

BIOMECH

XBOX

BY SEAN CAHILL



AirSick

In this project will be turning an ordinary Xbox 360 shell into a Biomech themed work of art. We have taken our shell and stripped it of all it's components. The case was then based in black and given several coats of clear for added protection against cutting and masking.

Lets get started...

PROJECT SUPPLIES

- Xbox 360 Shell
- Masking Tape
(1/8" - 2 1/2")
- Razor Blades
- Xacto knife
- Double Action Airbrush
- Auto Mask
- 3M Scotchbrite Pad



STENCILS USED



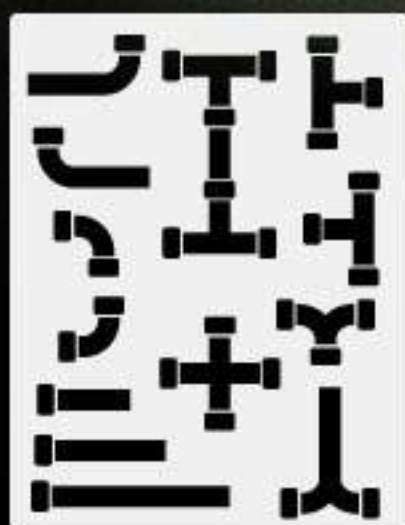
SKULL BACKGROUND 11



SKULL BACKGROUND 14



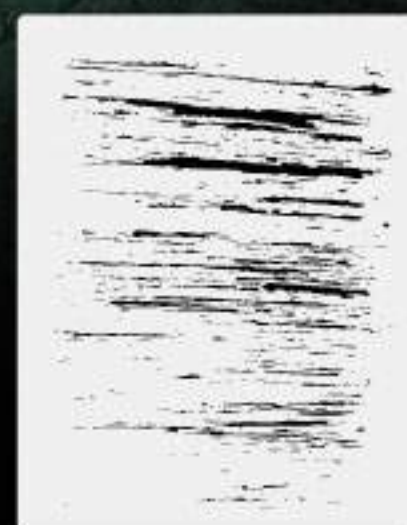
BIOMECH 3



PIPE DREAMS 2



GRUNGE 1



GRUNGE 3

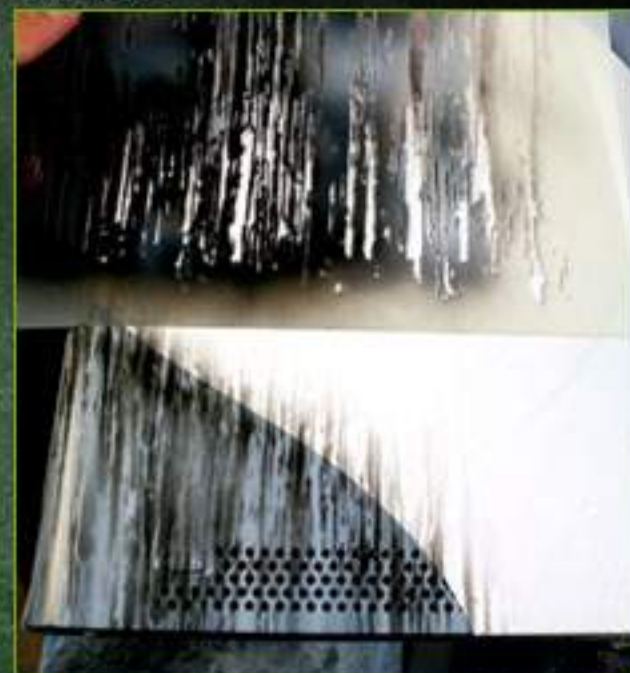
STEP 1



Step 1: I am using a plotter-cut design to mask off the main shapes with a low-tack paint mask. To create a distressed metal look, I start by painting vertical lines in the un-masked spaces.

Step 2: Using the Grunge 3 stencil, I add patterns and textures. The airbrush is loaded with black paint that has been slightly over reduced to decrease its opacity. By over reducing the paint I can build slowly with multiple layers.

STEP 2



STEP 3



Step 3: Here I am using the Grunge 1 stencil to get some really great shapes. As I paint, I am flipping and turning the stencil in all different directions. This stencil is perfect for getting all kinds of random shapes that can really grunge things up.

