# FYGURE: PANYING GUIDE



SS PANZER OFFICER DIVISION WIKING 1944

The 5th Panzer SS Wiking Division was a division of the Waffen SS, consisting mostly of volunteers from European countries, mainly Scandinavians. The Division evolved from a motorized infantry unit to a Panzerdivision in a short time receiving a total of 55 Iron Crosses.

### 1. HAT AND GLOVES

Base: Black Uniform Base AK3002 Lights: Base + Stone Grey AK3004 Shadows: Base + Black Rubber AK3007

#### 2. UNIFORM

AK3020 Waffen SS 44 Dot Uniform Colors Set

# 3. BOOTS

Base: US Field Drab AK3075 + Pure Black AK3084 Lights: Base + Desert Yellow AK3112 Shadows: Base + Umber AK3083

## 4. SHIRT

Base: Field Grey Base AK3141
Lights: Base + German Uniforms Lights

Lights: Base + German Uniforms Lights AK3115 Shadows: Base + Field Grey Shadows AK3144

# **5. BELT AND PISTOL**

Base: Brown Black AK3056 Lights: Base + Dark Sand AK3082 Shadows: Pure Black AK3084

### 6. FLESH

Set Flesh and Skin AK3010

#### TRICKS:

- **1.** When you paint boots or shoes that are in the field, start with a black base but with brown shades and lighten it with earthy colors, so the result will be dusty and sandy. This will help to integrate the figures in the terrain.
- **2.** When using the flesh set, vary the initial base tone with the lighters colors of the same set, to create different skin base tones, especially if your work includes several figures. In this way, the work of painting will be more entertaining and you will be able to increase the realism, since we do not have the same color of skin.
- **3.** When painting metallic accessories, such as binoculars and headphones, once finished the process, with the tip of a graphite pencil rub the edges to mark the wear and simulate small scratches of the chipped paint.
- **4.** When you paint belts or leather holsters, decide what finish they should have, whether new or worn. In case of being new, light it with soft grays to simulate the shine of this material. If it is a worn finish, light the base with brown and ocher colors to simulate the worn and torn material of its continuous use.

