Painting ROTA: my experiences

Posted by L - 2009/03/01 22:45

So I've now painted up a bunch of ROTA pieces: one intersection done in green and yellow, one intersection done in white and blue, and a set of floor, wall and corner pieces in grey and blue with white highlights. Here's what I've learned:

1. The larger tiles at the outside of the intersection pieces are MUCH easier to paint than the smaller ones in the center. Be careful with them!

2. It's probably easiest to decide which color is going to be your "base" color first, which color will dominate, and then simply go over the entire piece in that color, then inkwash to bring out the tiles, and then drybrush. That will give your tiles a good, uniform, flat look, and get most of the painting done in painless fashion. Trying to do each tile individually without that shortcut is MUCH harder.

3. I personally went with a single drop of paint on each tile to bring out the tiles that I wanted highlighted, but I kinda wish I'd had the patience to paint the way you paint minis: layer after layer, one coat at a time. As a result of my impatience, my tiles are a lot glossier and clumpier than the official DF tiles. They look okay, but they don't look as good to me as the officially painted intersection piece. If one coat is enough to give you coverage, chances are that coat is way too thick. Your first coat will never be opaque -- if you want it to look good, you have to be prepared to take several passes. I wanted to be done in one shot, so I didn't. It would have looked better if I had.

4. Think about what you want for your final look before you start painting the regular building elements -- remember that if you paint up an entire set, then you're going to have a very "busy" look, and some of the intersection pieces may clash. Alternatively, you could decide to paint everything, but make sure the look is uniform, so it all holds together in the end.

Good luck to anyone who wants to try this! I had a blast. I don't think I'm going to paint any more until I see what Stefan posts about alternative designs -- I want to make sure I have a good store of pieces left for that inspiration!

L

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Posted by jkratzer - 2009/03/02 00:10

L -

I saw your work, and by now I'm sure you're cross-eyed and squinting, with a very cramped brush hand. But it must be worth it to have that beautiful paint job on those pieces!

Remember, mosaic tile usually IS glossy, unless it designed to be a matt finish. (I sold various kinds of ceramic tile for 3 years, until I was GLAD when they decided it was time for me to go) The centuries of wear would only reduce or destroy that gloss finish where sand or other grit was able to abrade the gloss seal finish on the tile. So your paint job isn't as unrealistic as you think it is. Also, I've seen ceramic shards from ancient Greece in museums, and some of them were still quite glossy, where they hadn't

been scraped and worn down by dirt and sand.

In other words - YA DONE GOOD!

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Painting ROTA: my experiences
Posted by rustyblade - 2009/03/06 00:11

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Thanks for the pointers on what you had done, and wished you had done differently. I think the turquoise/black/grey/white mosaics looks awesome! Also your intersection with the two blue chain designs are really eye catching too.

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Painting ROTA: my experiences
Posted by Aracon - 2009/03/06 03:39

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L,

Personally, I thought you did a good job on the tiles, and thanks so much for your lessons learned.

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Painting ROTA: my experiences
Posted by L - 2009/03/06 15:33

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Thanks for the kind words, guys -- I'm going to try to duplicate the official red-starburst intersection, and do up some regular building elements in a similar (though not identical) style, and hopefully, if it works, I'll be able to put together a layout that has a consistent, coherent running theme based around that. I really hope I can pull it off....

L

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Painting ROTA: my experiences
Posted by Thod - 2009/03/15 20:25

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L

I have to say you did great work as it is. Also thanks for sharing all your thoughts.
The only reason not following you for me is to wait for a official DF paintscheme from Stefan.
Yeah - is stupid as I like a lot what you did but modifying some limited pieces ...
Somehow if there is a DF example this makes it easier for me.

But if I spend the time - it was your examples which convinced me.

Just one question left. How much time did it take?

Thod

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Painting ROTA: my experiences

Posted by L - 2009/03/15 22:58

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Thanks for all the kind words!

It took a pretty long time -- I'd say about four or five hours of painting, all added up. I started with a coat of the dominant color (white on one piece, red on another, grey on a third, etc.) which I think inkwashed and drybrushed to get a good foundation. Then I just went about painting the individual tiles that were different colors. Very slow going. And the last hour or so was just touching things up, fixing small problems, etc. Patience really is a virtue here -- towards the middle I'd get less precise because I'd lose motivation, I'd just want to be done. Then after a day's rest I'd have to go back over and do it right in places I'd rushed before.

I can't WAIT to see the official repaint suggestions. I still have a bunch of unpainted stuff, but since I do really like the "out of the box" version, I may have to pick up yet ANOTHER set if I decide to try one of them....

L

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Painting ROTA: my experiences

Posted by jkratzer - 2009/03/19 02:22

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L;

Not to be mean, but I think one day they're going to put an entry in the Masochist's Encyclopedia under Painted Himself to Death, with a picture of you, grinning maniacally with either a mini or a DF RotA intersection in one hand and a 10/0 brush in the other!
Oh well, at least, you'll die happy. That's GOT to count for something, these days.

Way to go, man; way to go.

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