



MINIATURE'S DEN PATREON GUIDES:

WITCHORN FROM MINDWORK



Skintone





WHY THIS MODEL?

I love Brom, and this model is just incredible. I love it and I loved the idea of using weird paints in working on it.

PAINTS USED IN THIS GUIDE

VAC: Scarlet Red

Kimera: Pthalo Green

VMC: German Yellow, Black, Ivory

VGC: Scrufulus Brown

BASECOAT



The basecoat was created by a mix of VMC Black, German Yellow and Kimera Pthalo Green roughly in a 30/40/30 mix and painted all over the skin in smooth layers. I also used a infinitely small amount of Vallejo Air Color Scarlet Red to desaturate ever so slightly.

FIRST HIGHLIGHT



The first highlight was painted by adding a bit of VMC German Yellow to the basecoat and, after sketching it inside all of the areas where I felt there wouldn't be any shadow, blended by mixing it 50/50 with the previous color and using it as a small layer on the separation line between the two colors.

As for the highlight placement, I wanted it to be smooth and subtle, since I was working on a female body, rather than high contrast like you might want on a muscular male, so I approached the paintjob slowly, adding light little by little.

SECOND HIGHLIGHT



Following the idea of wanting more light softly, I added a little bit of VMC Ivory and a very small amount of VAC Scarlet Red, to turn the skin into a softer skintone rather than the green we had so far. I painted this highlight inside of the area of the previous one and blended it the same way.

THIRD HIGHLIGHT AND SHADOWS



After adding even more VMC Ivory to the mix and sketching it inside the previous highlight and blending it, I wanted a bit more "skintone" color on this skin, so I added VGC Scrufulus Brown to the basecoat color, not any of the highlights, and used it to glaze over the chest and belly, to turn it slightly more yellowish without ruining any of the work done previously.

I then pushed the highlights back up by re-highlighting with glazes of the last highlight.

Lastly, I worked on the shadows by making them stronger, especially in the bottom part of the model: the pelvis and leg.

This process was very back and forth, everytime I pushed the shadows I also reworked the highlights until I found a balance I was happy with.

THANK YOU!

I hope you enjoyed this guide on the Witchorn! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



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