



**Bilerot orange cloth
PDF tutorial**

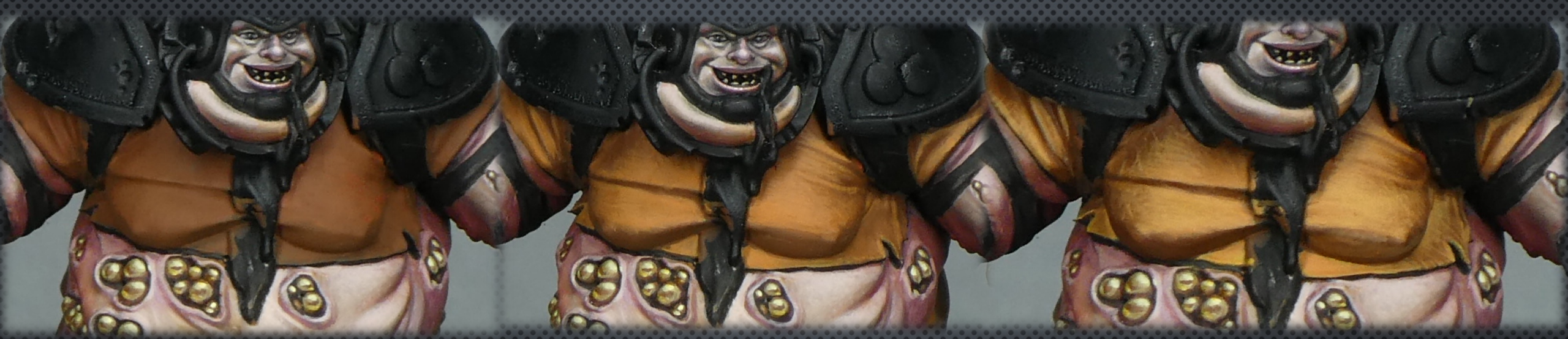


Before we start painting the miniature, we locate the light reflections on the cloth, by taking a picture of it under our desk lamp. I primed it in Chaos black as it has a great shine to it. I have added a guide for how to locate light reflections in the patreon post.

Paints used :

- Averland sunset
- Orange red (Vallejo mc)
- Rhinox hide (Citadel)
- Salmon (AK)
- German camo. Bright green (Vallejo mc)
- Volcanic yellow (AK)
- Ice yellow (Vallejo mc)
- Grim brown (AK)
- White (AK)

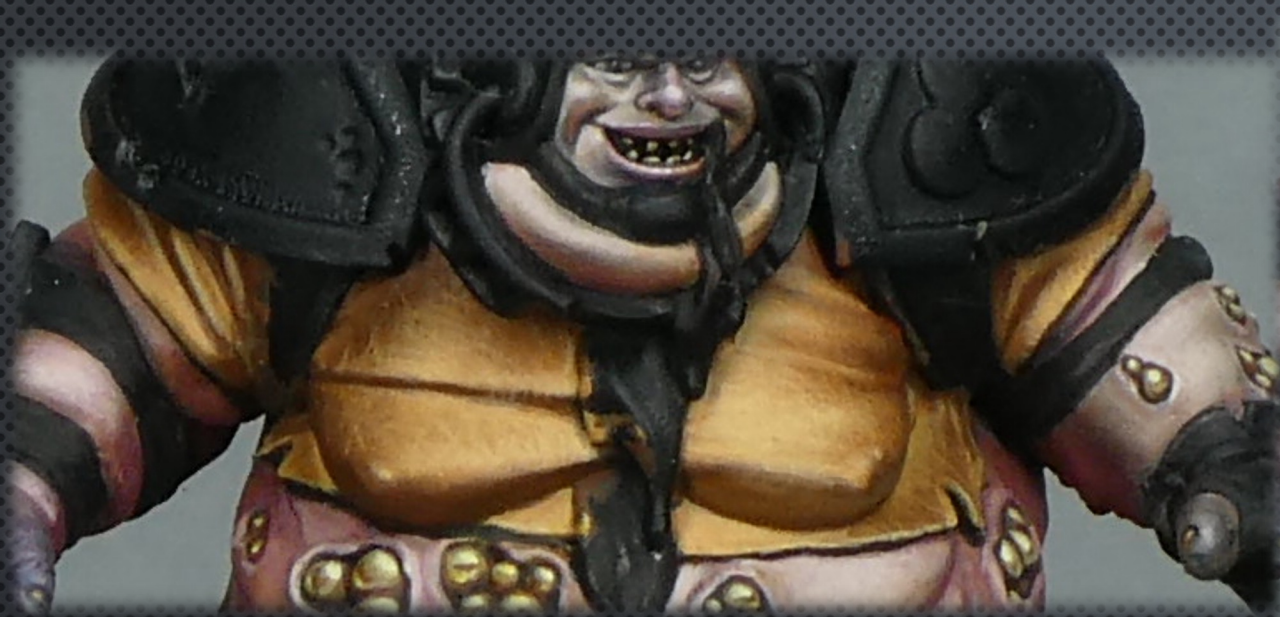




We start by basecoating the cloth with a 2:1 mix of orange red & rhinox hide.

We now glaze the frame of the light reflections, with a 1:1 mix of averland sunset & orange red.

We now add a $\frac{1}{2}$ part of salmon & averland sunset to the previous mix & glaze the center of the light reflections. Add 1-2 parts of water.



We now add 1 full part of salmon to the previous mix & glaze the very center of the light reflections.



We now filter/glaze the whole orange cloth, with thinned down orange red – add 2-3 parts of water. (We start the vomit in the next page)



We start by basecoating the slime, with a 1/2 : 1 : 1/2 mix of grim brown, volcanic yellow & german. Camo bright green.



We now add a 1/2 part more of volcanic yellow & german. Camo bright green & glaze the frame of the light reflections.



We now add a 1/2 part of ice yellow to the previous mix & glaze towards the center of the light refelctions.



We now add a full part of ice yellow & glaze the center of the light reflections.



We now add 1 part of white to the previous mix & glaze the very center of the light reflections. Done 😊

