

INSTARTM



USING ALPHA PAINTS

Alpha is a brand new type of paint

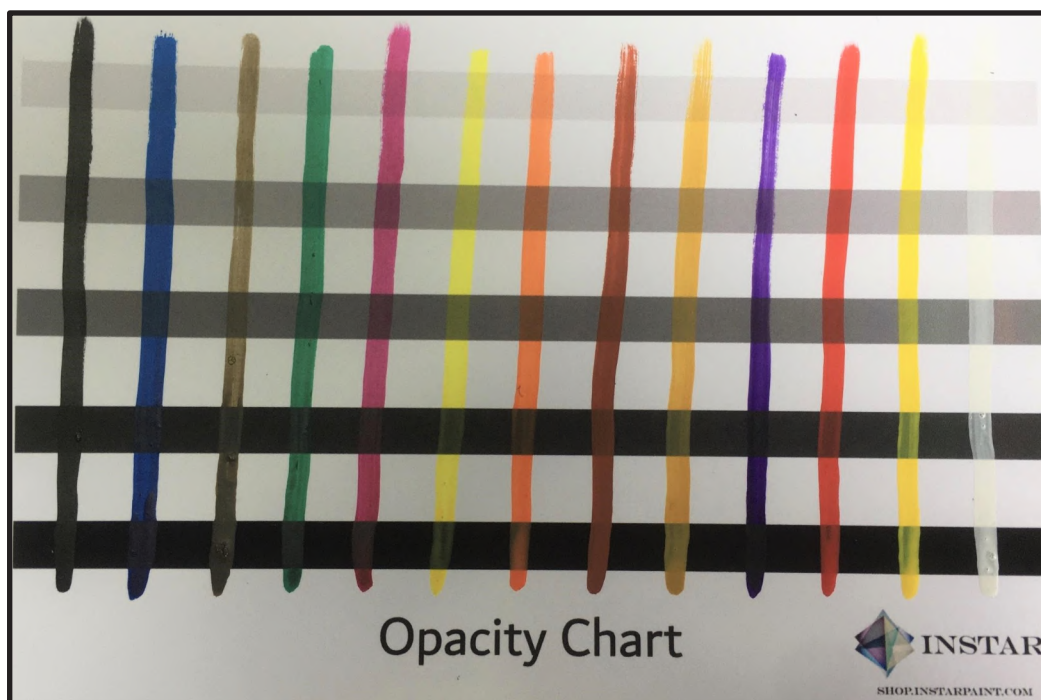
While some companies label their paints as a revolutionary new formula, ours actually is as it utilises the latest in nano and material technology, but constructing the polymer in a specific way results in a very fluid paint that leaves virtually no brush marks when layering, this means that "Thin your paints" is almost a thing of the past, instead of thinning a traditional paint to make it usable, thinning Alpha becomes more of a technical advantage rather than an uphill battle with far less products required.

CITADEL PAINT SYSTEM	INSTAR ALPHA	OTHER PAINT SYSTEMS
BASE LAYER CONTRAST WASH GLAZE AIR	ONE THIN PAINT WATER+	ONE THICK PAINT WASHES GLAZES AIRBRUSH THINNING AGENTS BRUSH THINNING AGENTS
332 DIFFERENT PRODUCTS	27 DIFFERENT PRODUCTS	300 - 950 DIFFERENT PRODUCTS

While Alpha may be a thin paint, it's not "Pre-thinned", the material component that makes up Alpha means that you can get the same level of coverage as a traditional thinned paint but with complete control over where you place the paint, because of the way it flows off the brush as well, it's almost like painting with a felt tip pen rather than a paint.

Unlike traditional systems, Alpha doesn't provide immediate coverage and it was never designed in that way to do so, the whole idea behind Alpha was that it was designed to be layered like you would with a thinned paint to get smooth coverage, but because of the way it was designed you get a much more consistent, smooth layer with virtually no brush marks at all.

To help with consistency, all the Alpha colours have similar levels of opacity, the inorganic oxide colours have a slightly higher level of opacity than the other organic colours and this gives a level of predictability when mixing colours, just combining organic, non oxide colours will give you a rich colour that maintains a level of transparency that allows you to create great layering paints, filters and glazes. Combining organic and inorganic colours will add a level of desaturation and opacity to colours, great for first layer colours to create a solid base to work from