STEP 4



Step 4: Now that the surface is looking pretty gritty, it's time to add some color. I use KK09 Organic Green Kandy over the darker areas of the grunge texture and let the overspray carry out onto the rest. Adding this color gives the texture relevance by making it look more like a dirty, moldy metal frame and not just a bunch of random black and white lines.

STEP 5



STEP 6

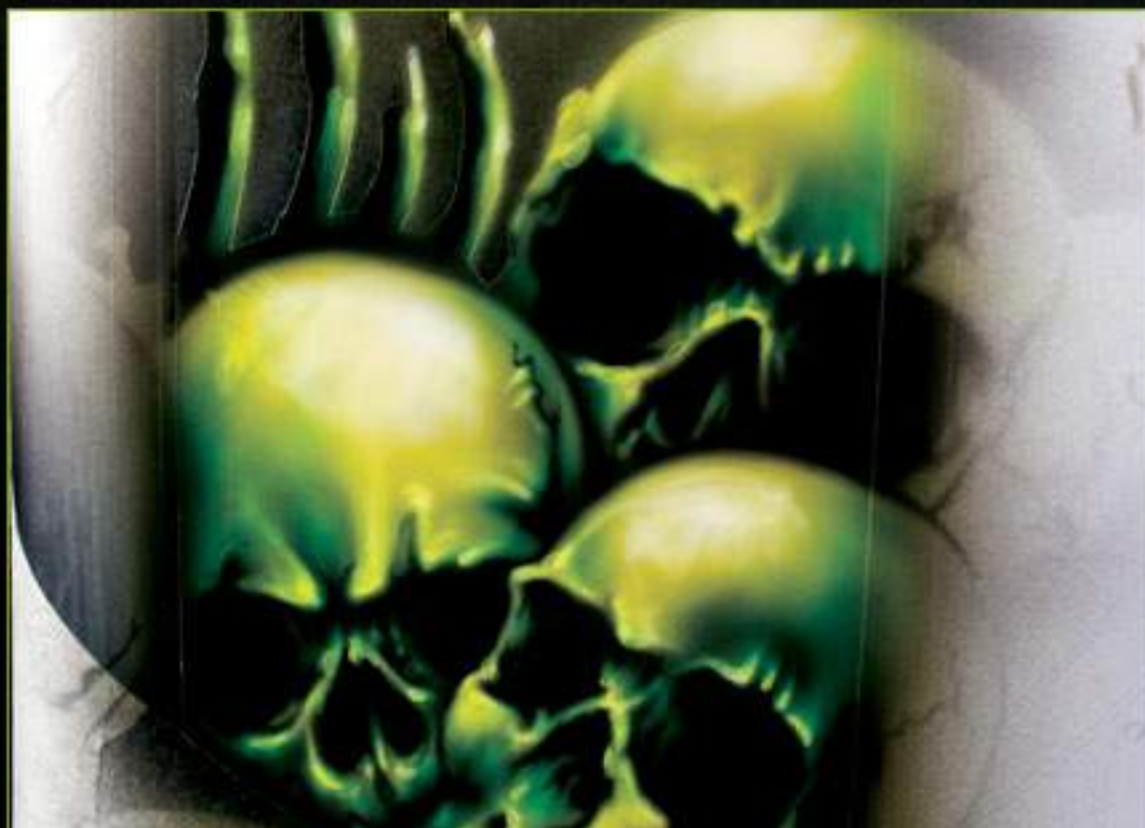


STEP 7



Step 5-7: I have unmasked the center portion of our glass tank containing our skull pile and vile green liquid, and replaced it with a sheet of auto mask. I'm using auto mask here because it is easily cut with a razor blade and I can paint right on top of it without paint bleeding through to the other side. I've positioned the stencil over the auto mask and give it a few light passes with black paint to create a clean edge that I will be cutting out with an X-ACTO knife. I then lightly fogged white into the open space, then reposition the stencil. Black is used to darken the eyes, nose, and all of the negative spaces of the stencil. Switching back to white I render the entire skull pile before moving on.

