



**Azrakh NMM gold
PDF tutorial**



Before we start painting the miniature, we locate the light reflections on the gold areas, By taking a picture of it under our desk lamp. Ive chosen 4 light angles on this model. 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 :

- Rhinox hide
- Mournfang brown
- Skrag brown
- British Khaki (Ak interactive)
- Ice yellow (Vallejo mc)
- Volcano yellow (AK interactive)





We start by basecoating the gold areas, with a 1: ½ : ½ mix of rhinox hide, mournfang brown & skrag brown.



We now add a ½ part of british khaki to the basecoat mix & glaze the frame of the light reflections. Add 2 parts of water.



We now add a 1 full part of british khaki to the previous mix & glaze towards the center of the light reflections. We keep on adding british khaki to the mix, until its pure british khaki in the center of the light reflections.



We now add 1/3 part of ice yellow to the british khaki & glaze the center of the light reflections.



We now work on the secondary light reflections. We add 1 part of skrag brown to the basecoat mix & glaze in the frame of the secondary light reflections, in the pointed out areas. We keep on adding skrag brown until its pure skrag brown in the center of the secondary light reflections. Add 2 parts of water. We mainly add secondary light reflections on areas that aren't affected by light – ive added a guide for how to understand secondary light reflections in the post.



We now add a ½ part of volcano yellow to the skrag brown & glaze the center of the secondary light reflections.



We start by adding 1 full part of ice yellow to the previous mix we used for the main light reflections, & glaze the very center of them. We then basecoat all the nails with rhinox hide & highlight them with ice yellow. We furthermore edge highlight all the edges, that arent affected by the main light reflections, with a 2: ½ mix of british khaki & ice yellow & also edge highlight the edges near/ or at the main light reflections, aswell as the edges that catches most light (see reference photo on page 2) with the same mix as we used for the center of the light reflections. Its now done ☺ !