

Basing tutorial

Mars-like base – Skorpekh Lord

Step-by-step

Required elements:

Paints:

- Rhinox hide
- Doombull brown
- Averland sunset
- Dawnstone
- Ulthian grey
- Abaddon black

Pigments

- AK Interactive medium rust
- AK interactive light rust
- AK interactive pigment fixer

Others:

- Skulls
- Rocks
- AK interactive
 Terrains Dark earth (texture paint)
 - Any kind of brown texture paint can be used.







We start by adding the texture paint to the base, along with small stones & skulls. We furthermore basecoat all the stones & skulls with a 2:1 mix of rhinox hide & abaddon black.



We now make a wash of a 1:1 mix of rhinox hide & doombull brown, by adding 3-4 parts of water. We now shade around all the edges of the base & around every elements on the base. The important thing is to leave the middle of the base untouched, as this is going to be the brightest area on the base.



We now dry brush the stone elements with a 2:1 mix of mournfang brown & averland sunset.



1)We now drybrysh the edges of the stone elements, by adding 1 part of dawnstone to the previous paint mix. Add 1 part of ulthian grey & dry brush the very tips of the stone elements.

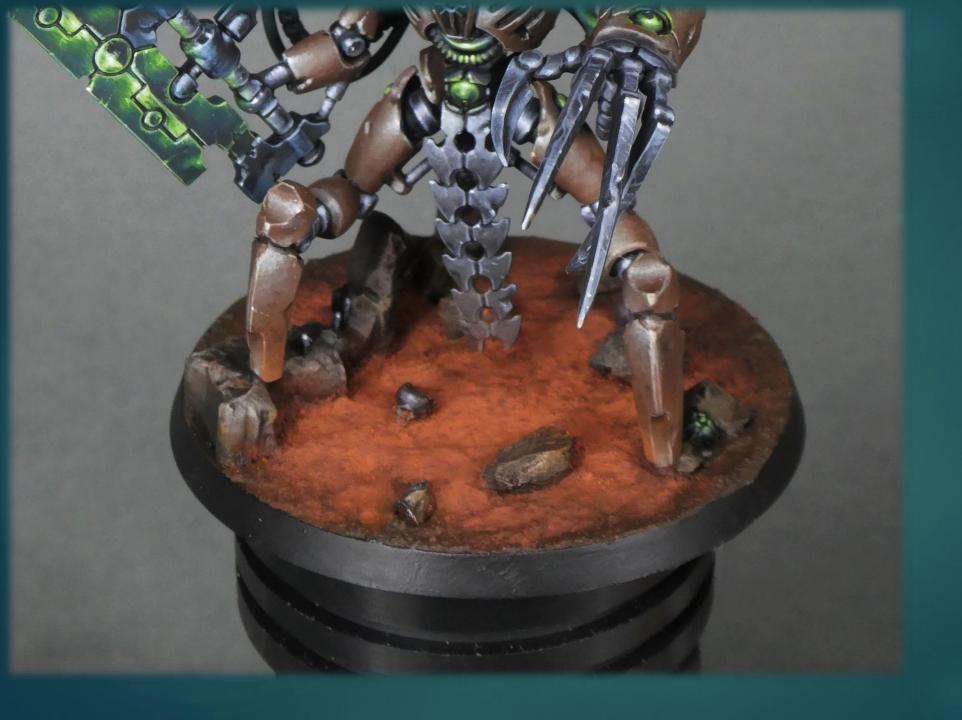
2) we now start adding some pigments. Add Medium Rust with an old brush, on all the areas on the base, leaving the very edges of the base untouched. Afterwards we add pigment fixer on all these areas, in order to make the pigment stick to the base.







We now add Light Rust pigment in the very middle of the base, & once again cover it with pigment fixer.



We now just need to paint the skulls & paint the trim of the base with abaddon black, & its done! Pigments rule \odot