STEP 8



Step 8: Don't be overwhelmed as we jump into full color, the process is relatively simple. What I did was to first give the skulls an even wash of color using KK12 Pagan Gold kandy. The kandy color is transparent and turns the skull pile a nice bright yellow while keeping all the subtleties of the rendering. Next I use the KK09 Organic Green kandy in all the darkest shadows and recessed areas. Then as a finishing touch I load the brush with white and a few drops of KK12 Pagan Gold to bring back all of the "hottest" or brightest areas such as the forehead, ridges of the nose and eye sockets.

STEP 9



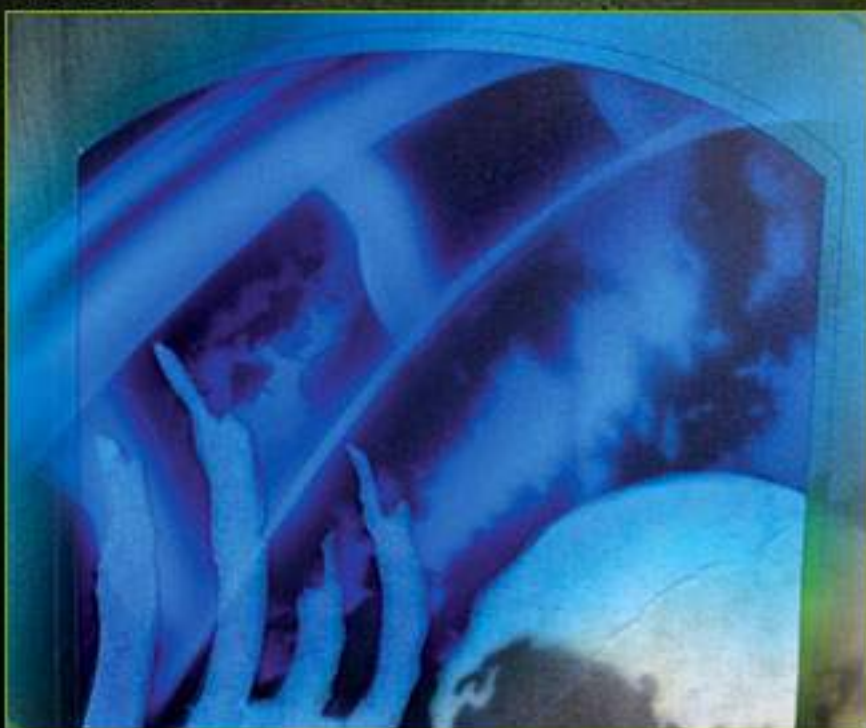
Step 9: To achieve the toxic green water effect, I first re-mask the skull pile. I then draw a wavy line about a third of the way from the bottom and cut it with my X-ACTO knife. After unmasking the bottom third I gave the unmasked area a wash of Organic Green kandy. I paint soft wispy lines in the water over the skulls and then go over them with pagan gold candy to tint them yellow.

STEP 10



Step 10: Before working on the background design I first had to re-mask the skulls to protect them from overspray. Next I begin drawing out the design to match my reference photo using white paint. I use the outer curved edges of the Bio-mech 3 stencil to get nice sharp curved lines. In the picture you can see the Grunge 1 stencil being used to make random shapes.

STEP 11



Step 11: I have given the background a wash of KK04 Oriental Blue kandy tinting the white a nice light blue color. I will be going over the design one more time with white and then tinting it back to blue again using the KK04. The second pass really helps to brighten things up and the multiple candy layers really start to bring out the intensity of the blue.

STEP 12



Step 12: Here is the tank design unmasked and nearly complete. The colors play nicely off each other and the toxic green liquid seems to be transparent and in motion. I ran some 1/8" tape along the inside line on each side and inside the top curve to give myself a thin gap between the edges of the tank and the white hot highlight I'm building on the front of the glass.

STEP 13



Step 13: After the tank is complete and re-masked for protection I move to the outer metal rings starting with the large ring first. I unmask the ring and begin laying in texture using the Grunge 3 stencil and white paint.

Step 14: Making rivets with the Circle Freehander stencil is a snap. Starting with white, I simply select the appropriate size for the space and move around the ring dropping circles about an inch apart. I found that marking the placement of my circles with a white Stabilo pencil helped with accurate placement of the rivets.

