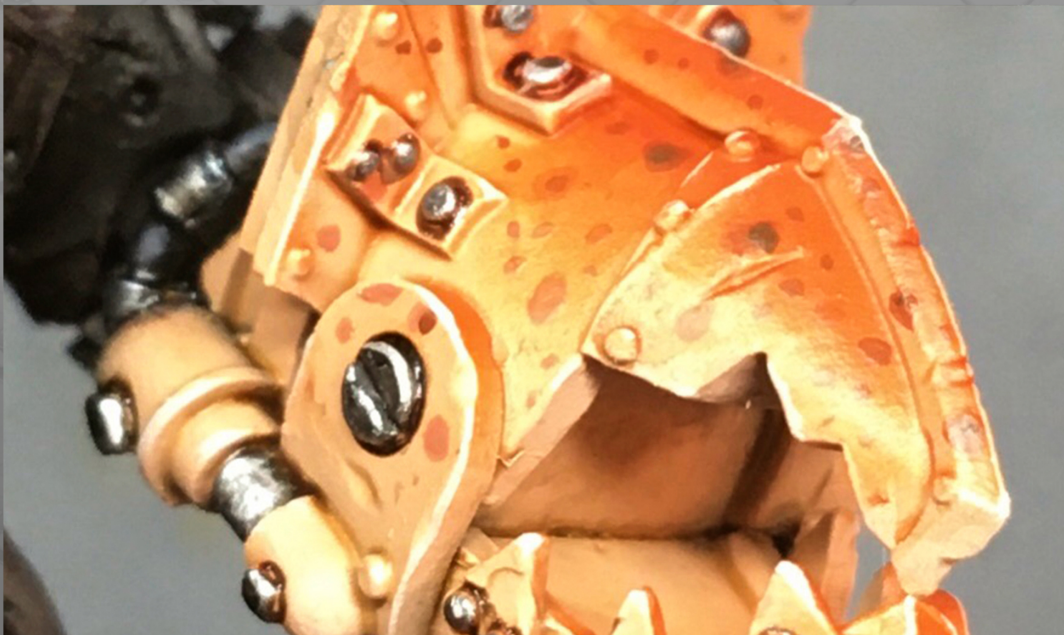
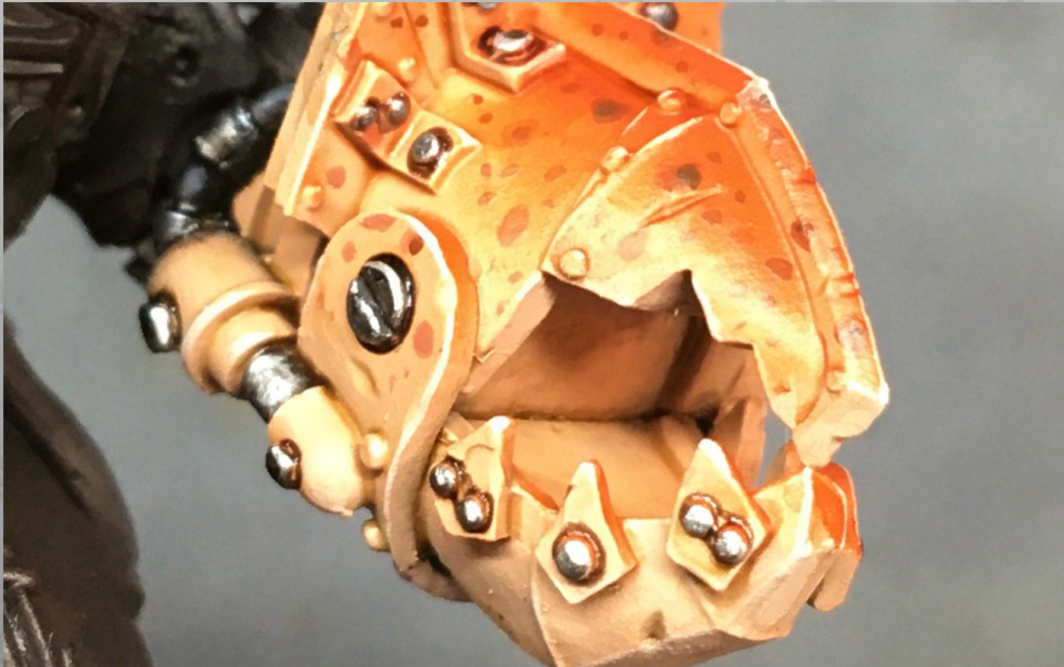




Painting Tutorial

Orange Power Klaw



INTRO

Don't forget to listen along to the audio accompaniment of this tutorial!
Not sure how? Leave a comment and we'll help you out!

