

THE DWARF EMPEROR



PAINTING GUIDE

COLOR CHART

Citadel Color (Warhammer Paint):

- (Citadel) Morghast Bone*
- (Citadel) Wild Rider Red*
- (Citadel) Rhinox Hide*
- (Citadel) Thunderhawk Blue*
- (Citadel) Fenrisian Grey*
- (Citadel) Averland Sunset*
- (Citadel) Flash Gitz Yellow*
- (Citadel) Black Chaos Primer Spray*
- (Citadel) Mephiston Red*
- (Citadel) Steel Legion Drab*
- (Citadel) Wraith Bone Primer Spray*
- (Citadel) Evil Sunz Scarlet*



Vallejo Game Color:

- (VGC) Lustful Purple*
- (VGC) Hexed Lichen*



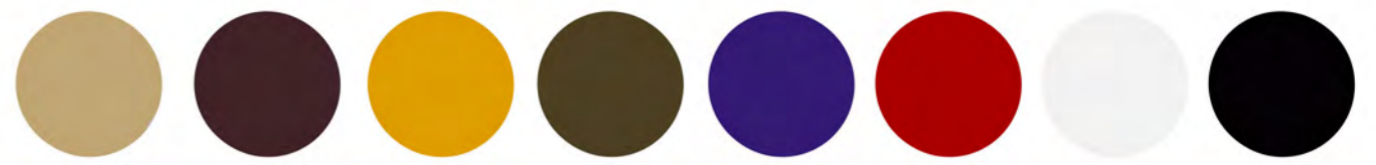
Vallejo Model Color:

- (VMC) Light Yellow*



STEP 1

FIRST STEPS



1. To begin, same as always, we apply a double primer (first Black and then White from above) so that if we want to paint light colors, they stick a little, it's better to apply the base coats with Mephiston Red (Citadel), Black, Hexed Lichen (VGC) and Steel Legion Drab (Citadel) to the different parts of the figure.

2. During this step what we'll do is take advantage of the base layers to start cleaning while increasing the light intensity, for the red we used Evil Sunz Scarlet (Citadel), we give a base in the future gold ones with Rhinox Hide (Citadel) and clean beige fabrics with Morphast Bone (Citadel).



STEP 2

SHOULDER PADS



1. With Wild Rider Red (Citadel) we'll raise the highlights in the metallic of the shoulder pads, leaving the red fabric with the Evil Sunz Scarlet (Citadel) from the previous step, we'll also add some dark grey to the black fabric part. You can also give some tone to the beige fabrics by giving a touch from below with the airbrush with Mephsiton Red (Citadel).



STEP 3

GOLDEN PARTS



1. For the gold ones we'll take Averland Sunset (Citadel) and we'll begin to create some shine on these metallics, be generous with the surface we cover. We also apply a white layer to the hammer rune to prepare the glow.
2. We'll paint the gems with the same colors used previously for the shine on the shoulder pads. In the gold we'll mix Light Yellow (VMC) and Averland Sunset (Citadel), later adding more brightness only with Light Yellow (VMC).



STEP 4

HAMMER AND SKIN



1. On top of the White applied in the previous step on the hammer, we'll apply a layer of orange on it to simulate the magmatic glow of the rune carved into it. On the skin we can continue illuminating with Lustful Purple (VGC).

2. For the beard, handle and hammer we'll apply a first highlight with Thunderhawk Blue (Citadel) and then with Fenrisian Grey (Citadel) we'll give the last lights. On the skin we can give the last highlights by adding some white to the Lustful Purple (VGC).