STEP 14



STEP 15



STEP 16



Step 15: Using the corresponding outer circle provided on the stencil, I can quickly and easily add shadows and highlights to the rivets to give them a 3D feel. I give each one an outer highlight, then each gets an outer shadow on the opposite side.

Step 16: Here you can see the final rings, upper and lower. Notice how the rivets really pop out, and the drop shadows work to separate the different structures. I used the same technique and stencils on the smaller ring.

STEP 17



STEP 18



Step 17: To give this upper area a similar look to the rings, I start by misting white into the area then change to black while using the stencil. I move and flip the stencil to keep things random. **Step 18:** I give the same treatment to the metal casing surrounding the glass tank. Starting with white and use the stencil to make random black textured lines. As you can see I have re-masked the areas that must stay protected from overspray. **Step 19:** Rivets are included on the top of the tank casing and are rendered using the same techniques and Circle Freehander stencil as in step 14.

STEP 19



STEP 20



Step 20: I unmask several portions of the design that will be in the background. Using the Biomech 3 stencil I begin laying in a few simple shapes and designs in white. I also place 2 pipes down in the bottom right corner of the box.

Step 21: I use the Grunge 1 stencil in the unmasked area just to the right and left sides of the tank. If you'll remember I also used this stencil in the background while painting the tank. Continuing these shapes into the rest of the piece will really begin to sell the idea that the tank is in the foreground.

STEP 21



STEP 22



STEP 23



Step 22: I'm using the outer edges of the Biomech 3 stencil to make interesting shapes. **Step 23:** Now that I've completed the background rendering in white, I mask off the two pipes in the bottom right corner and use the KK04 Oriental Blue to start tinting the background. **Step 24:** Switching back to white, I take the edge of the stencil and continue to build on my previous design. **Step 25:** The bright whites have been tinted back to blue, and I'm getting some nice variation between lights and darks. I have unmasked the two pipes in the bottom right and will now begin to render them using the Biomech 3 stencil, and it's edges, as a shield against overspray.

STEP 24



STEP 25



STEP 26



Step 26: I render the tubing using the Grunge 1 stencil to add texture. With black paint loaded into the airbrush, I am being selective about the size and shape of the texture. I don't want to overwhelm the tubing with texture, just enough to make things interesting.

Step 27: Using two pieces of 1/8" fine line tape side by side, I made a white line on the edges of each structure. This helps to separate the individual parts from each. After the white lines have been painted, I will go back in with over-reduced black and knock back some of the white so it's not so intense.

STEP 27



STEP 28



Step 28: Using the Pipe Dreams 2 stencil we're going to build some pipes to carry our toxic green liquid. I start by selecting the pipes I want to use, and spraying them black to give me a solid foundation to work on. I have started rendering in white with the stencil pressed firmly to the surface to prevent paint from getting underneath.