Hi everyone, I'm Fletcher and today I'm going to be showing you how I painted this Ork Power Klaw, with this 'Krab Klaw' scheme!

In this tutorial we will be covering, how to deconstruct reference pictures and apply them to miniature painting, using contrast paints in a non-traditional way and how the order of your layers can affect the end result.

To prepare, I primed the model via airbrush using Black Vallejo Surface primer thinned with Vallejo Airbrush Thinner.

After waiting the primer to dry properly, I airbrushed Rhinox Hide over the black. I again thinned it with Vallejo Airbrush Thinner.

As mentioned in my Ork Skin tutorial, brown is a fantastic foundation for all of the typical 'Ork colours'.

If you don't have an airbrush, the above preparation steps can be done by using a black rattle can primer such as Chaos Black, and then by using a paintbrush to apply the Rhinox Hide in multiple thin layers to achieve a smooth finish.

 Rhinox Hide (Citadel)	 Gryph-Hound Orange (Citadel)	 VMC Ivory (Vallejo)
 Cadian Flestone (Citadel)	 Blood Angels Red (Citadel)	
 Rakarth Flesh (Citadel)	 Soft Tone (Army Painter)	
 Doombull Brown (Citadel)	 Dark Tone (Army Painter)	



STEP 1

● Cadian Fleshtone
(Citadel)

Paint the entire Klaw using Cadian Fleshtone.

I used an airbrush for this step; I diluted the Cadian Fleshtone using Vallejo Thinner and applied a couple of layers to the model with my compressor set to 40PSI.

I chose to start with Cadian Fleshtone as I believe it was the dominant colour from the reference pictures of crab claws I looked up online. I also planned ahead, and knew that glazes of orange and red would look really nice over it!



STEP 2

● Rakarth Flesh
(Citadel)

Apply Rakarth Flesh to the underside of the Klaw. I again used an airbrush in a similar fashion to STEP 1, but sprayed the colour more selectively; I directed the paint onto the bottom of the Klaw in several thin layers, holding the airbrush 3 inches away.

I did this step to create even more contrast to the orange that will be applied later.

You can use a brush for this step using glazing; create a glaze mix of Rakarth Flesh/water in a 80/20 mix, and apply it slowly in multiple layers with a precise brush (e.g. Artist Opus Series S size 2 or 3). When glazing this colour, make sure to remove most of the paint from the bristles on a paper towel before applying it to the model, as any excess can easily spill onto unwanted areas.

End your brush strokes in the centre of the bottom of the Klaw, as this is where the 'puddle' will be left.



STEP 3

● Cadian Fleshtone
(Citadel)

● Doombull Brown
(Citadel)

Paint 'dots' of Cadian Fleshtone/Doombull Brown in a 50/50 mix to the top half of the Klaw.

Diluting the paint slightly with water, I used an Artist Opus Series S size 2 to paint various sizes of dots. Please note I didn't go all the way to the top of the Klaw, as I wanted them to be darker in this region.

Small details (such as the transitioning the colour of dots) go a long way to get your miniatures to the next level!

