



**Chaos
sorcerer face
Step-by-step**

◆ Paints required:

Chaos sorcerer face

- Karak stone
- Basalt grey (Vallejo mc)
- Basic kin tone (vallejo mc)
- Incubi darkness
- White
- Cavalry brown (Vallejo mc)
- Corvus black
- Kislev flesh





Before we start painting the miniature, we locate the light reflections on the face by taking a picture of it under our desk lamp. I have taken reference photos from 3 angles. I have primed the miniature in Chaos Black as it has a great shine to it, which makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.



We start by painting the eyes, as this will only get more complicated to paint, when the skin is finished. We start by basecoating the eyes with abaddon black. We furthermore paint the whole eye socket with basic skin tone & afterwards add a dot of abaddon black, for the pupil.

We now glaze the eyes with very thinned down cavalry brown – add 4 parts of water. We furthermore paint the lower eye lid, by basecoating it with incubi darkness & afterwards highlighting it with a 1:1 mix of incub darkness & basic skin tone. Add 1-2 parts of water.



We now basecoat the skin with a 1:1:1/2 part of kislev flesh, karak stone & basalt grey.



We furthermore shade all the deepest recesses & naturally shaded areas (see reference photo on page 3) by adding a 1/2 part of corvus black to the basecoat mix – add 2-3 parts of water.



We now add a $\frac{1}{2}$ part of basic skin tone to the basecoat & glaze the frame of the light reflections on the skin – add 2-3 parts of water.



We now shade the naturally shaded areas on the forehead (see page 3 again) by adding a $\frac{1}{2}$ part of cavalry brown to the basecoat mix – add 2-3 parts of water. You can add a bit of corvus black to the same mix if you want the shading darker. We furthermore add a $\frac{1}{2}$ part more of basic skin tone to the previous mix used for the light reflections & glaze towards the middle of the light reflections.



We now add the final $\frac{1}{2}$ part of basic skin tone to the previous mix & glaze the middle of the light reflections on the skin



Another angle of the face at the current stage.



We now add a couple of "old man spots" on the top of the head. We paint small dots with cavalry brown & a 1:1 mix of corvus black & karak stone.



We now paint the whole mouth with abaddon black & shade underneath the upper lips with pure corvus black – add 2-3 parts of water. We now basecoat the underlip with a 2:1 mix of kislev flesh & cavalry brown. We furthermore highlight it with pure kislev flesh. Now the skin is done 😊 !