Archive 3 (Sooty Dapple Buckskin)

Sample model horse was prepped with Krylon white primer
Mold or Resin Used: Breyer Traditional Scale Show Jumping Warmblood
and Time Lapse Resin sculpted by Kimberley Smith

Number of pigment layers: 9 (excluding black points)

Layer #		Earth Pigment Color	# of Layers	Notes:
1	Base color	Custom Pigment 1	1	
2-3	Shading	Custom Pigment 3	2	Do not shade these areas > Around the lower part of the eyes and down to the muzzle, lower half of the head, and flanks.
4	Shading	Brown Ocher	1	Shade the top of the head from the forehead to almost the muzzle. Shade the cheeks and the rest of the body (not the flanks). Gradually blend the darker color towards the flanks. Matte
5	Shading (Dapples)	Brown Ocher	1	Shade the back, neck, chest, legs and cheeks. Shade partially on the sides of the rump. Do not shade the inside of the upper part of the hind legs. On the sides of the barrel and lower part of the shoulder. Next, use a small thin make-up brush or paint brush to brush the Brown Ocher color in tiny connected circles on the side of the barrel and shoulder. This will start to create the dapples (leaving tiny spots of lighter color layer 3 showing. Be sure to vary the dapples.

Buckskin 01 (Sooty Dapple Buckskin)

Layer 5

Layer #		Earth Pigment Color	# of Layers	Notes:
6	Shading (Dapples)	Cyprus Umber Warm	1	Shade the back, neck, and rump, and chest. Shade the inside hind legs a little bit. Darken the dapples from about mid barrel. Work the dapples until the top of the barrel and shoulder blend in with the darker color. Also, carefully shade the front of the head and cheeks.
—	Other	Black Iron Oxide	—	Start shading the black points on the legs, and shade 1-2 layers of black on the muzzle. Also shade gender area.
7-8	Shading (Dapples)	Burnt Umber	2	Shade the same as layer 6 but higher up on the barrel or shade as desired. The dapples should blend from lighter to darker.
9	Shading (Dapples)	Custom Pigment 37	1	Shade as above until you get the desired finished color.