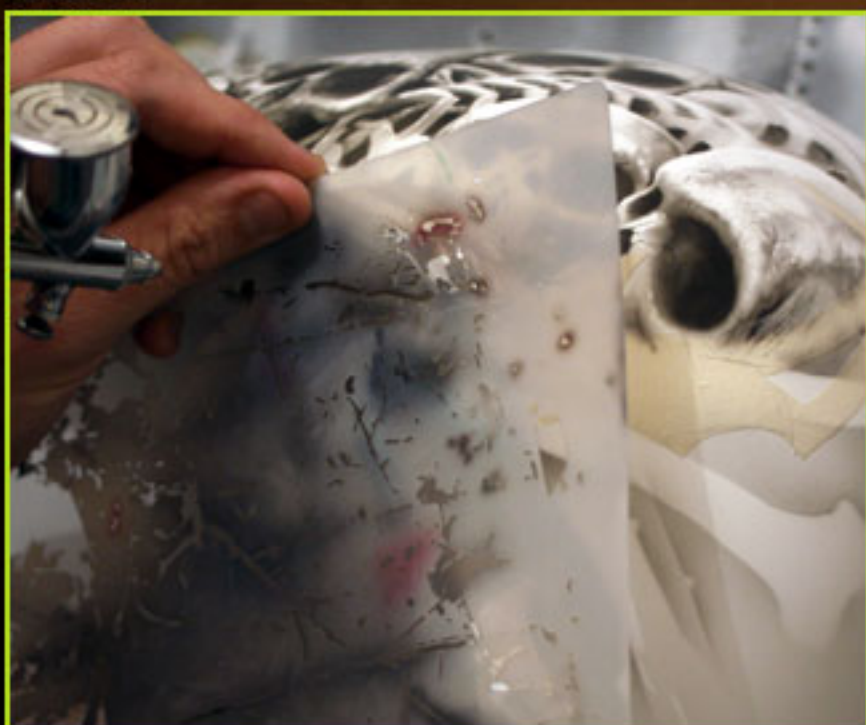
Here you can see how I am using a white stabilo pencil to create some highlighted edges around the eye sockets.

STEP 5



Rather than tone and detail the whole image first I build up certain areas and add highlights with the erasers as I am going. This gives me an idea how the image is going to look and it also means I can add more tone over the erased texture to dull some of the highlights down if they stand out too much.

STEP 6



As I continue to detail the skulls, I am using AirSick's Grunge stencils to add scratches and pits into the bones.

STEP 7



Sometimes you can get a bit of over spray, this is easily fixed by placing the stencil back over your piece and tightening up some of the edges.

STEP 8



STEP 9



In the foreground I use a mixture of texture stencils, erasing and scratching with a blade to create sharp detail. I then come back in with my dark mix to add shadows and more detail. I will quite often take a step back to view the image as a whole to make sure I am losing that hard stencilled look and to make sure the image is coming together with the tones and detail.

STEP 10



STEP 11



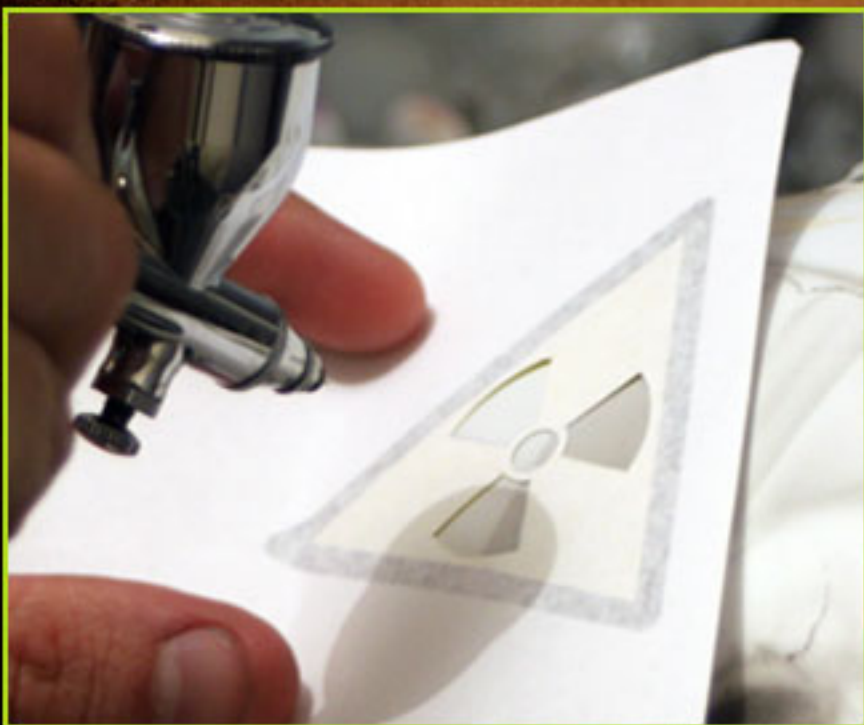
Something else I wanted to add to the image was some toxic waste barrels. The stencils from AirSick can be very useful for any shapes or extra elements you want to create.