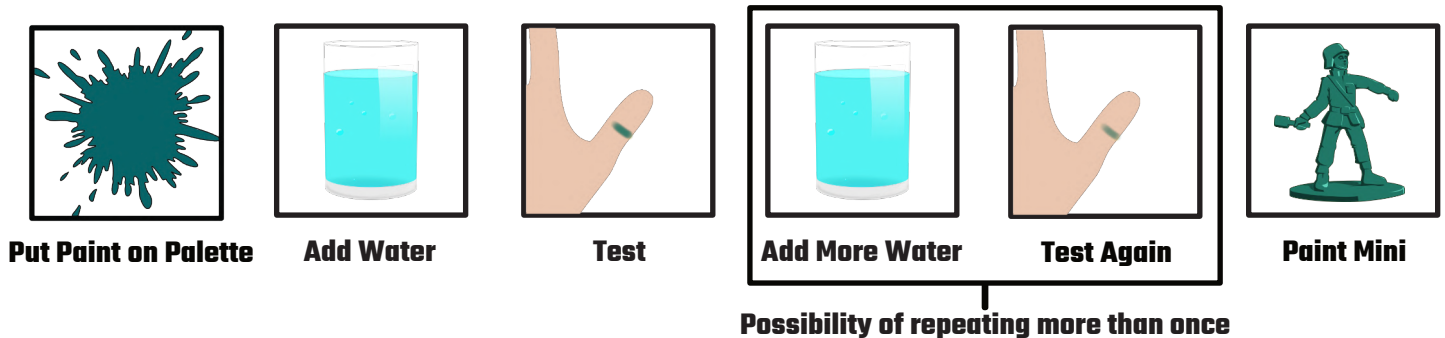
Why you don't need to think about milk

If you search for articles on how to thin your paint, you will find more often than not an awful lot of conflicting information.

Everything from what you should thin your paints with, to what kind of consistency it should be and if we're honest, it's the kind of advice that sends a shiver down our spines as more often than not, it's either not helpful or not expanded upon enough by the person suggesting it.

This is why in 2019 we took it upon ourselves to put an end to the question once and for all by creating a paint that was usable straight from the bottle without thinning. This makes it a wonderful paint for beginners and a valuable tool for advanced painters alike.

TRADITIONAL WAY OF PREPARING PAINT FOR MINIATURES



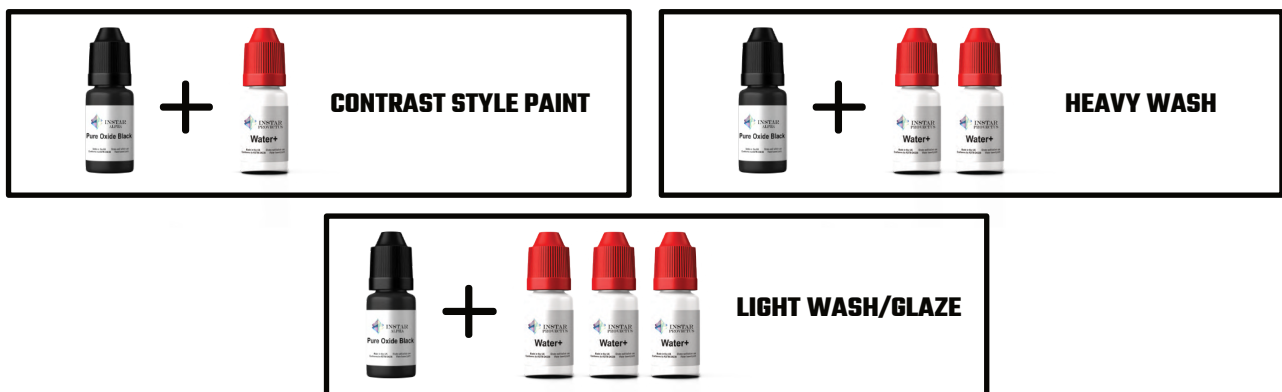
PREPARING PAINT FOR MINIATURES WITH ALPHA



We're not saying though that you cannot or should not thin down Alpha paint, the point of Alpha is that it doesn't need to be thinned to be usable, but thinning is more of a technical advantage rather than the norm.

Thanks to the unique polymer that Alpha uses, thinning down the paint doesn't result in the polymer strands being clumped into large pieces, but rather a finer dispersion that means Alpha can be turned in a paint that closely resembles Citadel Contrast paint at a fraction of the cost with almost similar properties, but better in most regards as it doesn't pool as heavily. By thinning further, Alpha can be turned into Washes and Glazes

For thinning paints, we highly recommend our Water+ from the Provectus range as it works with Alpha in a way that doesn't affect the properties of the polymer but rather works with it to ensure that the same quality is kept regardless of how much the paint is thinned.



