



MINIATURE'S DEN PATREON GUIDES:

# FLAMMA ON HELLHOUND

Orc Skin





# **PAINTS USED IN THIS GUIDE**

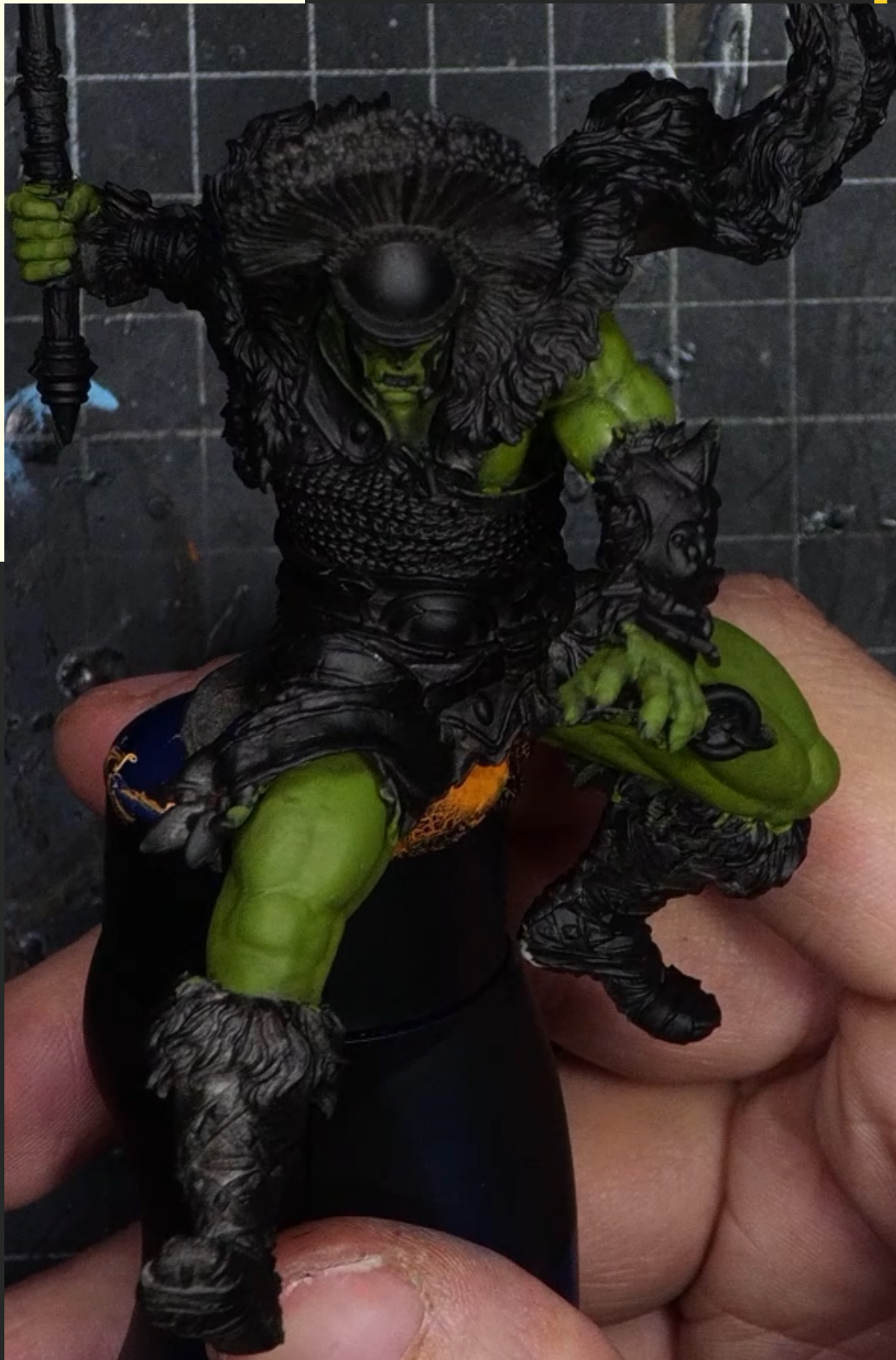
AK: Olive Green, Beige Red, Burnt Red, Purple

VMC: Yellow Ochre, German Yellow

Kimera: Black

# BASECOAT

The skin was basecoated with pure AK Olive Green to have a good starting midtone to work from. I choose this color as it felt like a more "realistic" green skintone color over the more saturated greens available to me.





# SHADOWS



Since I started from basecoating the midtone, I needed to interpret the volumes in order to strengthen the 3d look of the sculpt.

I mixed my shadows by using AK Purple mixed with a bit of Kimera Black which I then added to the Olive Green Basecoat, creating a slightly purply green which works nicely as a shadow for our model.

I sketched the shadows with parallel brushstrokes, with thin paint, following the volumes of the muscles, directing the brushstroke towards where I wanted the paint to cover the most. In this specific model, due to how it's sculpted and positioned in the composition, the shadows are difficult to see, but still invaluable to create the idea of volume.



# HIGHLIGHT



Once done sketching the shadows, I started working on the highlights.

I added VMC Yellow Ochre to the original basecoat and used this resulting mix as a thin layer to follow the volumes of the muscles, this time to create light.

As you can see from the first picture, the paint is very thin and applied with parallel lines next to each other, rather than blocked in like a single layer, this is to create noise in the paintjob and have a more "lifelike" result in the end.

This step was repeated several times, slowly adding more Yellow Ochre to the mix to enhance the light.

Once I felt like I got nice coverage and gradients out of this light, I added VMC German Yellow to the mix to light once more time.

Lastly, I glazed the original basecoat over the whole skin to blend and "unite" the colors in a more natural way.

In the second picture you can clearly see this step: the model's right leg hasn't been glazed yet, and looks very light, while the left leg is being glazed to blend.

# COLOR CHANGE



Due to the limited size of the skintone on this model, I felt necessary to increase the interest on the detail by playing around with colors a bit more.

In order to achieve this, I mixed a pinkish skintone color by using AK Beige Red mixed with AK Burnt Red.

The redness of the pink helps create contrast by clashing with the greens of the skin, which are opposite to red on the color wheel.

I layered this color several times, letting it dry before applying it again, pushing the pigment towards the center of the knees.

Once happy with the gradient and coverage, I added VMC German Yellow to the mix to re-unite the highlights of this pink skin with the ones of the green skin and stippled the highlight on the pink.

Lastly, I glazed over the knees with the original basecoat color to unite it with the composition.



# THANK YOU!

I hope you enjoyed this guide on Flamma! 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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