STEP 12



Here I found a straight edge on a Mausoleum Stencil and utilise it to create vertical sides for a couple of barrels with the intention of adding some grunge and texture.

STEP 13



I made a quick stencil for the toxic logo. Using my reduced black I shade it in over the barrel that I just created.

STEP 14



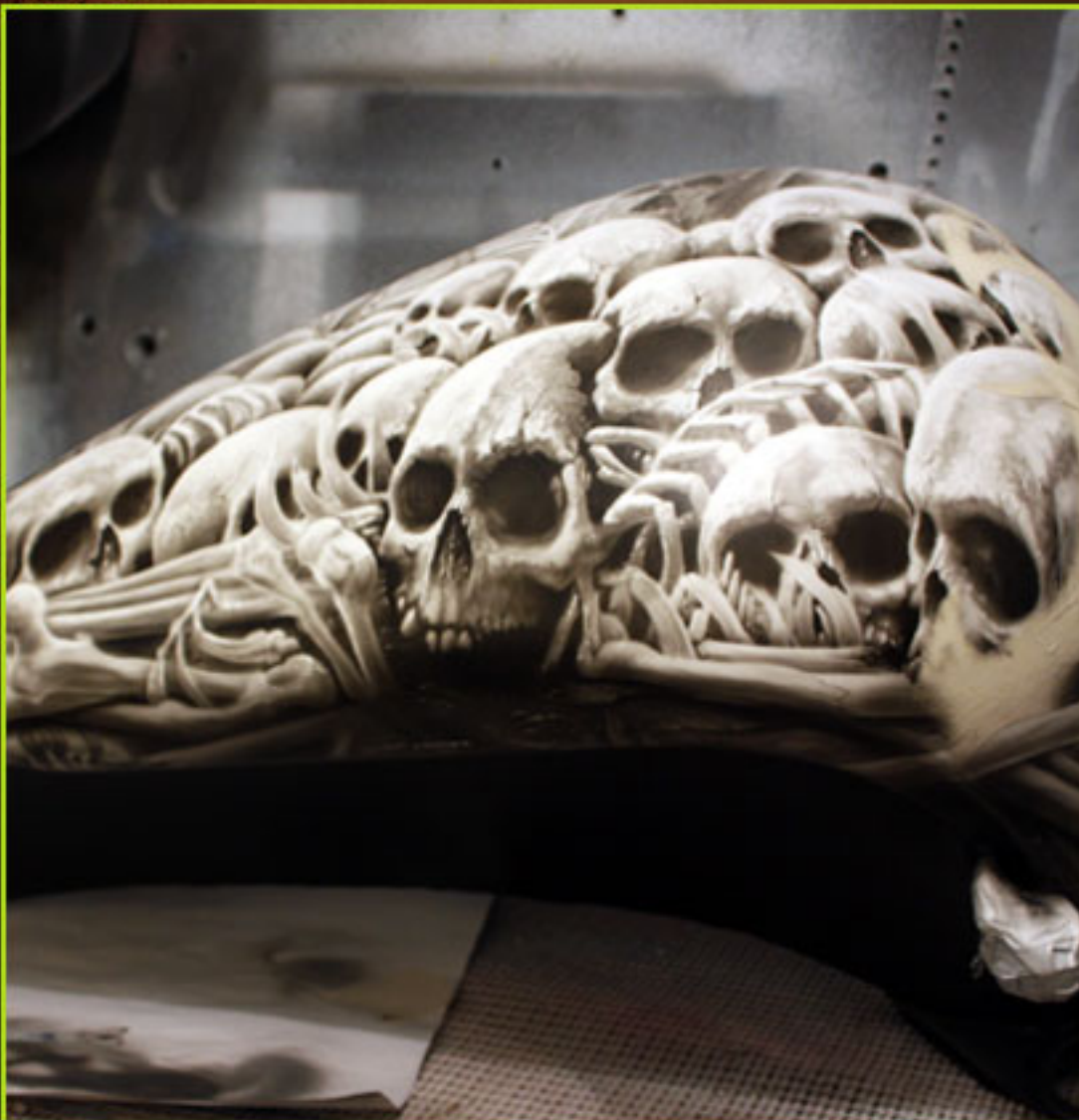
The texture was created using the erasers and the airbrush together for dents, scratches and highlights in the leaking waste.

