



Gargoylian skin PDF tutorial



Before we start painting the miniature, we locate the light reflections on the cloth & ropes, 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 :

- Black (Vallejo mc)
- Rubber black (AK)
- Dark sea grey (Vallejo mc)
- Dark blue grey (Vallejo mc)
- Pale grey (AK)
- Cavalry brown (Vallejo mc)
- Salmon (AK)
- Anthea skin (Vallejo game color)





We start by basecoating the cloth, with a 1:1 mix of rubber black & black.



We now glaze the frame of the light reflections, by adding 1 part of dark blue grey to the basecoat mix. Add 1-2 parts of water.



We now add part more of dark blue grey to the previous mix, & glaze towards the center of the light reflections. We furthermore shade the areas that doesn't catch any light, with thinned down black – add 2 parts of water.



We now add 1 part of dark sea grey & glaze the center of the light reflections – we furthermore add scratches, by painting thin lines & dots, with the same mix.



We now add 1 part of pale grey to the previous mix & glaze the very center of the light reflections.



We now basecoat the rope, with a 3:1 mix of cavalry brown & rubber black.



We now glaze the frame of the light reflections, on the rope, with pure cavalry brown.



We now glaze towards the center of the light reflections, with a 2:1 mix of cavalry brown & anthea skin.



We now glaze the center of the light reflections, by adding a $\frac{1}{2}$ part of salmon to the previous mix.



We now add one full part of salmon to the previous mix & glaze towards the very center of the light reflections. For the very center of the light reflections, we add $\frac{1}{2}$ to 1 full part of luminous flesh to the previous mix. The black cloth & the rope is now done 😊