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Painting Guide

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The mini is based black and the skin is based with a first coat of Citadel Bugman's Glow mixed with a drop of Scale75 ScaleColor Pink Flesh.



I start highlighting the skin with Scale75 ScaleColor Basic Flesh, first mixed with the previously used base color, then pure. I also sketch some rough highlights on the leg where the stocking is because I want to paint a sheer fabric and that will help me do the see-through effect later.



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I continue highlighting the skin using Scale75 ScaleColor Pale Skin, again first mixed with the previous color and then pure. Some highlights are also applied to the leg under the stocking, but not so bright as the rest. This is also the step where I start sketching shadows on the skin using slightly diluted Scale75 ScaleColor Abyssal Blue mixed with a bit of ScaleColor Basic Flesh.



The final highlights are done on the skin using Vallejo Model Color Light Flesh. Note how I used each new step and new highlight to further redefine and clean up the features and volumes of the face and body. I then started working on the stockings, using a 2:2:1 ScaleColor Abyssal Blue to ScaleColor Basic Flesh to Vallejo Cavalry Brown mix to color the previously black areas. The deepest shadows then received a coat of pure ScaleColor Abyssal Blue.



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Using Vallejo Game Color Verdigris, I glazed over the lightest areas of the skin. This will not only help adding light to these areas, but will also give the skin a pale, blueish complexion that'll nicely contrast with the red dress I intend to paint next. The eyes are done by doing the sclera with a 1:1 Vallejo Light Flesh to pure white mix, and the pupil is done with Scale75 Abyssal Blue mixed with a drop of black. Finally, a very light glaze of pure Vallejo Model Color Extra Opaque Heavy Red is used to tint some crucial areas, namely the tip of the nose, the cheeks, the lower eyelids and the elbows. The stockings are then glazed over and over with successive, very light glazes of a 2:2:1 Vallejo Model Color Cavalry Brown to Vallejo Model Color Burnt Umber to ScaleColor Pink Flesh.

I alternate doing these glazes with re-highlighting smaller and smaller areas with ScaleColor Basic Flesh, focusing more and more on the areas where the sheer fabric is the most tightly stretched against the skin. Knowing where to stop here is entirely a matter of personal feeling and experience, just continue until you're satisfied with the transparency effect.



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I decided to do a red-and-gold dress, so I covered the most part of the clothes with a 1:1 Vallejo Game Color Extra Opaque Heavy Red to Scale75 ScaleColor Deep Red mix. The rest of the dress received a flat base of pure Vallejo Model Color English Uniform.

Note: since I'm doing the shoe the same color as the red parts of the dress, I'll be following the same steps for both. From now on, each time I'll speak about the red parts of the dress and how I'm painting them, understand that I'll do the same on the shoe.



The red parts of the dress are highlighted with Citadel Mephiston Red. This step doesn't do much of a difference with the previous coat of paint and might seem useless, but it'll help us smoothly go from there to the next highlight. Meanwhile, the yellowish/golden parts of the dress are highlighted with Citadel Zamesi Desert.



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Further highlights are made on the red parts of the dress using Scale75 ScaleColor Aldebaran Red. The yellowish/golden parts are then highlighted by progressively adding Vallejo Model Color Light Flesh to the Citadel Zamesi Desert previously used, each new highlight having a bit more Light Flesh added to the mix. I didn't go as bright as pure Light Flesh, but almost got to it with a 5:1 Light Flesh to Zamesi Desert mix.

Note: it was at this point that I noticed I had completely forgot to paint the fingers of the model that are left bare by the gloves. I fixed that by painting them exactly as I did the rest of the skin, only omitting the very last highlights since the fingers aren't as high on the model as the face and shoulders and as such shouldn't be as bright.