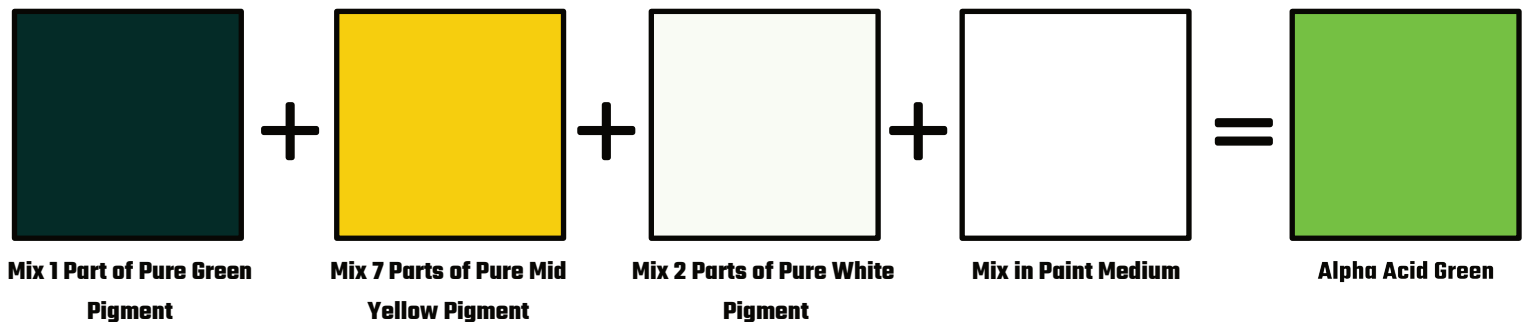
But wait, there's only 16 colours available..

That's because we've moved to a single pigment range as part of an effort to create a more environmentally sustainable paint while allowing you, the painter, to create any colour you can think of.

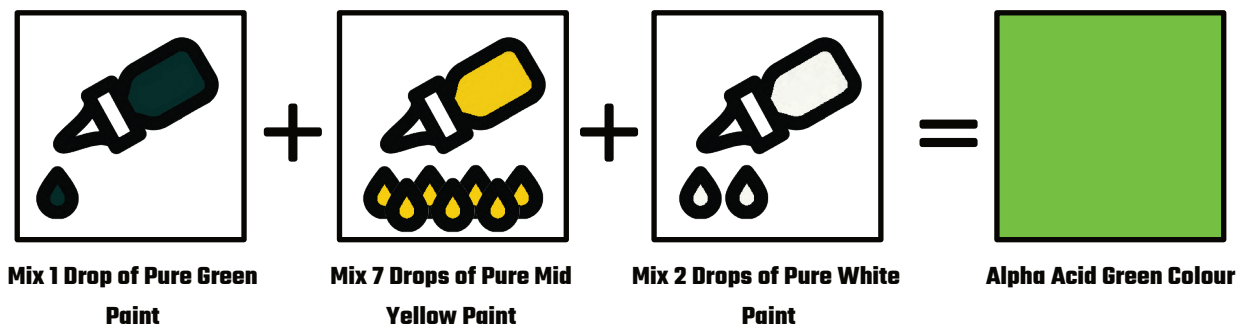
We know this might be a bit of a scary concept and we can totally sympathise, believe it or not, we had to learn how to do this ourselves since we manufacture our own paint rather than get someone else to do it and just pick colours from a catalogue, we've done colour mixing on an industrial scale so if we can do it scaled up, we're confident that by following the same principle we did, you can do it too on your own palette and feel more confident.

As we say here "Colour mixing shouldn't be something only 'professionals' can do"

MAKING ACID GREEN ON AN INDUSTRIAL LEVEL



MAKING ACID GREEN ON YOUR PALETTE



As you can see, the way we made our Alpha colours translate nicely to mixing on a palette, since each droplet is the same size thanks to the micro dropper tip, you can consistently and reliably make the same colour every single time, this means that if you want your army to follow a particular colour scheme it's easy to mix that same colour every time rather than have mismatched colours everywhere by trying to guess what amounts you did for the original colour, which also makes repair work simple too!

We keep it nice and simple so you have less headaches, our ever growing database will help you find and make the colour you need.

Hold on a minute...

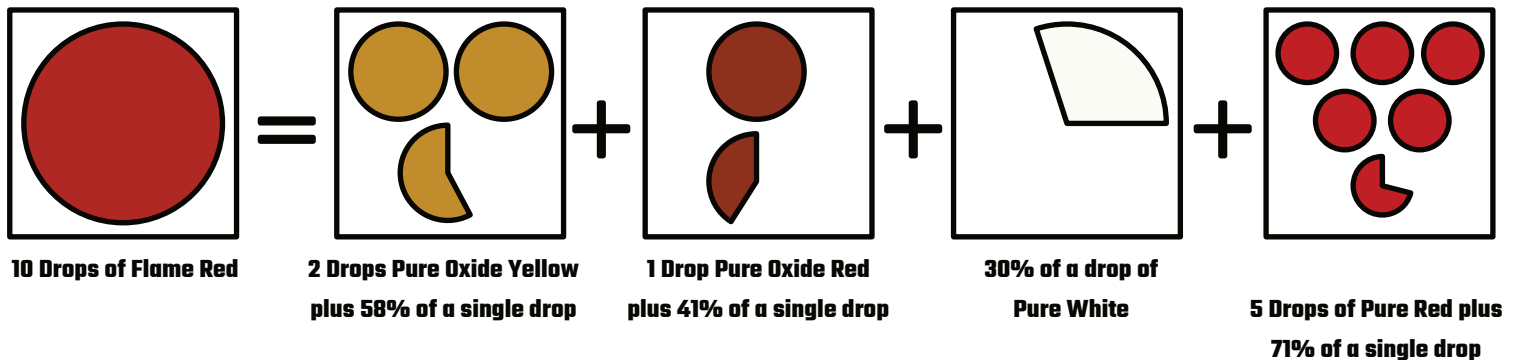
You've got colours such as Dead Flesh and Flame Red from the RAL Database that have amounts like 0.23ml, I can't measure that out from a dropper bottle surely.....

