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05 - 2020

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ARCH-REVENANT V1



PAINTING THE  
**ARCH-REVENANT**  
FROM GAMES WORKSHOP

PART 2  
BY ANDY WARDLE



**Wood 1:** I could not find the perfect brown for my Sylvaneth so worked on mixes to get the right combination. I added a little Olive Green to Rhinox Hide to get something I felt was a cold, super dark brown, which is the look I wanted. You could just use plain Rhinox or Vallejo Chocolate if you want to keep it simple, as arguably I was being fussy for this stage.







**Wood 2:** I then add a little English Uniform to the mix for the first highlight. This again gives harmony, tying it into the gold. You can see where limiting the palette can really give coherence to projects.





**Wood 3:** I then used Zandri Dust, I am always thinking of the impact of the overall light, not just each individual piece. Don't worry about highlight every single part, start to just paint areas that will really catch the light around the centre of the model.





**Wood 4:** Next a mix of Zandri Dust and Ivory for highlights. Notice I only add the bright highlights around the chest area. I don't add bright lights to the ends of the branch where it would draw attention away from the centre of the model.





**Wood 5:** I added a little glow using the same bright greens from the blade. This is used almost like a wash, dilute the paint so it will flow in the recess easily. If you get paint on any of the highlights it will just add to the effect. Gradually build up the glow towards the centre.



**Leaves:** The leaves were base coated with Warpstone Glow and then highlighted with some added Moot Green. I didn't spend much time on these, as I don't believe they are an important detail. Balancing the effort with the end result is always difficult especially when completing an army. So long as they are the right colour I am happy with it.







**Legs:** I painted the legs later in the process, as I was working top down on the figure. You can paint the wood all in one go of course; it really depends on your personal work flow. I have added the photos in this part of the guide, so If you want to do the wood together you can refer to them here.





Working through the stages of the wood.





The end result you can see isn't quite as bright as the torso wood, again to draw the eye to the important areas.





**Skin:** Probably the most difficult area is always the skin. Good news for this project is that as we are painting it green we don't have to worry about creating a realistic skin colour. However, we must still create nice highlight volumes which is a challenge in itself.



**Skin 1:** Here I have completed two layers: one is Deep Green mixed with Green Sky, the other is just pure Deep Green. You can follow the black and white airbrushing for this. It appears messy as the first layer is translucent. When I am sure of the areas I want the lights to be, I paint more directly with solid colour. The shadows are finished with Deep Green, the built up layers form solid colour and therefore darker.







**Skin 2:** Here I have applied more layers of my Deep Green and Green Sky mix. This is the same colours as the previous step, it is just opaque where I have built it up over a few diluted layers. Once we are happy with the mid tone and shadows, we can move on and begin the highlights,





**Skin 3:** Now we start the highlights. I use pure Green Sky, covering only a slightly smaller area, but still leaving a little area of the mid tone showing.





**Skin 4:** I start by adding Ivory to the Green Sky until I like how strong the highlights look. If you feel you lose the mid tone, you can glaze and adjust with diluted Deep Green. This will also blend it all together.





**Skin 5:** Here I have reached the maximum highlight. This is almost pure Ivory, but still has a little Green Sky in it. I don't go to pure Ivory so it still remains green-ish. The next step will show the finished model, as I covered the hole in the breast which I should have done from the beginning of course!





**Skin 6:** You can see here I filled in the hole, and repeated to the previous steps to cover my mistake. To finish the skin, I blended with pure Deep green. This brought back some strong greens in the mid-tone, but left the highlight bright and desaturated. This brings a lot of attention to the skin, but still looks “natural” and not overpowering.





**Cloak of leaves 1:** The leaf cloak was done with three coats of Plaguebearer Flesh. Easy right?! I really like this colour and I must admit it made an area I wasn't looking forward to very straight forward. I actually tried highlighting it after but I didn't feel it improved it.





**Cloak of leaves 2:** Instead, I just added a slight change in tone for the shadows with the Contrast Militarum Green paint. Although it may look a little plain on your screen, I was satisfied with the overall look in hand. If you want to highlight it, I would use something like Krieg Khaki.



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# END OF PART 2



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