



Gargoylian skin PDF tutorial



Before we start painting the miniature, we locate the light reflections on the skin, 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 :

- Incubi darkness
- Dark sea grey (Vallejo mc)
- Sky grey (AK)
- Pastel green (Vallejo mc)
- German cam. Bright green (Vallejo mc)





We start by basecoating the whole skin, with incubi darkness.



We now add 1 part of pastel green to the incubi darkness, & layer the underpart of the body & ears of the Gargoylian. Add 1-2 parts of water.



We now add 1 part more of incubi darkness to the previous mix & glaze in between the previously layered area & the basecoat – add 2-3 parts of water. We furthermore add 1 part more of pastel green to the mix in the previous step & glaze the center of the underpart of the body. Add 1-2 parts of water.



We now layer the upper back & spikes, by adding 1 part of black to the incubi darkness basecoat – add 1 part of water.



We now add 1 part of dark sea grey to the previous mixes, for upper body parts, & glaze the frame of the light reflections. Add 1-2 parts of water.



We now add 1 part more of dark sea grey to the both mixes again & glaze the center of the light reflections.



We now add 1 part of sky grey to each mixes & glaze the very center of the light reflections.

We furthermore glaze (or filter) the lower part of the underbody, with thinned down german camo bright green – add 3 parts of water. The purpose of green tone or filter, is to create a bounce light, from the green invironment, that the Gargoylian is in – see next photo.



I hope you enjoy the tutorial & stay tuned for a new one soon 😊