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Hello all...

I got all my Game Tiles unpainted, and while I could very easily replicate the same paint job I've done on my floors/walls/corners. I want the pillars to stand out with a complementary color scheme.

I was going to just try a basecoat of "wet brush" Pokorny olive, and then highlight with Stone Edge, but I am concerned about the dwarvenite material being too dark for my usual painting methods.

Has anybody painted any of these yet and do you have any painting tips or color schemes to share?

Re:[Game Tiles] PILLARS -- looking for painting tips

Posted by Legendox - 2014/01/28 09:43

it really is dependent on how you plan on using them.

I like the think that pillars are typically in big rooms of importance (not always the case, but its how I play)

So I would do some gold/copper highlights and maybe put a patina wash to show oxidization. ornate flair that has aged. just my 2 cents.

Your scheme sounds much more subtle and earth tones. So I may be leading you astray.

Re:[Game Tiles] PILLARS -- looking for painting tips Posted by JasonYoung - 2014/01/28 18:03

I painted a couple of my pillars white!

I dry brushed the detail work... so that still shows the shadows etc. I figured just two of these white pillars work well near an entrance etc.

I can always use them "behind the scenes" when I am planning some multi-level madness.

I think I like the idea of doing a couple in the wetbrush olive. I'll look into that.

Pillars is something I think you really can't have enough of. They make for great flair terrain, and can set an entire mood. I wish I had about 50 for various themes.

Dwarven Forge - Dwarven Forge