

# Painting a Polished Silver or Chrome Effect

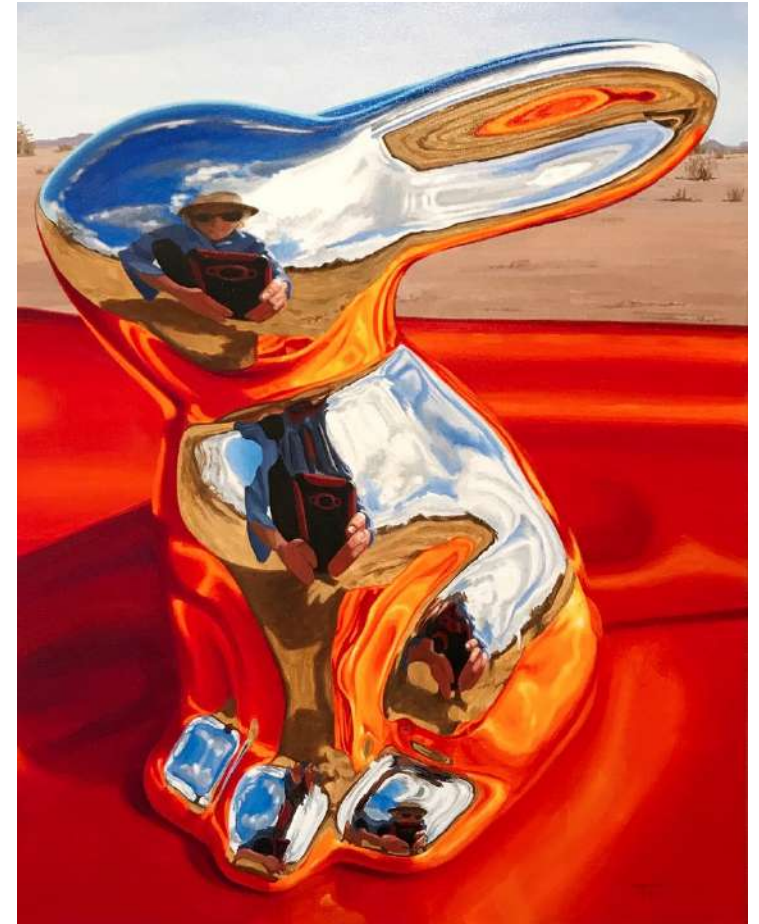


# Painting the “chrome” effect isn’t bout painting the metal, but about painting what is being reflected in the metal.

On larger scale objects, you may be able to see a wide array of colors and even reflected shapes and other objects. Because of this, photo references are SUPER helpful because of all of the intricacies involved in replicating these details.



Both of these pieces were created by **Lucretia Torva** from **Phoenix, AZ**



Since we are working on small bits of metal, you won't be able to see large items reflected...you'll just need to focus on **light reflecting off of the metal.**

Since we don't have a physical models to work from, **I am going to ask you to find some referenced from the internet** (you can Google "silver gem pendants" or something similar to that). Once you find a reference image you like you can get started.

The next 2 slides have some examples you can use if you can't find one on your own.







To begin with, try squinting at the reference picture you want to paint. This should flatten out the three-dimensional object into just shapes of colors/values.

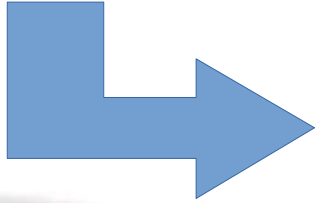
Take those shapes that you see and record them on your paper. After that all you'll have to do is basically “paint-by-number” and fill in the spaces with the gray values they represent.



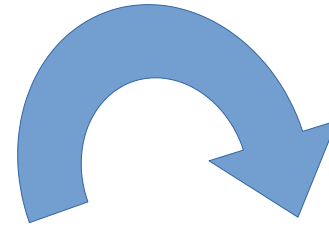
Of course these outlines are approximate, but they give you a good idea of how to separate the different values from one another.



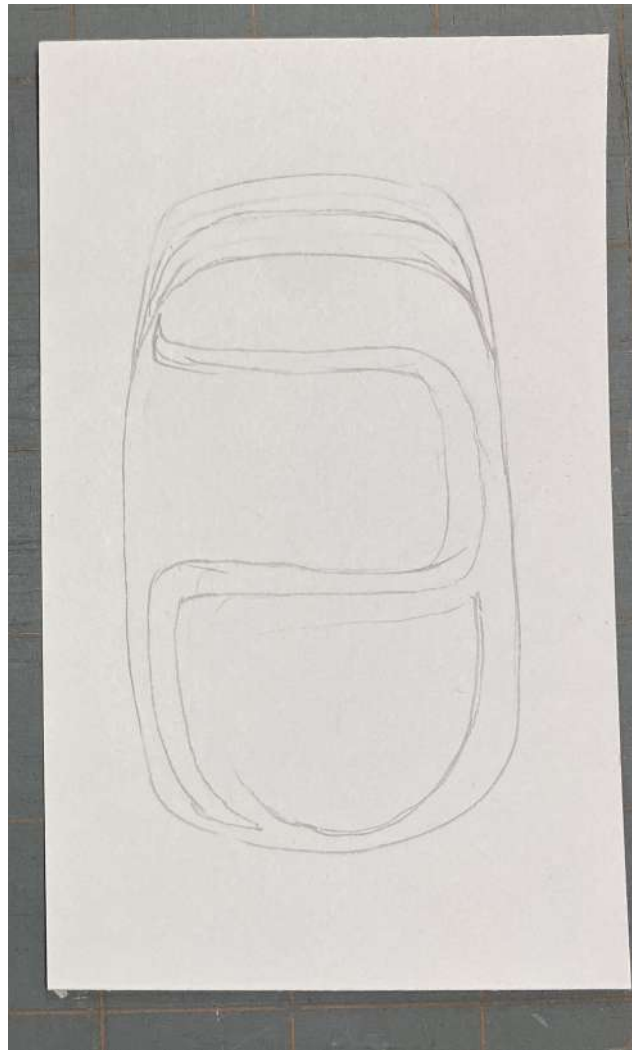
This will get  
drawn out like  
this



And then  
get painted



like this.





- Think of what you are painting as abstract shapes and colors within the outline of the metal object.
- Look for the patches and different shapes of color. Start with the larger shapes and work towards the smaller ones.
- Look for the highlights and bits of reflected light.
- There are sharp lines of value and color change in highly reflective metal. This is what helps to convey the sheen.
- Capture the darkest darks first, then the lights, and then the variation of values in the mid-range, with highlights of color saved for the end.