



Throgg skin

Step-by-step

◆ Paints required:

Skin

- Abaddon black
- Corvus black
- Stegadon scale green
- Basic skin tone (Vallejo mc)
- Beige brown (Vallejo mc)
- Brick red (Vallejo mc)
- Cadian fleshtone
- Zandri dust
- German camo black brown (Vallejo mc)





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 post description.



We start by basecoating all the areas on the skin (outer parts) that we want dark blue, with a 1:1:1 mix of abaddon black, corvus black & stegadon scale green.



We now basecoat the inner part of the skin & face, with a 1:1:1 part of zandri dust, beige brown & cadian fleshtone.



We now glaze in between the dark basecoat area and the light skin area with stegadon scale green – add 3 parts of water. I gave it around 4-5 thin layers



We now mix 1 part of stegadon scale green with 1 part of the light skin mix & glaze on the area between the previous glazed area (closest to the light skin) & the light skin area. We keep on adding more & more of the light skin mix to this mix & move further towards the light area of the skin, until its pure light skin.



We now do the blend on the darker area. Here we glaze on the border between the dark skin & the more blueish tone we worked on before, once again with stegadon scale green – add 2-3 parts of water.



We now do some preshading on the light skin. We add 2 parts more of beige brown to the basecoat mix of the light skin, & glaze all the deepest recesses & naturally shaded areas (see reference photo on page 3) – add 2-3 parts of water.



We now take pure beige brown & glaze further towards the deepest recesses & naturally shaded areas.



We now add a 1/2 part of german camo. Black brown to the previous mix & glaze the very deepest recesses of the skin. We furthermore start on the light reflections on the skin. We glaze the frame of the light reflections, by adding a 1/3 part of basic skin tone to the basecoat mix. We furthermore add scratches on the light blue part of the skin, by painting thin lines & dots with the same mix – add 1-2 parts of water.



We now add 1/2 part of basic skin tone to the previous mix & glaze the center of the light reflections. Make sure to highlight all the sharpest areas to, like the wrinkles on his chest areas & elbow too. On the lower rib area, we glaze with thinned down brick red – add 2-3 parts of water.



We now add a 1/2 part more of basic skin tone to the previous mix used for the skin & glaze the very center of the light reflections & sharpest points on the skin. We furthermore highlight the lower area of the ribs, with a 1:1 mix of cadian fleshtone & brick red (optional). Add 1-2 parts of water. Its now finished 😊 !