STEP 15



I have finally built this image up using the dark over reduced Wicked Detail Black mixed with the Auto Air Transparent Green, and used erasers to create highlights and texture and to clean up any overspray or unwanted lines I may have added without thinking it through. I used a blade only to create some sharp detail in the foreground and I used it very sparingly.

STEP 16



At this point I step back and spend some time looking it over and looking at the piece as a whole before I move onto the next step. I will quite often leave it at this point for a day or two just to make sure I'm happy with it because sometimes fresh eyes are as good as someone else's perspective.

STEP 17



STEP 18



I'm using an Auto Air Semi Opaque Yellow which is also over reduced to lay down a yellow tinge onto the whole project paying more attention to the areas that would catch the most light because ultimately I would like these areas to have a more yellowish hue to it while the shaded areas will have more of a greenish yellow hue. I then spray an Auto Air Transparent Green starting off by building it up in the shaded areas and eventually lightly dusting the whole project with it to knock back some of the brightest yellow.

STEP 19



STEP 20



The great thing about this part is that the highlights are already there so it takes the guess work out of it as to where to add the highlights and this is where the picture kind of tells me what to do. I also add some toxic fumes hanging in the air with this white mix. A last minute thought but I felt it would work well.

Once I was done with my highlights I sprayed my over reduced yellow across the project once again which knocked the bright highlights and fumes back a touch. I am finally satisfied with the color, texture and highlights enough that I can move on with this project.

Because I didn't get the desired color with the first layer of green (I didn't feel it represented a toxic scene) I went back over with the same Transparent Yellow to try bring the green gradually back to the yellowish hue I was after. This proved successful but I felt I lost some of my highlights amongst the layers of green and yellow. To bring these highlights back I used Createx Illustration White and hit the areas that would have the brightest highlights.

STEP 21



STEP 22



STEP 23



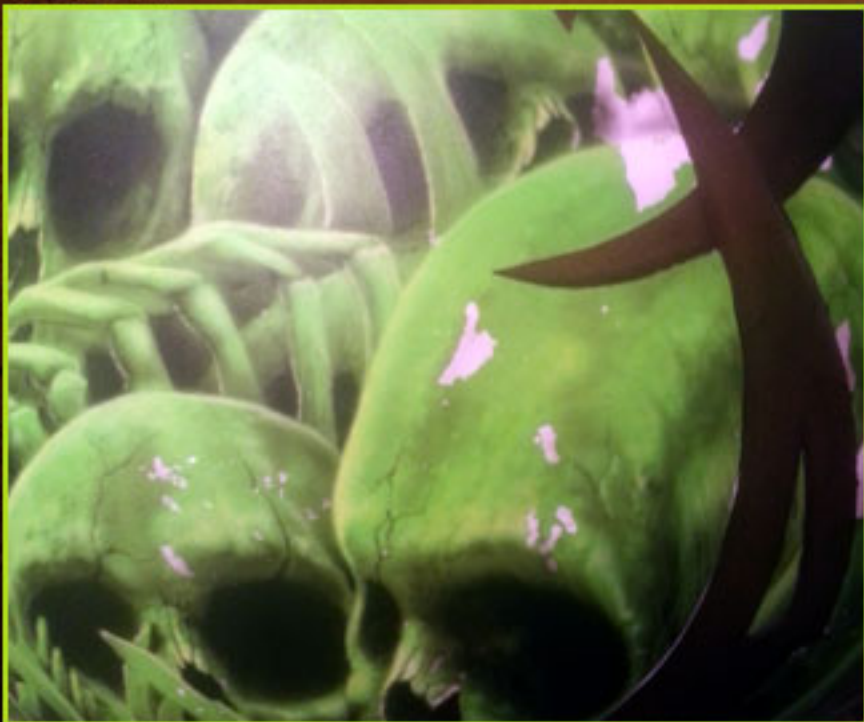
My original design was to incorporate a tribal border in some sort of gold metallic effect so I sealed this piece with Auto Air Transparent Base and let it set before I applied masking to the whole project and cut out my border which was already mapped out with masking from the beginning.

STEP 24



Unfortunately this did not work like I have planned out in my head. Once the gold was laid out and I was happy with the coverage I peeled off the masking and it pulled up quite a bit of my green paint around the tribal pattern with it.

STEP 25



I had resigned myself to the fact it was probably just easier to sand the whole project back and start from scratch but I put it aside for a couple of days and in the meantime a friend came over and challenged me attempt to fix the tank before doing something so drastic.

