

## Archive 20

Sample model horse was prepped with Krylon white primer  
Mold or Resin Used: Stock Horse Resin by Sheryl Leisure

Number of pigment layers: 8 (excluding black points and dun markings)



Layer #		Earth Pigment Color	# of Layers	Notes:
1-2	Base Color	Custom Pigment 26	2	
3	Shading	Custom Pigment 1	1	Shade everywhere except the flanks
4	Shading	Custom Pigment 3	1	Shade same as above
5	Shading	Custom Pigment 55	1	Shade the top of the rump, back, and upper sides of the barrel. Shade the neck, shoulders, middle of the chest, legs and head.
6	Shading	Custom Pigment 55	1	Shade the back and top and sides of the rump. Shade the top of the neck, head and legs. Leave the back side of the rump lighter colored.
7	Shading	Cyprus Umber Dark	1	Shade on the upper part of the neck but not all the way to the withers. Shade a streak of darker color across the withers (dun marking). Shade lightly on the sides of the rump. Shade the head but leave lighter areas: under the eyes, side of the cheek (behind the nostrils, and below the ears. Shade the legs up to above the knees and hocks.
8	Shading	Cyprus Umber Dark	1	Shade the withers dun marking darker, shade the dark areas on the head and leg points
—	Other	Black Iron Oxide	—	Shade the leg points until it's dark enough. Use a small round brush (12/0 or smaller) to add dun leg barring and dorsal stripe. Shade the muzzle and gender area.