



# The Lion armour PDF tutorial





Before we start painting the miniature, we locate the light reflections on the armour 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 patreon post.



# Paints used :

- Dark sea blue (AK interactive)
- Ivory (AK interactive)
- Black green (Vallejo mc)
- Mournfang brown
- Black
- White
- French blue (AK interactive)
- Incubi darkness







We start by basecoating the armour with a 1:1: ½ mix of black green, dark sea blue & black.



We now preshade, by glazing the naturally shaded areas, by adding 1 part more of black to our basecoat mix – add 2 parts of water. Check out the reference photo, & look for the dark/black areas on the armour, that doesnt have any light reflections.





We now take our basecoat mix & add  $\frac{1}{4}$  part of ivory – we glaze the frame of the light reflections on the armour. We furthermore add scratches here & there by painting thin lines & dots. Add 1-2 parts of water. Check out my latest video tutorial, if you want to see how i glaze & add scratches.



We now add  $\frac{1}{4}$  part more of ivory to our previous mix & glaze towards the center of the light reflections.





We proceed like in the last couple of steps – adding  $\frac{1}{4}$  part of ivory to the precious mix & now glaze further towards the center. Once again, keep on adding scratches here & there, but this time focusing more towards the light reflection (brighter) areas. We also edge highlight all edges of the armour.



We now shade the deepest recesses (& around the nails), with pure black – add 1-2 parts of water. We furthermore add a  $\frac{1}{2}$  part of ivory to our previous mix & glaze the center of the light reflections.





We now glaze the very center of the light reflections, by adding the last ½ part of ivory to the previous mix. We furthermore edge highlight all the sharpest edges & the edges that are facing upwards, that catches the most light with the same mix (See reference photo). Finally we also add a dot, everywhere where the scratches meets a sharp edge.



We also highlight the nails. All the tiny nails, we highlight with a dot of white. The larger nails, we layer the lower part of them with french blue, & the upper part of them with pure white. Add 1 part of water. By adding the french blue on the lower part, we create a secondary reflection / bounce light, that makes the nails look more like highly reflective steel.





(Optional) We now make a 1:1:1 mix of black green, incubi darkness & mournfang brown & glaze some of the shaded areas, that are facing downwards – for example the lower part of the knee cap-Once again we are creating a bounce light from the base – that i am going to paint in a mars like scheme - so we want to add some brownish tones on the armour aswell. Its now finished 😊