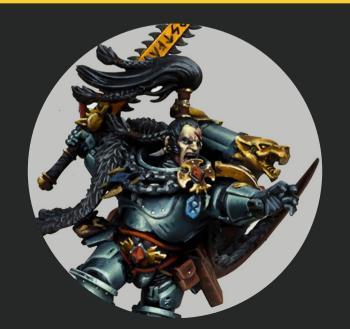
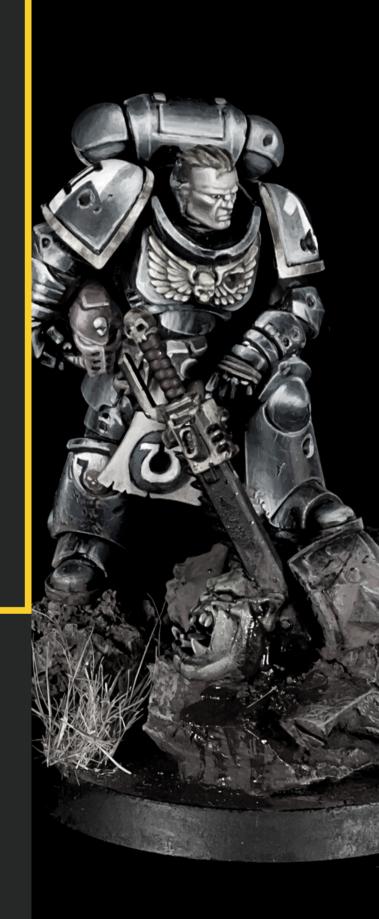


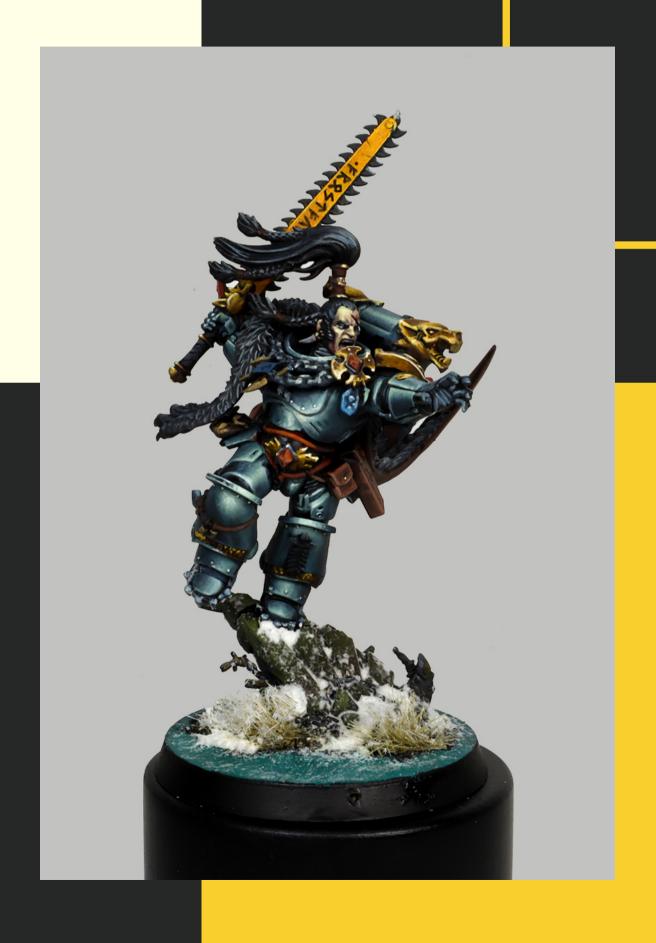
MINIATURE'S DEN PATREON GUIDES:

RAGNAR BLACKMANE

Armor







WHY THIS MODEL?

I love models with dynamic poses and I also like spacewolves. When GW finally released this model as a separate from the big box it originally came with, I knew I wanted to paint it.