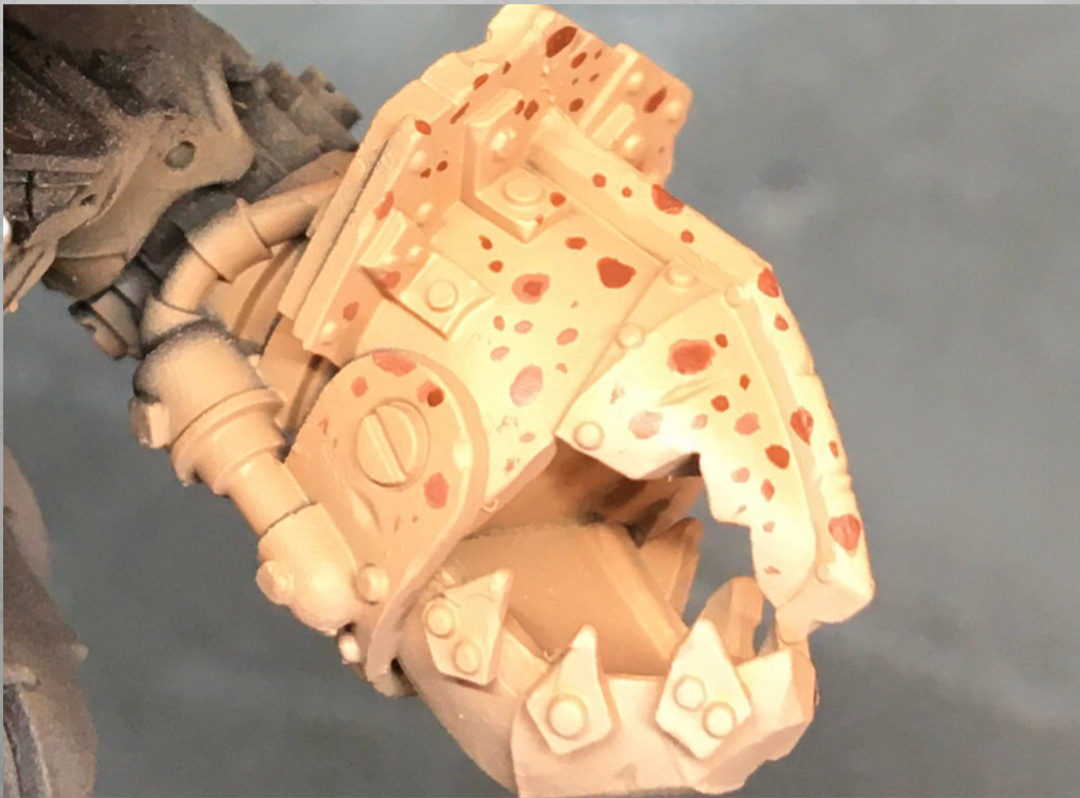


STEP 4

● Doombull Brown
(Citadel)

Paint 'dots' of pure Doombull Brown to the 'upper' top half of the Klaw.

Apply these dots in the same way as STEP 3 but focus them higher than the previous ones.



STEP 5

● Rhinox Hide
(Citadel)

Selectively paint 'dots' of Rhinox Hide inside a couple of the Doombull brown dots.

Just for that final pop!



STEP 6

● Gryph-Hound
Orange (Citadel)

Apply a glaze of Contrast Gryph-Hound Orange to the top of the Klaw.

I used an airbrush for this step; the great thing about Contrast paints is that they often don't need to be diluted when airbrushing them! I poured the paint directly into the airbrush cup, and set my compressor to around 35PSI.

I selectively sprayed the colour to the top of the Klaw in 2 thin layers, holding the airbrush 3 inches away. Be very careful when applying this, as the Gryph-Hound Orange is a very strong colour and will quickly change the lighter tone of the Krab Claw (I would recommend trying it on paper first!).

You can of course use glazing with a brush to achieve a similar result; I would recommend diluting the Gryph-Hound Orange 50/50 with Contrast Medium. Follow the instructions for glazing detailed in STEP 2, and remember to end your brush strokes at the top of the Klaw as this is where the 'puddle' will be left.

Why did I apply the 'dots' before this step? I knew the orange would knock them back and blend them into the Klaw. Looking at reference pictures online, the colour patterns of crab claws are subtle, and I knew this order of applying paint would be an effective way to achieve a similar result.

PLEASE NOTE: the masking tape in the image for this step was placed to avoid overspray from the airbrush hitting the already painted skin. I recommend Tamiya masking tape!