STEP 26



I sanded the peeled areas so there was no hard edge and added details such as holes and cracks in the skulls to hide the missing paint. I lightly sanded the whole project with 2000 grit paper so that a proper spray mask would stick to it.

STEP 27



I mapped out an idea for the twisted metal on the mask with a pencil making sure I was hiding all of the tribal pattern and the peeled areas under it. Once the design was cut out and exposed I had to sand back the hard edges of the previous tribal pattern before I could lay a black base over it. With the black base down I could now come in with my White Illustration paint and add detail and rust texture and give the black a tint of grey. I then used a mix of Wicked Detail Black to sharpen the detail up and add depth to the metal before using a Burnt Sepia for a rust effect by simply spraying it in random spots over the metal paying special attention to the edges of the metal.

STEP 28



STEP 29



I'm now glad he said this because I was forced to change the tribal border into something that would cover over the peeled areas. The idea of twisted rusted metal turned out to be a far better image that fit well with the theme so essentially the project turned out better than it would of If I hadn't of peeled up the paint and I owe it all to the masking mistake and my friend who talked me into salvaging it. I was happy with the way the metal tied in with the theme.

STEP 30



STEP 31



AirSick



**PRINTER
FRIENDLY**



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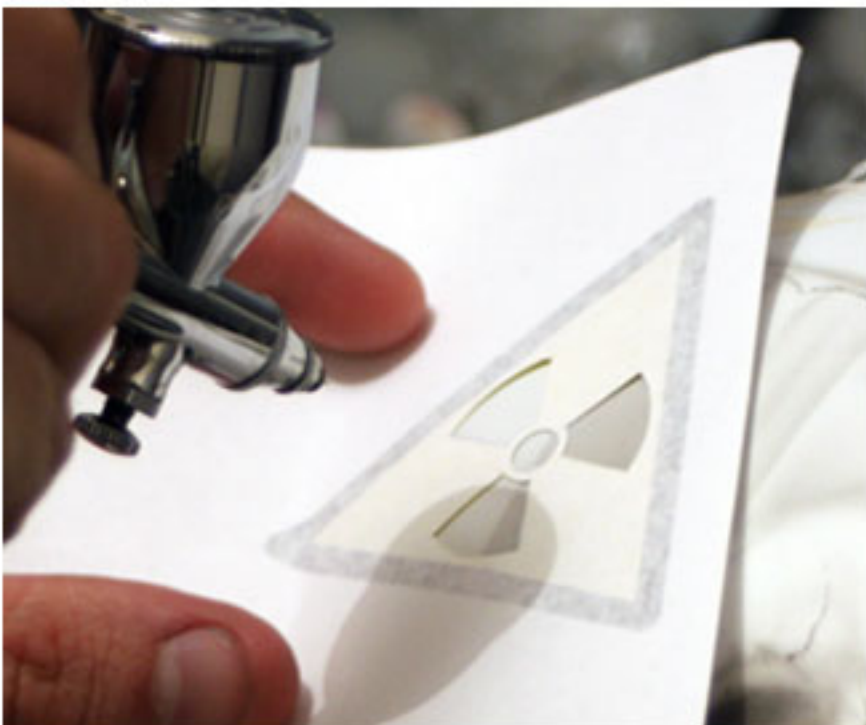
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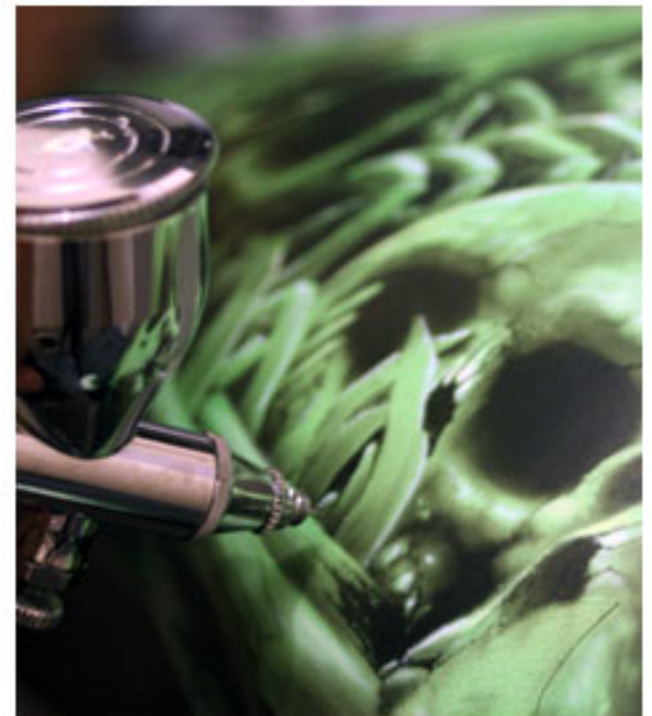


