

Painting heads for slot car figures. Quick Method.

Here is what you will need:

- Figure
- Small drill
- Toothpick or soft wire to hold head for painting
- X-acto and small file, or emery board
- Part nipper (for removing model parts from sprues) or small wire cutters.
- White primer (can be spray-can like Dupli-Color, or airbrush applied)
- Face colors. We are using Vallejo acrylic paints here.
- Helmet and detail colors (varies depending on who you are depicting)



Remove head from sprue, and drill a small hole up into the neck using a pin vise. Then stick the head on a toothpick or wire so you can get to all sides of it without touching it. Alternately you can hot glue the head to a stick.

I do recommend the wire if you can do that. It can be used to mount the head to the driver body, and subtly pose the head, so you are not left with where the glue decided the head should be.



Clean the casting with some soapy water, or alcohol, and spray it with some white primer. Make sure to get up under the helmet visor and inside goggles. Let this dry thoroughly, a day, at least before proceeding.

Military modelers prime their figures in black. God knows why, it gives flesh-tones a dead look.



Now it's time for the first color. Used here was Vallejo Acrylic Basic Skintone (70.815). It will need to be thinned just a bit in order for the paint to flow properly, and not obscure detail. No need to be overly careful here, just make sure you get all the skin covered.



Before we go further, let's discuss using a wet palette for our paints. This will allow you to keep the paint fresh longer, and walk away for a bit without the paint drying out. Just put a moist paper towel in a tupperware container, and use a yogurt, or sour cream lid to mix and thin your paints. You can cover it up and walk away for an hour or two, and the paints should still be good.



Here are the two colors we will be using for the face, the base tone (Vallejo Basic Skin Tone 70.815) and the contour tone Vallejo Brown Rose 70.803), along with a little bit of water. As mentioned above the base tone should be thinned a bit to allow the paint to flow. This will take some experimentation. The contour tone will be a wash. Much thinner



Pull the water into the contour tone, and it will flood into the water. You want to pick up some pretty thinned out paint, by pulling out little blobs to try and get the right consistency. Experimentation again.



Here is an example of the contour color just on white primer. You can see it settles into the low spots and brings out some shape and detail. The wash has to be wet, but not TOO wet.



Here is the result of the contour color over base color. It's already way better than what you would see in an RTR slot car. There is another trick you can use before we get into the hard part.



You can mix a little azure blue into the contour color to add a shadow wash inside the goggles. Rule of thumb: DO NOT paint the whites of their eyes. If you look at photos of racers you do not see the whites of their eyes. The eyes tend to be shadowed by helmets, goggles, etc. The shadow wash reads much more realistically than big white blobs, with big black dots.

Here's where we run out of short-cuts, and a steady hand is needed. But there are some tricks for helping steady your hand and brush while painting goggles, straps, and other details.



Brace the heels of your hands together like shown to get a much steadier brush. Continue to experiment with paint consistency. there is a sweet spot where paint will flow off the brush without flooding. This part takes practice. Fortunately your Immense Miniatures heads come three on a sprue.



Completed head, and here I made a mistake. The head looked better before I put black into the eyes. Goggles and straps are done. The helmet is painted with a gloss white, waiting for a Stewart Tartan decal.

I wish I hadn't been tempted to darken the eyes, but even with that it is a vast improvement over the standard Mr. Blobby that ships with most cars.