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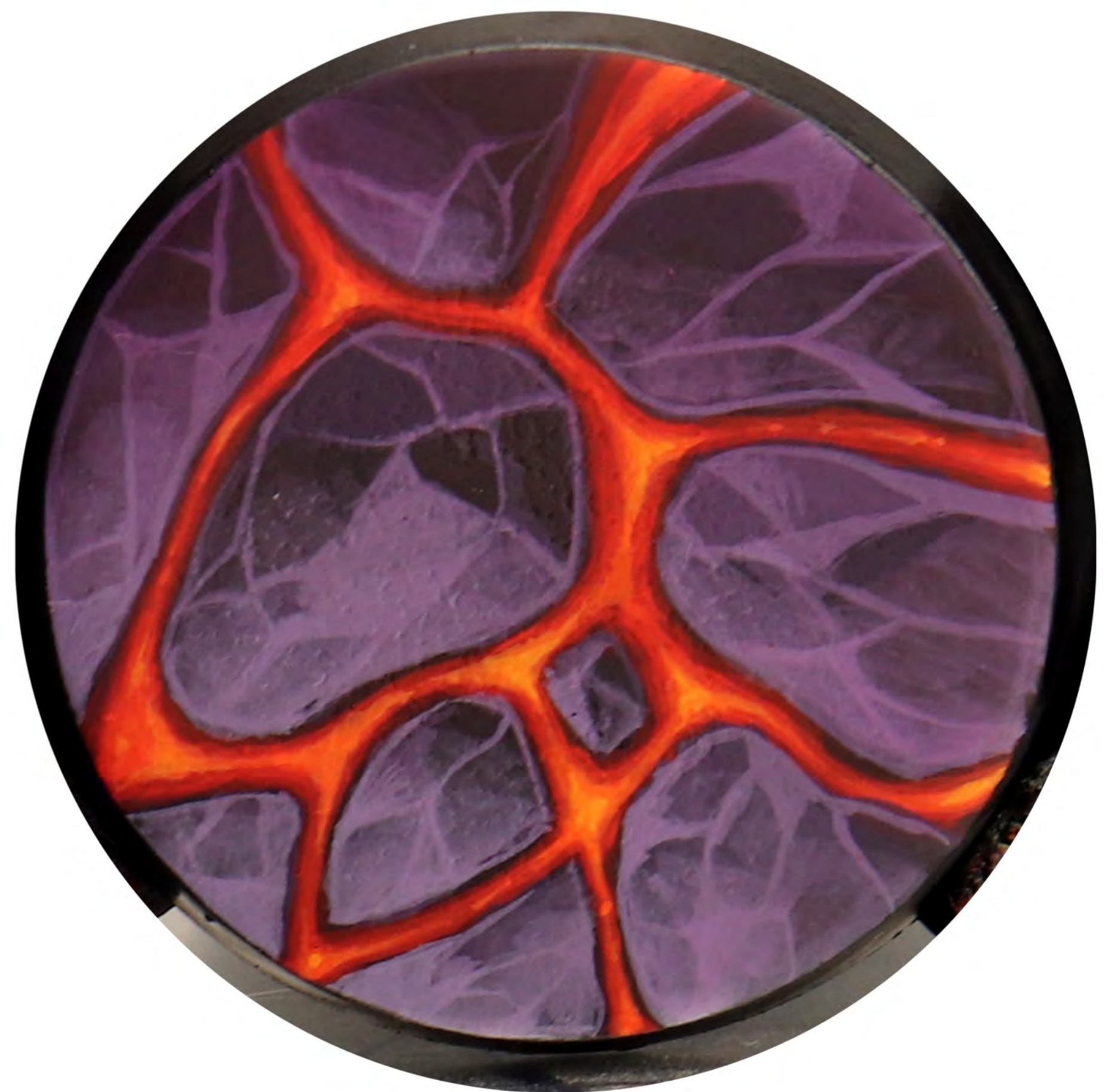
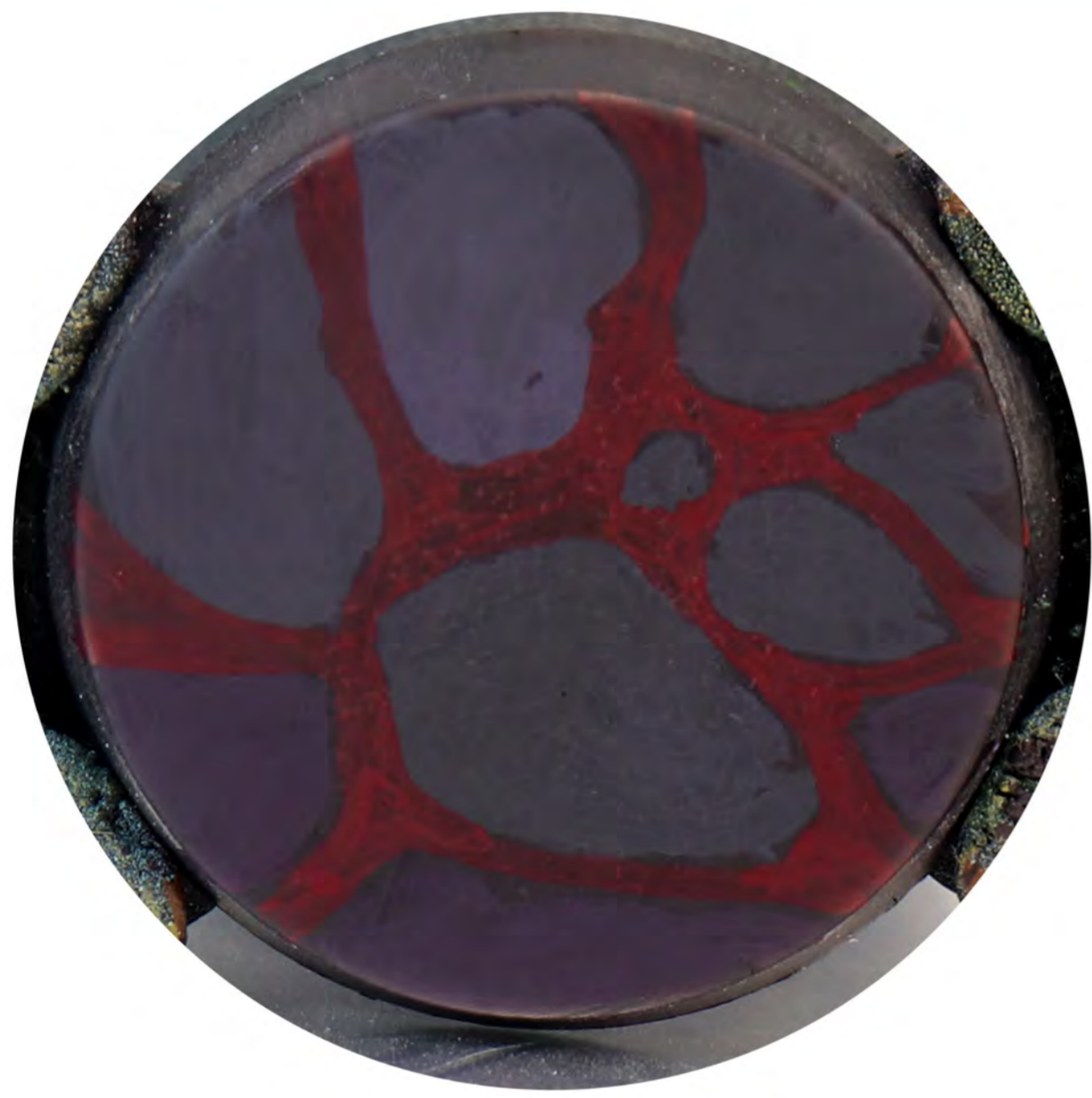


STEP 5

BASE



1. .As a somewhat evil looking dwarf emperor, we assume that your kingdom has its capital on a volcano, so what we'll do is draw some lava streams with Mephiston Red (Citadel), leaving the rest of the base with a base layer of Hexed Lichen (VGC) mixed with grey.
2. In this step what we'll do is draw the magma giving several layers, one applying a 3-1 mix of Evil Sunz Scarlet (Citadel) with Flash Gitz Yellow (Citadel) to increase the intensity of the magma.
3. Finally, we'll generate a line pattern for the stones by outlining the edges and generating patterns with Lustful Purple (VGC), be creative, anything goes here.



Rodrigo Ciprés
@rodrigo.akore