STEP 29

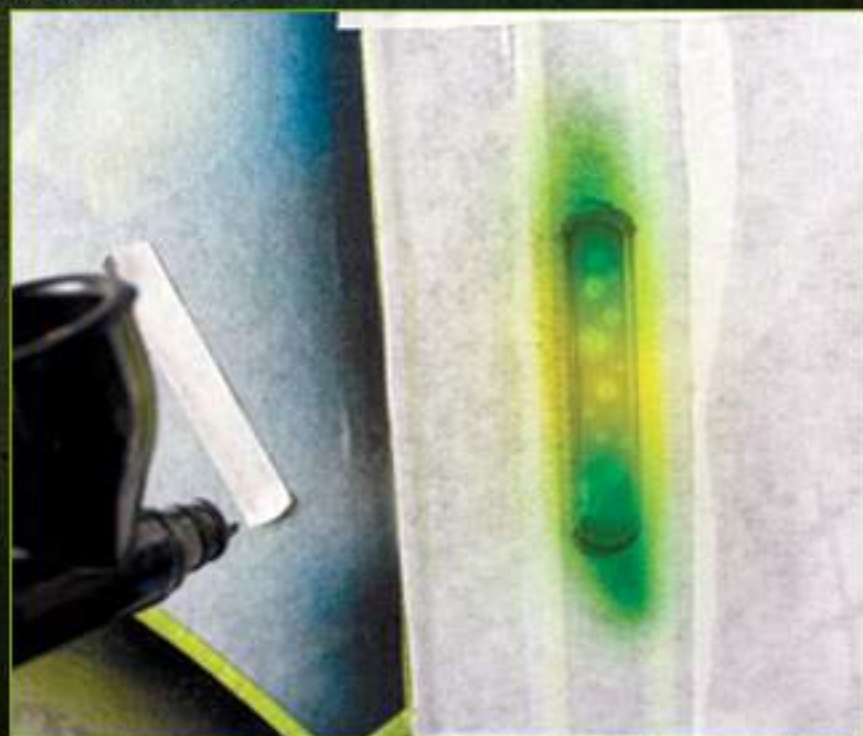


Step 29: Here I am using a straight section from one pipe to extend to another. The stencil is designed to allow for endless configurations. With a little imagination the pipes can be layered, twisted and turned.

STEP 30



STEP 31



Step 30: While forming the pipes with light and shadows, I am also giving them a little grunge. The Grunge 1 stencil has been a great help in this project, allowing me to quickly distress any area of the painting with very little effort. **Step 31:** I added a couple glass chambers containing some of that nasty green liquid into the pipes. I masked off the area and cut a cylinder shaped hole right in the middle of the pipes. I then dusted white in as a base, made a few small dots of different sizes for bubbles, gave the white a few passes with the pagan gold kandy, and fogged in some Organic Green kandy on the ends.

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Step 32: Two smaller pipes have been added to the left side of the tank, and I have just started on the glass window in the pipe above. Once everything is un-masked there will be just a few minor tweaks before we can call it done. Things like shadows and highlights will most likely have to be adjusted, and the Xbox is looked over thoroughly to make sure nothing has been missed.



**PRINTER
FRIENDLY**



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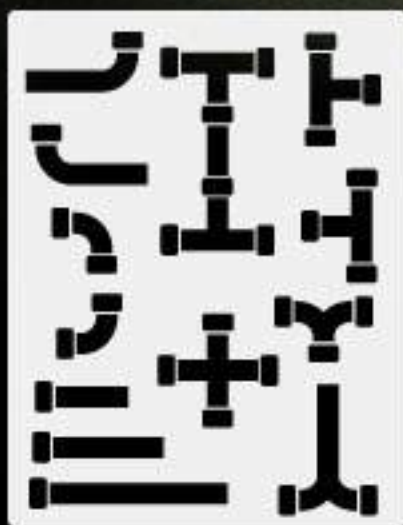
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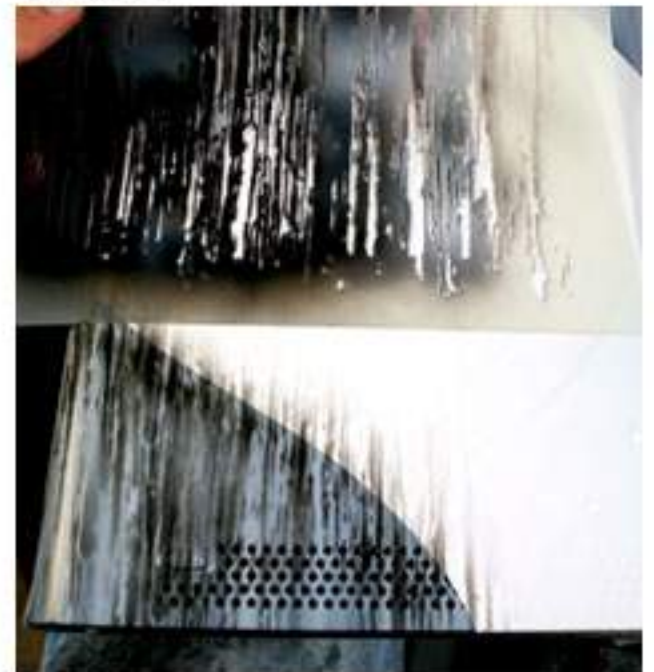
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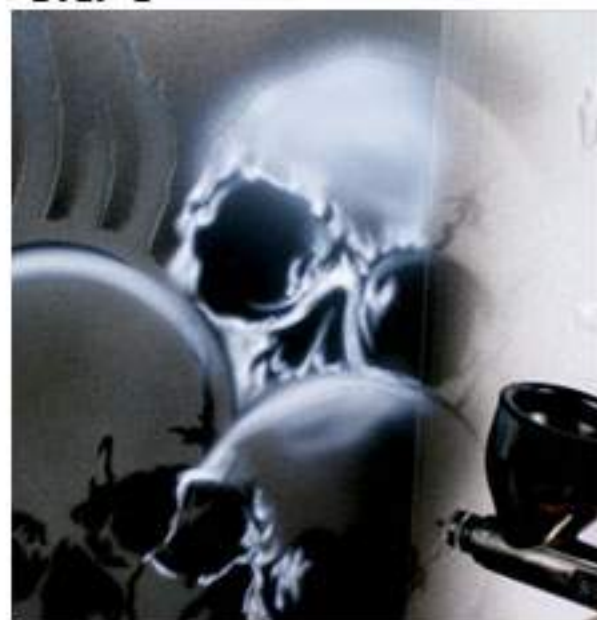


