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Sigvald part 1: Face

Painting

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PAINT LIST

SKIN

- AK Beige Red 11064 or Cadian flesh
- Barak-Nar Burgundy
- AK Basic Skin Tone 11052
- AK Light Flesh 11050

HORNS

- VMC Olive Brown 70.889
- GW Screaming Skull

HAIR

- GW Screaming Skull
- GW Zandri Dust
- Vallejo Ivory 70.918
- SC Gobi Brown



Welcome to this guide on painting Sigvald. This PDF is written in shorthand, with the in depth explanation on the accompanying video. You can use this PDF to remind yourself of the steps during painting, as well zoom in nicely on the photos.

Skin



You can use this black and white pre highlight as a reference to how light hits the model. You can do this yourself with an airbrush, or just copy the light placement. I recommend Pre-highlights on the face and cloak. Leaving the NMM areas black is easier for painting. I also recommend starting with the hair, so you can airbrush it if you have one.



The base is a mix of Beige Red or Cadian Flesh with a little Barak-Nar. The Barak-Nar changes the tone to be more pinky but also desaturates. Paint it thin and in a couple layers, it will go on very easily over the light base.



Just add little by little of the Barak-Nar and add shadows. At this point, just the entire left hand (his right) side of the face/cheek.



Adding more Barak-Nar, draw the shadow of the cheek bone and darken the parts which should be in shadow, behind the neck, under the chin and the temple.



Returning to the base colour, apply opaque highlights following the planned light source and Rembrandt lighting.



Begin to add Basic Skin to the mix. A little Barak-Nar is kept in to control the saturation. Beige Red is a little orange on its own, and we want this skin to be more pale and evil feeling.



Build by adding more Basic Skin until you reach a contrast you like. Eventually you may want to add even brighter light using Ivory or Light Flesh. You make the choice on how bright the highlights are, it depends on how it balances with the rest of your figure.



Paint the eye with Mephiston or Khorne red. Add a dot of white for the reflection following your light source direction.



Horns



Base Matte Black. Paint large soft highlights with Olive Brown. Make sure the light source is consistent, think about which areas of the horn face the light as they curve.



Add Screaming Skull a little bit at a time and build up layers.
Paint striations getting thinner each step.



Finish with pure Screaming Skull. This should be bright enough, but add Ivory if you want more contrast. Everything else is quite bright so the horns are a nice area to keep simple and not super bright.

Hair





As I said earlier, I would begin with the hair and start with a white/bone all over. I used a Pre Highlight and the black made it difficult to build up the light.



Obviously my photos won't correlate to steps I advise you to take. I would begin with a base coat of Screaming Skull or Ushabti Bone all over. You could apply this with brush or airbrush. Then Glaze Zandri Dust with the airbrush on the shadows as per the video. Add Gobi Brown to Shade further.



Re apply Screaming Skull highlights. Brushing it on is always more intense than the airbrushed colour.



Add Ivory and finish with pure Ivory. You can see on the front shot I add the light close to the face to draw the attention.



I hope from this guide you feel the steps are relatively straight forward, but the results can look awesome. My aim was to make the colours and steps easy to follow, so you can focus on painting some interesting and atmospheric lighting. In the next part we will paint this wonderful purple cloak!

Andy