Eyeball it or measure it, choice is yours...

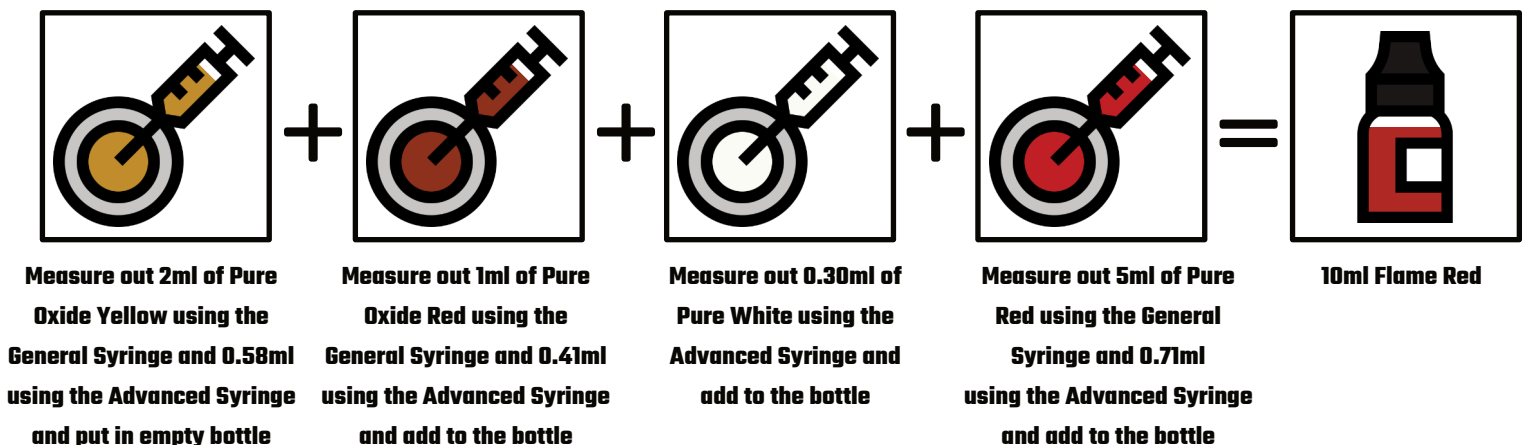
You're right, it's not easy to measure those amounts out of a dropper bottle and while it can be possible to "some" degree using different size syringe ends of various gauge sizes, trying to get an exact amount from a dropper bottle is quite difficult to do, but if you're only doing one off pieces, you can go back to a more traditional way of colour mixing, but with a little more accuracy thanks to a little help from us.

In this example we'll look at how to make Flame Red - RAL 3000 through two different methods

EYEBALLING FLAME RED - RAL 3000 USING DROPPER BOTTLES



MAKING FLAME RED - RAL 3000 USING SYRINGES AND BOTTLES



These methods will work for any colour that we have in the range and we leave it entirely open to you how you want to approach the way you mix the colours, the first example is great if you're just doing one off pieces or if you're doing skin tones for horde armies, those little inconsistencies through the eyeball method will add little subtle variations to the skin tones, though it would make repair jobs a little more difficult, unless you replace them with wound colours or just calling the repair job colour a "scar of battle".

The second method of using our syringes and bottles is great if you want an entire army to have the same colour, as the eyeballing method would make this difficult for armours or clothing to have that consistent colour, making it up in the bottle is a great way to ensure that the consistency of colour is maintained and you can lighten and darken it on your palette as required as well as having a bottle handy for repair work.

Also, 10 drops of paint is not a great deal in the grand scheme of things, as a good reference point it's enough to base coat an entire 32mm scale miniature and considering that a 10ml bottle contains around 500 drops of paint, that's enough to base coat at least fifty 32mm miniatures before you ran out so it does go a long way and when the bottle has run out, you can just refill it with the same colour saving you money on both buying a new bottle and the planet at the same time by recycling it!