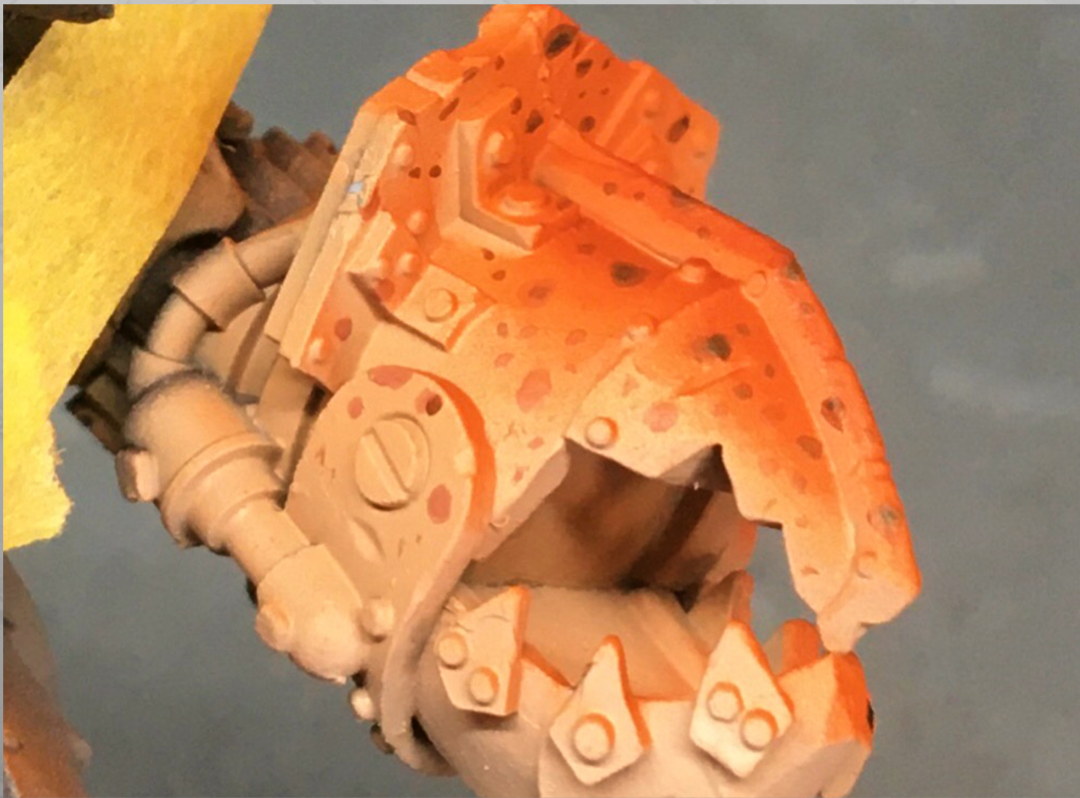
STEP 7

● Blood Angels
Red (Citadel)

Apply a glaze of Contrast Blood Angels Red to the top of the Klaw.

I applied this paint using the same technique and instructions detailed in STEP 6, however only apply this colour to the very top of the Klaw so the previous orange isn't wiped out.

A good tip when airbrushing a small area like this is to turn down the PSI on your compressor, and move in even closer to the model with the airbrush.



STEP 8

● Soft Tone
(Army Painter)

Apply a wash of Soft Tone/Vallejo Flow Improver all over the Klaw.

I then applied the wash to the Klaw, making sure to hit every recess.

I added flow improver to the Soft Tone to dilute it so it didn't wipe out the transitions I created previously, and also allowed it to flow better around the Klaw.

As mentioned in my Ork Skin tutorial, the Army Painter washes are my favorites to use, as they will don't tend to leave any 'coffee stains' as long as you stay active and remove puddles of excess paint as it dries.



STEP 9

● Cadian Flestone
(Citadel)

I applied an edge highlight of Cadian Flestone on the edges of the Klaw.

Using an Artist Opus Series S size 2, I used the flat part of the bristles to catch the extreme edges of the Klaw, such as the 'spine' on the very top. For Orks, I find you don't need to edge highlight every single detail for them to look effective.

I diluted the paint slightly (a 75/25 mix of paint/water), as I prefer the paint to be more 'tacky' when edge highlighting. I find when it is diluted too much it is easier to make mistakes as it can be runny and 'spill away' from the edges.



STEP 10

● Rakarth Flesh (Citadel) ● VMC Ivory (Vallejo)

I applied a second edge highlight of Rakarth Flesh/Ivory in a 50/50 mix.

I applied the edge highlights using the same technique and instructions detailed in STEP 9, but focused them on the most extreme edges – we don't want to completely paint over the edge highlighting from the previous step!

I like to do 'dots' of this colour on the corners where the edgelights meet – this is a great way to pop your colours!



STEP 11

● MA Gunmetal
(Vallejo)

Apply additional details to the Klaw using an Artist Opus Series S size 2 brush.

I applied Vallejo Model Air Gunmetal to a selection of bolts and rivets using two coats (this colour doesn't need to be diluted as it is an airbrush paint).

I applied Vallejo Black to the pipes which I diluted it slightly with water for a nice smooth coat.



STEP 12

● Dark Tone
(Army Painter)

I washed the details painted in STEP 11 with Army Painter Dark tone. I didn't dilute the Dark Tone as I wanted make the mechanical details contrast to the organic 'Krab' tone of the Klaw. I again used an Artist Opus Series S size 2 brush.

TOP TIP: Remember to change your water after using metallic paints, as they will infect your future paint mixes with the metallic pigments!

Thank you for joining me for another tutorial!

In this, you should have learned how to use reference pictures to affect your painting, a few tricks to using contrast paint and how the order of layers can affect the end result. See you in the next one!