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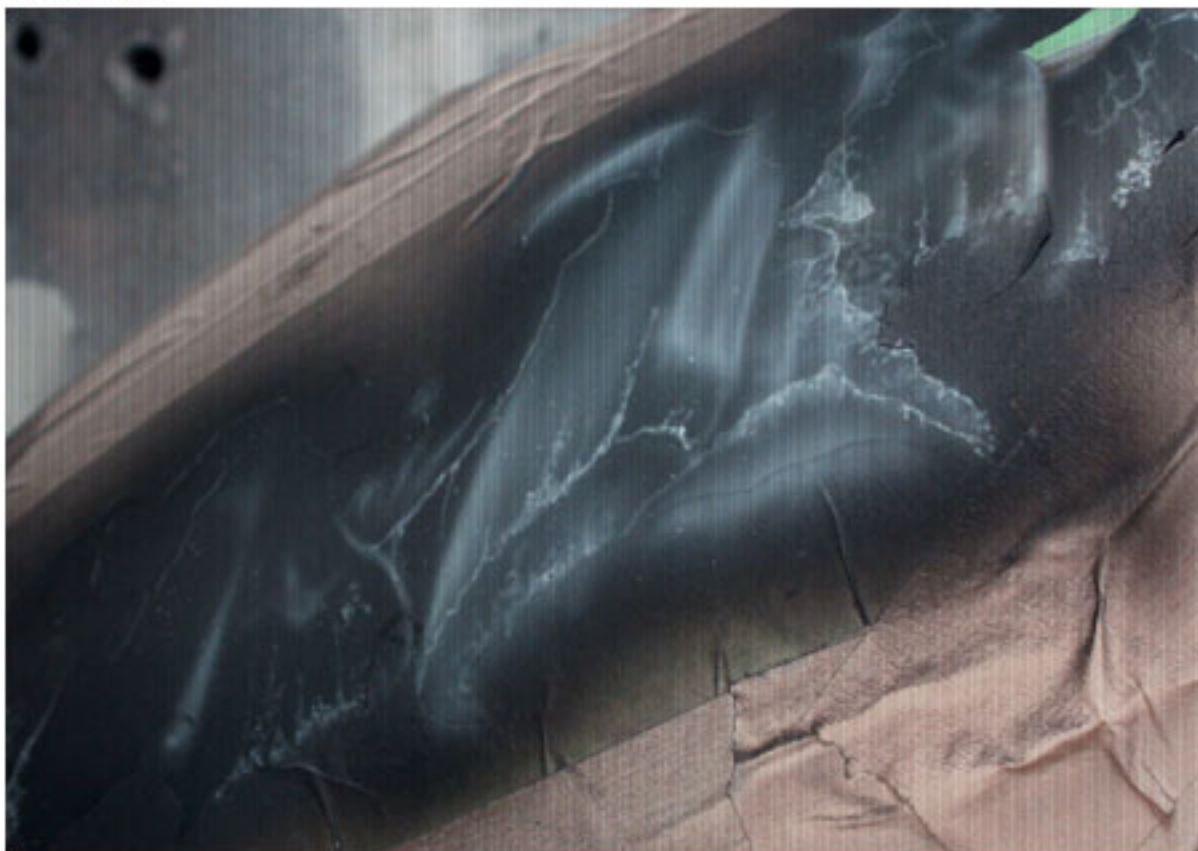
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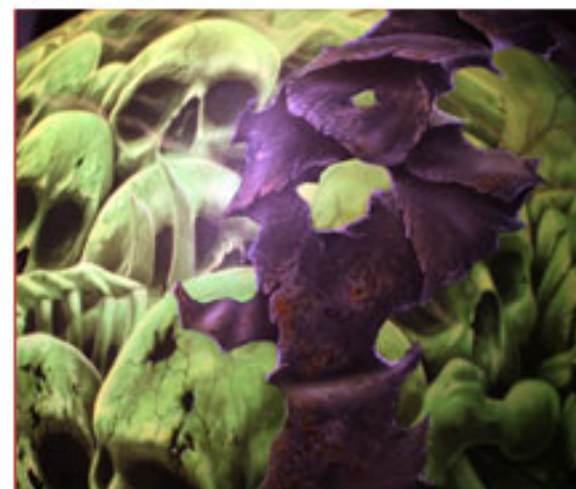


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