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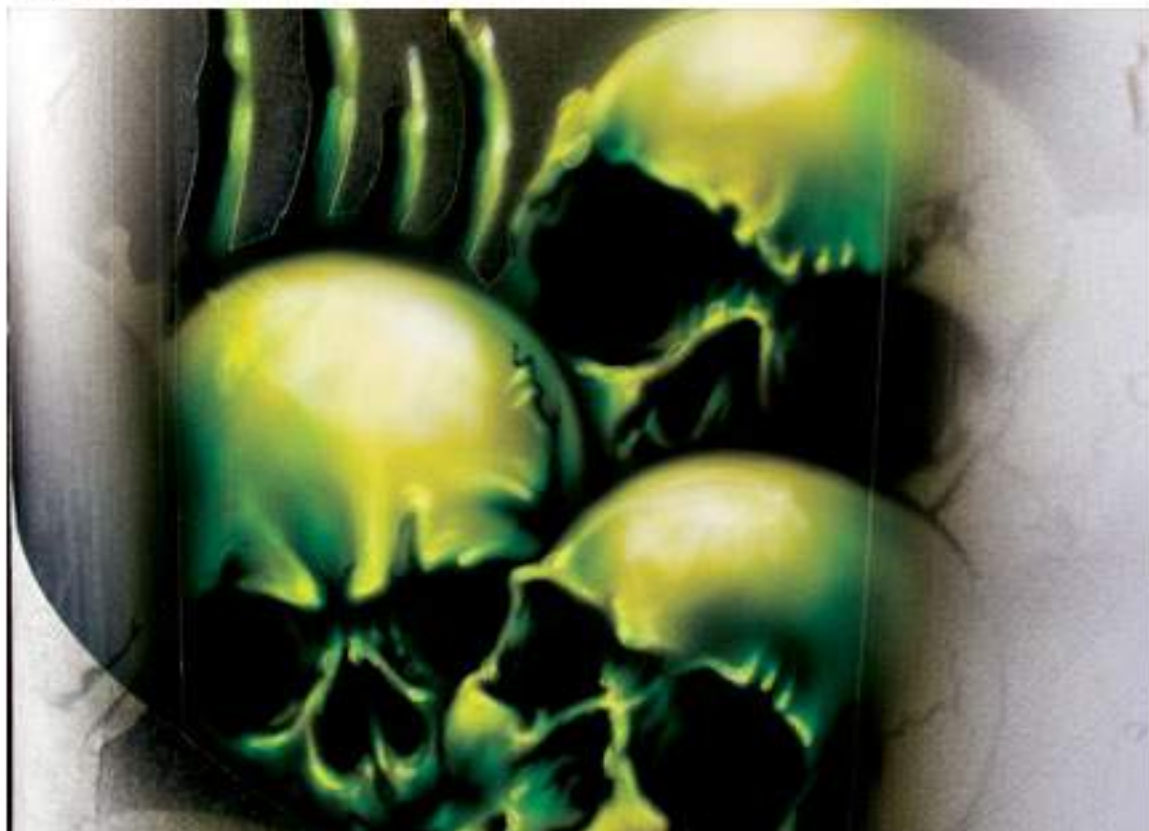