I'm now laying down final highlights and darkest shadows on the dress at the same time. The red parts get a final highlight of Citadel Troll Slayer Orange, first mixed with the previous ScaleColor Aldebaran Red, then pure. The shoe doesn't get the final highlight of pure Troll Slayer Orange, only receiving the mix with Aldebaran Red, because I don't want it as highlighted as the topmost parts of the dress. The same red parts of the dress then get a glaze of ScaleColor Abyssal Blue in the deepest shadows to add depth to the cloth and visually tie it with the rest of the mini. Then, the yellowish parts of the dress receive a very parsimonious final highlight of pure Vallejo Model Color Light Flesh as well as a glaze of pure Citadel Rhino Hide in the deepest shadows



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I'm now painting the black accessories, namely the gloves and different belts and straps around the model's waist. Having them already based black, I rapidly highlight them with ScaleColor Abyssal Blue, then with a 1:1 Abyssal Blue to Vallejo Game Color Verdigris mix, and finally a last, very thin highlight of pure Vallejo Verdigris. This is all done in one, rapid step, so as to keep these parts mostly black and only suggest tiny light reflections to build volume. The same process is then quickly repeated on the chain of the model's necklace.



The hair is based with pure ScaleColor Abyssal Blue, then a first, rough highlight of a 2:1 Abyssal Blue to Vallejo Game Color Verdigris mix is applied.



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A second highlight of pure Vallejo Verdigris is applied on the uppermost parts of the hair, followed by very sparse and final dots of Vallejo Light Flesh mixed with a drop of Verdigris. Then, a last wash of diluted pure black is applied to give the hair some black shine and not have it be grey. Again, this is all done in a few small steps in order to retain an overall impression of blackness.



I decided to use true metallic paints to do the gold parts as I find true metallics often work better on tiny areas such as these, and also wanted to ensure they couldn't be overshadowed in the similarly-colored yellow/golden cloth. As such, I started by applying an even coat of Citadel Auric Armor Gold to the crown, necklace pendant, belt ornaments, shoe ornament as well as the ring around each of the model's middle fingers.



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A wash of diluted Scale75 ScaleColor Deep Red with a drop of Scale75 ScaleColor Violet was applied to all the gold jewellery, who were then re-highlighted with Citadel Auric Armor Gold to retrieve some metallic shine.



Final highlights of Vallejo Model Color Ice Yellow are applied to the tiny gold areas I want to be the shiniest. Even when painting in true metallics, I like to add some last, rare highlight with non-metallic bright paint to ensure that they'll always look shiny even when actual light doesn't directly hit the mini right. I then based the three gems on the crown, necklace pendant and shoe with some Scale75 ScaleColor Boreal Green, before adding a small highlight of a 2:1 ScaleColor Boreal Green to Vallejo Ice Yellow mix, and a final dot of pure Ice Yellow to simulate a bright reflection. I painted the piece of cloth holding the braid in the same way, but skipped the last highlight of pure Ice Yellow because I didn't wanted it to appear as reflective as the gems are.



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The mini being done, it is time to give her a base. The robes don't leave much of the base to be seen, so I decided to remain simple yet elegant, as she is supposed to be a queen. I started by applying a flat base of ScaleColor Boreal Green, and then highlighted the front of the base by adding more and more Vallejo Model Color Ice Yellow to the Boreal Green. These are the same color as the gems, and helps tie the base to the model itself. Finally, deep shadows of ScaleColor Abyssal Blue were laid down on the floor behind the model.

Using a 1:1 Citadel Rhinox Hide to ScaleColor Abyssal Blue mix, I drew some lines to simulate a paving.



I re-highlighted each flagstone as if it was actually sculpted, giving it a shadow and highlighting the outer edges to simulate volume. I did this by adding even more Vallejo Ice Yellow to the mix. I also let a bit of green hit the underside of the shoe to give the impression of a slight reflection.

A last edge highlight of pure Vallejo Ice Yellow helps achieving the effect of actual flagstones on the floor and cleaning up the pattern.



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The mini is now done!