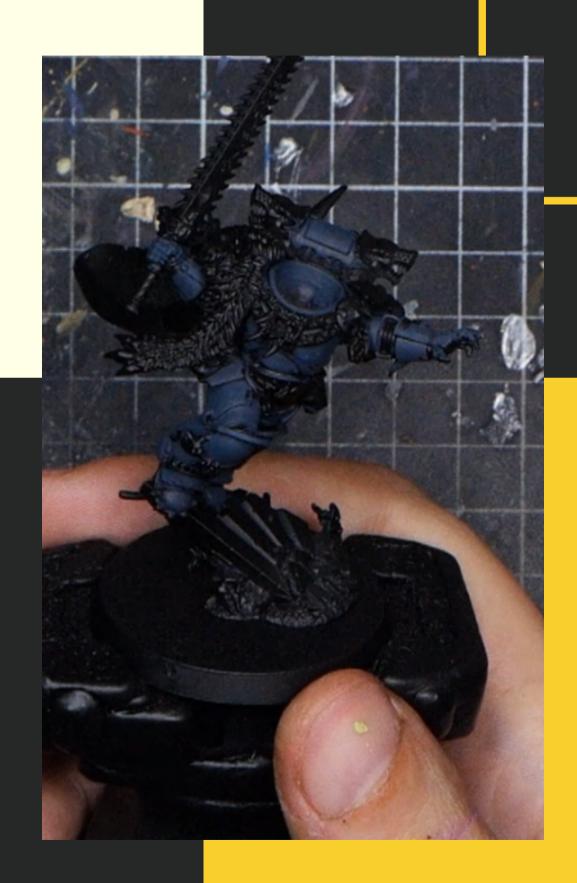


PAINTS USED IN THIS GUIDE

AK: Ice Yellow

Vallejo Model Color: Black, Prussian Blue, Ivory





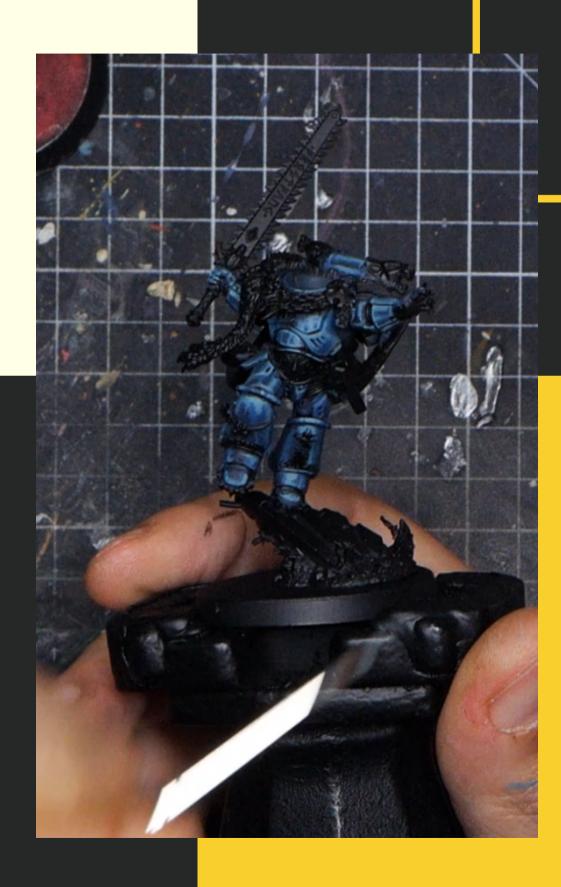
BASECOAT

The basecoat of the armor was a dark blue-grey obtained from a mix of VMC Black, AK Ice Yellow to create a dark grey to which I added VMC Prussian Blue to give it a more blueish tint.



FIRST HIGHLIGHT

After adding a bit more Ice Yellow and Prussian blue to the basecoat mix I sketched in the highlights on the armor following the volumes but also adding interesting reflections on the armor which I wound lately work up from or glaze down, based on how the model "felt".



SECOND HIGHLIGHT

With more AK Ice Yellow added to the mix, I sketched in the second highlight, starting to create a "shiny" look on the armor. Most of these highlights were painted inside the area of the previous light but some very small highlights were also placed in areas of shadow, to create an interesting reflected light.



THIRD HIGHLIGHT

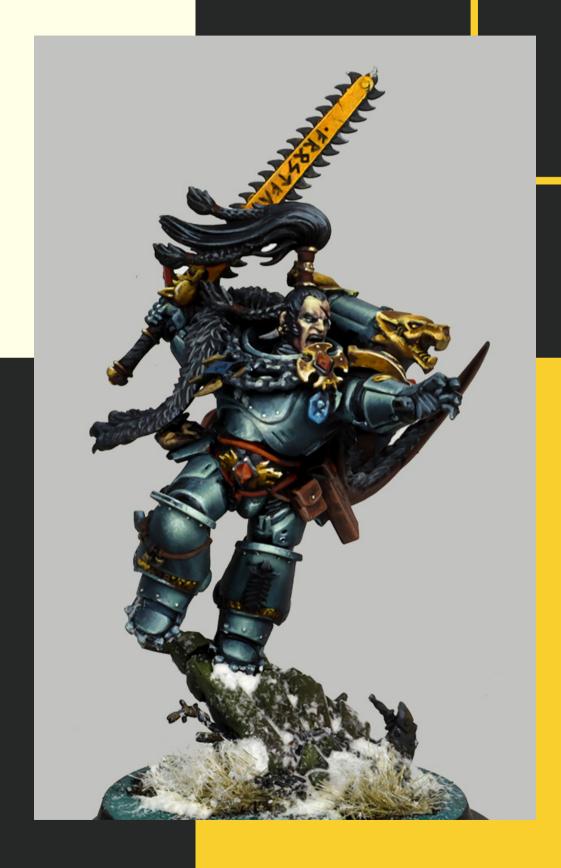
With even more AK Ice Yellow added to the mix, I sketched in the third highlight, trying to place it mostly on the upper parts of the model, to push the focal point.





The armor was looking a bit too blue and not "grey" enough to feel like a Space Wolf armor. I used a much greyer mix of colors (Black, Ice Yellow and very little Prussian Blue) and used it as a glaze over the whole armor to turn the various layers of paint into a more greyish tone, while also helping with the blending.

Once done I used VMC Ivory to re-highlight some small parts of the model where the filtering reduced the contrast.



LAST STEP

Lastly I worked with "micro colors" by creating small inter-mixes of the various highlights and layers, still focusing on turning the armor to a greyer tint (especially in the midtones) and used these miniscule layers to create variety in the armor, as you see in the final picture.

THARKOU

I hope you enjoyed this guide on the Ragnar! If you haven't already, feel free to check out the video guides where I go much more in-depth in explaining my painting and the techniques used.

Thank you so much for supporting the Patreon and see you in the next guide!



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