

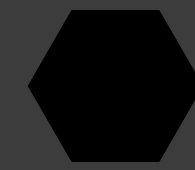


DARK PALE SKIN

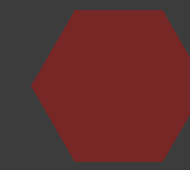
IN THIS TUTORIAL WE'LL BE
PAINTING DARK, PALE SKIN.

PERFECT FOR ATMOSPHERIC,
SINISTER SCHEMES LIKE VAMPIRES,
CHAOS SPACE MARINE SKIN,
DRUKHARI OR OTHER FRIENDS OF
THE DARK.

WE ARE STARTING FROM A
ZENITHAL PRIMED MODEL TO HELP
US WITH LIGHT PLACEMENT.
YOU DON'T NEED AN AIRBRUSH FOR
THIS STEP, SIMPLY USE
SPRAY CANS:
I USED CHAOS BLACK FOLLOWED BY
GREY SEER BY CITADEL.



VALLEJO MODEL COLOR
BLACK



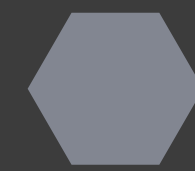
VALLEJO MODEL COLOR
BURNT RED



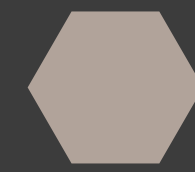
VALLEJO FANTASY PRO
FROZEN FLESH



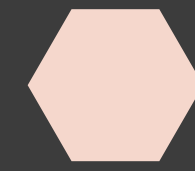
CITADEL
MEPHISTON RED



VALLEJO FANTASY PRO
COLD FLESH



VALLEJO FANTASY PRO
PALE FLESH



VALLEJO FANTASY PRO
WHITE FLESH

↘
BASECOAT MIX
WATER 50/50 PAINT

↘
LAYER MIX
WATER 60/40 PAINT

↘
GLAZE MIX
WATER 80/20 PAINT

COLORS

WATER

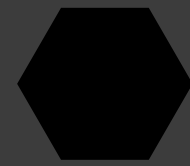


If you want a solid reference for where to place highlights, take a photo of the primed model, so you will be able to come back to the image while painting.

The zenithal highlight can be sprayed from any direction you would like the light to come from. Since the spray paint travels in straight lines just like light in real life, this is a great method to get realistic lighting results. On this model I decided to go for a natural light from above.

If you don't want to work with a zenithal spray, simply hold the model under a lamp. This should too give you a good idea of where to apply highlights. And again: If you want a solid reference for this, take a photo of the model under the lamp, so you will be able to come back to the image while painting.

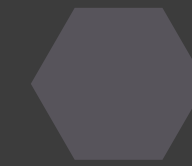
01 PRIME
BLACK



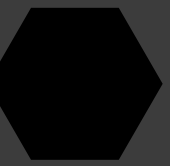
02 FROZEN FLESH
+ BLACK



03 FROZEN
FLESH



04 BLACK



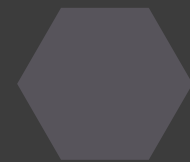
Starting from a zenithal highlighted model, but you can of course start from a plain black primed model.

Block in the shadow areas with a base coat mixed from Frozen Flesh and Black.

Block in the Light areas with pure Frozen Flesh. you might need two thin coats.

Block in all non-skin areas black.

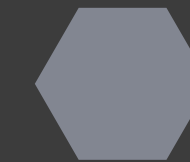
05 FROZEN FLESH



06 FROZEN FLESH + COLD FLESH



07 COLD FLESH



08 COLD FLESH + PALE FLESH



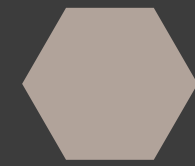
Blend the light and dark parts of the skin by glazing Frozen Flesh over the transitions until you are happy with the results.

Apply the first highlight by glazing with a mix of Frozen Flesh and Cold Flesh. Focus only on the upward facing areas.

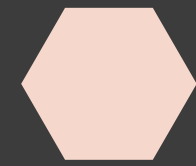
Apply the second highlight by glazing with pure Cold Flesh, again focussing on the upward facing areas, covering a smaller area than before.

Apply the next highlight from a mix of Cold Flesh and Pale Flesh.

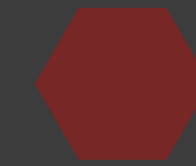
09 PALE FLESH



10 WHITE FLESH



11 BURNT RED



12 MEPHISTON RED



Apply the next highlight with pure Pale Flesh only in areas above the chest to draw the attention to the face.

The last highlight is added with pure White Flesh. Focus on tiny, raised parts like the nose, chin, hand knuckles, top of the head.

Glaze in Burnt Red around the eyes and in the mouth.

I painted the eyes with Fluo Orange and the teeth with White Flesh. I added some Blood dripping from her mouth with Mephiston Red.

FINISHED MODEL



THIS IS THE END.
I HOPE YOU FIND THIS
TUTORIAL HELPFUL.
HAPPY PAINTING!