



Thornik – Skin, black armour & NMM gold PDF tutorial

Before we start painting the miniature, we locate the light reflections on the body & armour, by taking a picture of it under our desk lamp. I primed it in Chaos black as it has a great shine to it.



Paints used :

Skin:

- Cadia fleshtone (Citadel)
- Luminous flesh (AK interactive)
- Dark blue grey (Vallejo mc)
- Khorne red (Citadel)
- Rhinox hide

Black armour:

- Dark grey (Vallejo mc)
- Abaddon black (Citadel)
- Sky grey (AK interactive)
- Mournfang brown
- Dark sea grey (Vallejo mc)

NMM gold:

- British khaki (AK interactive)
- Ice yellow (Vallejo mc)
- Skrag brown (Citadel)
- White (AK interactive)
- Seraphim sepia (Citadel wash)
- Rhinox hide
- Mournfang brown





We start by basecoating the skin with a 2:1 mix of cadia fleshtone & dark blue grey.



We now glaze the frame of the light reflections, by adding 1/3 part of luminous flesh to the basecoat mix – add 1-2 parts of water.



We now add a $\frac{1}{2}$ part of luminous flesh to the previous mix & glaze towards the center of the light reflections.



We now add another $\frac{1}{2}$ part of luminous flesh to the previous mix & glaze the center of the light reflections. We furthermore take our basecoat mix & add a $\frac{1}{2}$ part of rhinox hide & shade all the deepest recesses & naturally shaded areas (see reference photo). If we want these areas darker, we can just continue to add small amounts of rhinox hide, to the same mix.



We now add scratches all over the skin, by painting thin lines & dots, with the same mix, as in the previous step.

Once again, we add a ½ to 1 full part of luminous flesh to the previous mix & glaze the very center of the light reflections.



Later on, i glazed the shaded areas, with thinned down khorne red, to give it a bit more of a warm feeling – i added about 2-3 parts of water to it.



We now work on the black armour. We start by basecoating it, with a 3:1 mix of abaddon black & dark grey.



We now add a ½ part of dark grey to the previous mix & glaze the frame of the light reflections. Add 1-2 parts of water.



We now
add 1 full
part of
dark grey
to the
previous
mix &
glaze
towards the
center of
the light
reflections.



We now
add 1/3
part of
dark sea
grey to the
previous
mix &
glaze the
center of
the light
reflections.



We now add a ½ part more of dark sea grey & glaze further towards the very center of the light reflections. We edge highlight with the same mix.



We now add a ½ part of sky grey to the previous mix & glaze or add a dot in the very center of the light reflections. We furthermore highlight all the sharpest edges & cracks in the armour, with the same mix as in the previous step. Finally we glaze with mournfang brown randomly, on some of the shaded areas – add 2-3 parts of water.



We now work on the NMM gold trim. We start by basecoating it with a 1 : 1/2 : 1/2 mix of british khaki, rhinox hide & mournfang brown.



We now glaze or sketch in the frame of the light reflections, with pure british khaki. Add 1-2 parts of water.



We now make a 1 : ½ mix of british khaki & ice yellow, & glaze towards the center of the light reflections. We furthermore add a ½ part more of ice yellow & glaze the center of the light reflections.



We now add a $\frac{1}{2}$ part of white to the previous mix & glaze towards the very center of the light reflections. We keep on adding white, until its pure white in the very center.



We now wash all the shaded areas, with seraphim sepia - 1-2 layers is enough & it doesnt need to be thinned down with water.



We now edge highlight all the edges, that are closest to the light reflections, or in general is catching light, with the same mix, as in step 3 & 4. For the remaining edges (For example the edges, that are facing downwards), we edge highlight with a 1: ½ mix of british khaki & ice yellow. We use the same mix, to add scratches on the shaded areas.

Its now done 😊