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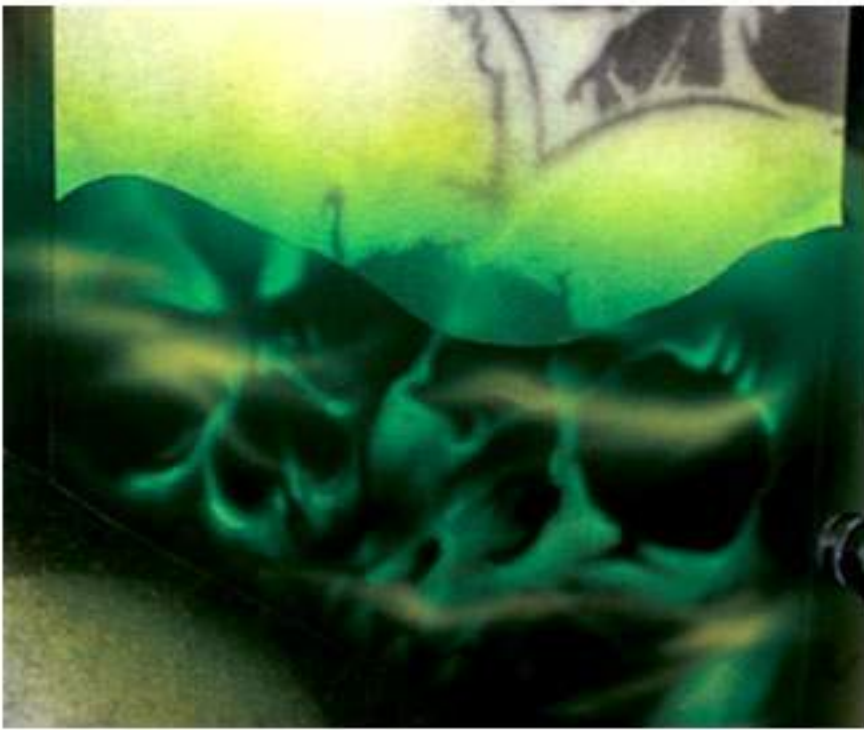
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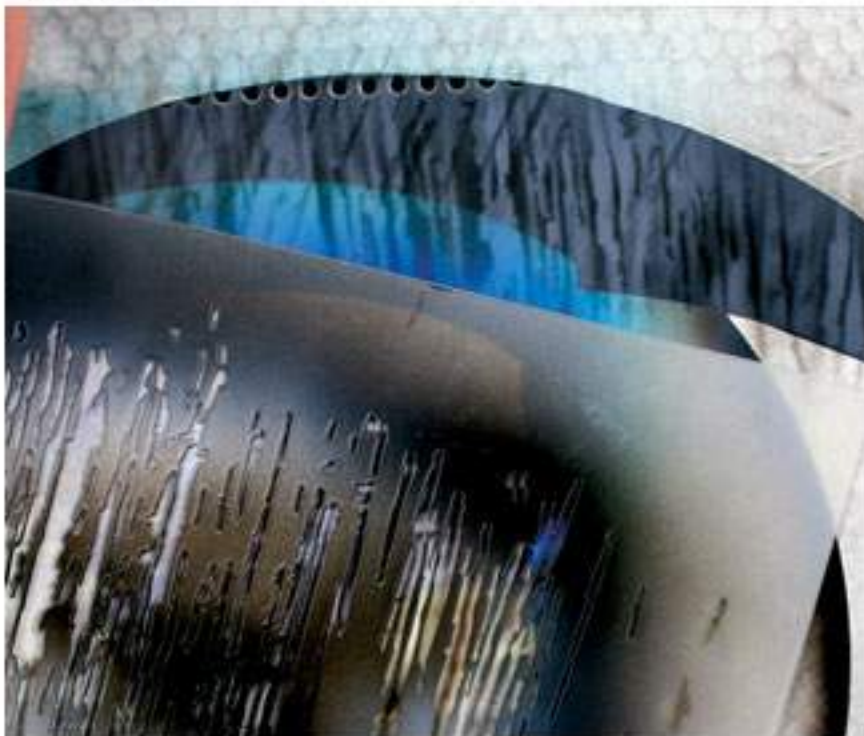
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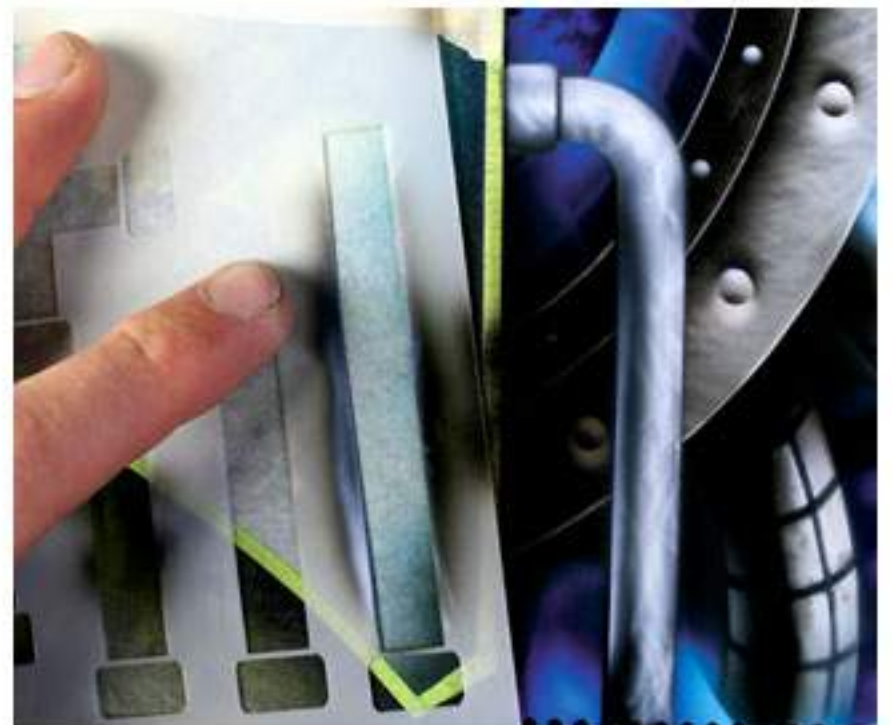


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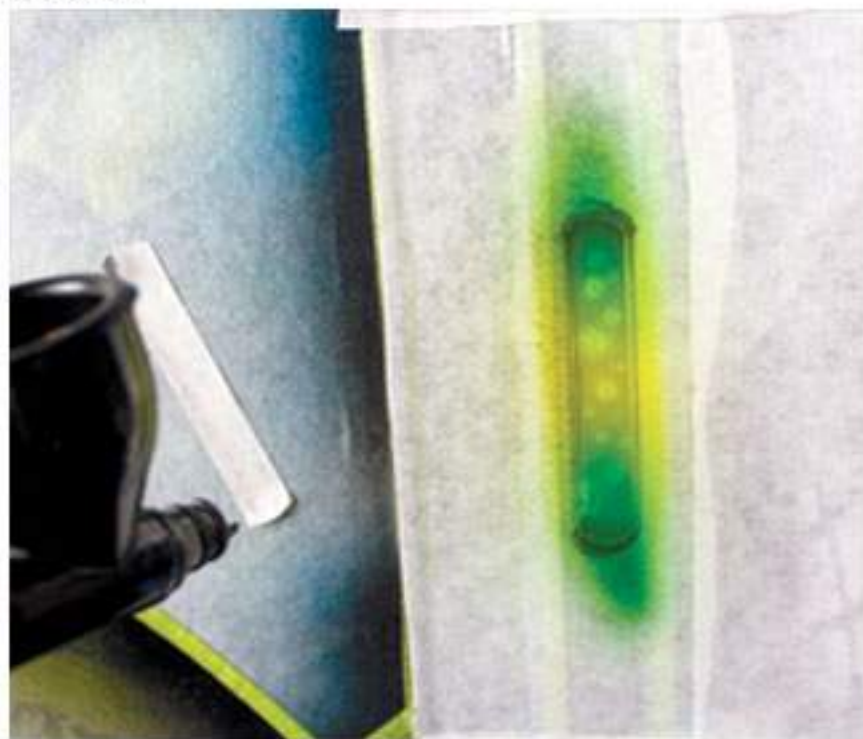


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